



## Introduction

The world is a quiet place, but Shu and his friends in Talta Village are beset by a monstrous event every year for the past decade. A monstrous creature attacks Talta when violet clouds gather. But this year, things are going to be different.

Shu and his friends have a plan to stop the monster -- or die trying (usually the latter). To stop yourself from saving and loading excessively, why don't you try IGN's **Blue Dragon Strategy Guide** and save yourself some grief?


We'll have not only details of the main quest, but also tips on the various mini-games and optional quests you'll find along the way to save the world. The only way to have things easier is to have enemies shoot themselves in the head when you encounter them.


*In this Blue Dragon strategy guide, you'll find:*

- **BASICS** // An extensive look at the basics of Blue Dragon play. New adventurers start here.
- **WALKTHROUGH** // Our complete Blue Dragon Walkthrough. Don't leave home (base) without it.
- **APPENDIX** // A comprehensive assortment of collectible wares and miscellaneous items.

**Guide by:** I'll Never Tell

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## Blue Dragon Basics

General Basics	Battle Command Menu & Turn Order	Battle Formation	Abnormal States (Exploration / Battle)
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### New Game & Language Option

When starting a new game, you select the language you want. Later, when loading a saved game, press **Blue** to change the language before the game starts.

When loading a game, make sure the correct disc (any 1 of the 3) is loaded onto the Xbox 360 disc tray or the game will freeze until you eject the incorrect disc and insert the correct one. Honestly, this is simple — but yet you think you're **smarter than a 5th grader**.

### Exploration Command Menu

You can access the sub-menu (**Yellow**) and change your settings. Items taken will be categorized by class. The encyclopedia (a system item found after a little while) will log your battle, monster, and item records. These are used for various gamertag achievements.

When moving around, your party leader can interact with objects, locations, and NPCs by pressing the **Green** button. *This is very important as soon as you land in the cave (Ancient Ruins Cave).*

Exploring and interacting with objects not only nets you a large amount of gold and items, but also gets you these null items called "nothings". This is the "Nothing Man" side-quest that starts as soon as you see a save point.

The world map (useless until you are able to warp) can be called up with the **Start** button. Warping is also done from this menu, although you will not get this until a little later in disc 1. When warping, keep in mind that certain story quests will prevent your party from warping until the quest is resolved. So before moving on, make sure to loot the immediate area or buy the items and accessories you need or you wind up regretting your lack of preparation.

### Encounter Circle, EXP, SP, and Field Skills

Hit the Right Trigger in the field or dungeon to show the encounter circle. This little item is helpful in getting the *partei-prämie* (party bonus) of SP to level up your shadows quickly. You may not be able to do that early on, but it comes in handy later. Attack enemies using the dash attack or by bumping into them singly; otherwise, use the encounter circle.

Enemies highlighted in the circle are fought at once when you choose to fight all monsters. There are no back attacks or surprises here. Fighting multiple monster groups sounds tough, but between each monster set, you have a battle roulette that offers only positive afflictions to your party (HP restore, Attack Up, etc.). Fighting multiple monsters will be needed once you have your shadows ranking around 40 or so, since the SP bonuses add up.

EXP is earned across all battles but there is no bonus for experience earned unless certain items are used. EXP is used primarily to gain more shadow classes (up to the max of 9 different classes). EXP ultimately matters only by how many classes are unlocked; the rank of shadows figures more into the power level of your character.

<b>Back attack</b>	These occur when your party bumps into an enemy from behind allowing your party to attack them (or their back rank) for extra damage.
<b>First attack</b>	These occur when your party leader executes a dash and gets lucky. This means your party attacks the enemy for one turn without retaliation (charge fighters and spellcasters may be different).
<b>Preemptive attack</b>	These occur if your party is struck from behind by enemy parties. Enemies not only attack first, but they attack your back rank (which is the front rank for this fight). Try to flee and retry the battle on your terms.
<b>Monster fight</b>	These occur only when the encounter circle is used. When monsters who are opposed to one another are fought in the same encounter circle, one monster will attack or kill another instead of your party. Monsters that have the potential to do a monster fight will have their names in yellow when they appear on the screen.

Field skills are special abilities assigned to **Right Bumper** and **Left Bumper** in the encounter circle menu. None of the skills are left on for long since you can swap out the skill once it's been activated. Almost all field skills use MP. Field skills are helpful in some situations, but not always.

#### Here We Are At The Island .... Wanna Save? (Saving Data)

Data the jack-a-lope monkey from *Mega Man Legends* had it right on the money about saving data. Save data when you have the chance, since you never know if a boss will come around the corner (without a checkpoint) and turn your party's intestines into balloon animals.

There are 30 save slots, and almost no reason to use anything more than 10 to 12 for each disc.

In dungeons, you can only save at save points. The advantage of a dungeon is once you cleared out all the monsters in that dungeon, you can freely roam around and save once you're done exploring. However, since saving is tied to a save point, the opportunities to save are limited.

In the overworld, you can save by using the sub-menu (**Yellow**) and saving at any time. While you can save anywhere in the overworld, the number of enemies in the overworld are infinite and no area can be truly pacified.

General Basics	Battle Command Menu & Turn Order	Battle Formation	Abnormal States (Exploration / Battle)
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Although you do not get your last battle command until disc 3, you start with plenty of commands in Shu's starting battle (attack, defend, item, etc.). Each command is self explanatory, although how they're done depends on the skill set your characters are equipping at the moment. Briefly:

<b>Attack</b>	Attacks a specific enemy. Only enemies in the front row are vulnerable to physical attack (some skills will remove this restriction).
<b>Defend</b>	A character will defend and add about 50% to his defences (physical mostly) for that turn. Some items will have abilities when a character defends with them.
<b>Spell</b>	This casts a spell from one of the four magic disciplines (Black, White, Barrier, Support). The amount of time used to charge the spell will determine its effectiveness and how many targets it affects (the spell descriptions will mention what each spell does). A spell's effect can sometimes be seen on screen as its being charged. For double cast, the second spell's charge time determines when <i>both</i> spells are cast.
<b>Skill</b>	A specific skill that is not linked to any other command will appear here. Some early examples include: <i>Mow Down</i> , <i>Steal</i> , <i>Mediation</i> , and <i>Magic Sword</i> .
<b>Item</b>	Uses an item for attacking, healing, or support. An item is used almost immediately; double item uses two different items on two different targets.
<b>Formation</b>	Switches a character from one row to the other (reset back to the sub-menu formation after battle). Since there must be at least one party member in the front row, use this command to swap magic casters to the back row when they are dragged to the front. Party members in the back row do less physical damage to enemies and are protected against physical damage from normal attacks.
<b>Flee</b>	Causes the whole party to flee. Best used by characters with the highest agility scores. Combined with the special accessory "Shoes of Hermes", this allows your party to flee from almost any battle.
<b>Corporeality</b>	This command occurs once the party gets further in disc 3. During battle, party members dealing damage and taking damage will fill a tension meter. When the meter is full, the character can make his shadow manifest in an ultimate (physical) attack. Once the attack is completed, the amount of damage done is recovered as MP for that character.

When charging spells and charged attacks, look carefully at the timing bar. Although the sweet spot will minimize the MP used and shorten the time to the next turn, taking an action after the monster hits your party (possibly killing someone) is not worth it. Ultimately, you need to decide when you need to use the sweet spot's effects and when not to.



For most tough enemies, you need the sweet spot to get some fabulous effects (blowing away attacks, lowering shields, etc.) but if you need the speed, tap **Green** quickly to end the charging cycle and let loose the action.

## TIPS

High agility scores mean a character will have more actions over time than low agility characters. It also means such characters act first in battle, which is crucial for spell casters.

In the instances when you want the charge to hit the sweet spot, hold **Green**. Continue holding it even if you miss your mark; the charge repeats its cycling effect so long as the button is held and you can try to release it when you're ready. Ultimately, it's generally better to overcharge and hit enemies with a large attack than a smaller, weaker attack.

<a href="#">General Basics</a>	<a href="#">Battle Command Menu &amp; Turn Order</a>	<a href="#">Battle Formation</a>	<a href="#">Abnormal States (Exploration / Battle)</a>
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The party formation is paramount to your success. Spells are cast on a single target, a row or in a circular pattern. Having a scattered group of adventurers means enemies get to slaughter them piece-meal, like in a miniatures or RTS game. Since the party leader isn't necessarily the person who will be hit the most (despite the line-up appearance), use a back row person to lead the party (or the person with the most HP).

Few enemy parties can actively attack your party in the field (the various giants and gun-toting ghosts are about the only ones) so you should not worry about the party leader much. What you want to worry about is who appears where in the battle line.





Take the above example. If you have Jiro and Kluge in the middle, then any front row spells you need to cast on Shu takes longer to reach Maromaru. This means you take more time for the action, which may let enemies attack your party before the spell or effect is cast.



By moving the characters slightly, there are two effective groups in the party - the fighters at the front and the magists in the back row. This grouping lets you cast spells that take a shorter time to affect everyone. For circular spells (like Shieldus) cast it on the center character and let the spell effects radiate out from there.

Note each time your party adds or subtracts members, the party and formation need to be changed again.

General Basics	Battle Command Menu & Turn Order	Battle Formation	Abnormal States (Exploration / Battle)
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There are several abnormal states that may be inflicted on the party while exploring or when in battle (mostly the latter). Items to heal such afflictions will be available, as some White Magic spells. White Magic only has some "anti-effect" spells; after progressing halfway through the game, the spell "cure-all" will pretty much be your *defacto* panacea for all afflictions.

<b>Sleep</b>	In battle, the target will not be able to act. If the target takes damage, he will awake. There are accessories and Barrier spells that prevent this state.
<b>Poison</b>	In battle or in the field, the target loses HP with each step or passage of time. White Magic and antidotes will cure this affliction. There are accessories to prevent this state, but may reduce other defences as other accessories are available.
<b>Stink</b>	In the field, this makes the party more vulnerable to monster detection. It may cause more monsters to spawn in an area as well. The item deodorant or the White Magic cure-all will cure this affliction.
<b>Dizzy</b>	In battle, the target cannot cast spells. This is the equivalent of the Mute spell from <i>Final Fantasy</i> or Silence from <i>Dragon Quest</i> . There are special accessories to prevent this state.
<b>Stun</b>	Similar to the sleep state, the stun state can be cured by damaging the target, or by magical cure (damage is cheaper).
<b>Kelolon</b>	In battle, turns the target into a Kelolon monster. A kelolon cannot cast spells, but may fight, defend, and use items. There are spells and items to cure this ailment.
<b>Panic</b>	In battle, the target will do random actions on random targets. Physical damage will return a character to normal. There are also items to prevent this state.
<b>Paralyze</b>	Similar to Stun or Sleep, but cannot be cured except by magic spells or items. This is the most dangerous version of the three states.
<b>Petrify</b>	Target is turned to stone and lasts into field exploration. A party that is completely petrified will be counted as KIA (killed in action). Special accessories will prevent this state; items and magic spells will cure it.
<b>KO'ed</b>	In battle, this is considered dead. If the party wins, the afflicted member comes back with 1 HP, but does not partake from the SP and EXP rewards from the battle. A party KO'ed completely is KIA. Only spells and items can cure this affliction. Some items will prevent the "instant KO" effect that some monsters (i.e., Mr. Gold Scything Skull Spider) can do with alarming frequency.
<b>Removed</b>	Similar to KO but more harsh. It's similar to what Ruby Weapon does in <i>Final Fantasy VII</i> , by completely removing the target from the battle line, you won't even have a body left to revive with spells. Now that's nasty! Only some rare monsters will be able to do this, and even then, it is very rare that they do if you attack forcefully enough to kill them quickly.
<b>Frozen</b>	In battle, the target is paralyzed. However fire magic will be able to cure this affliction in addition to normal spells (see manual).
<b>Burning</b>	In battle, the target is "poisoned" but with fire. Only water magic will be able to cure this affliction (see manual).
<b>Zombie</b>	In battle, the target is panicked, but will only attack your party. Like KO, petrify, and remove, if all members are in this state, they are considered KIA. There are items to get rid of this state, as well as the White Magic "cure-all".

<b>Ghost</b>	The target is astralized and cannot make physical attacks. Magical attacks are still available if you have Black Magic. Similar to dizzy, but affects only the physical aspect. Very rare in many cases, but White Magic "cure-all" deals with it (or the battle roulette).
<b>Sealed</b>	A story-driven state. The party's shadows are contained and cannot be used. The remedy takes about 10 minutes to solve.



## Blue Dragon Walkthrough

Disc One				Disc Two			Disc Three		
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### Disc 1 - Land Shark Attack

After the credits start, move the hero guy (whatever his name is) down the ramp towards the camera. Afterwards, have the grandfather talk to a bunch of people. The old guy and some other young guy leaning over the railing will shift your playable character from the grandfather to the young punk in the flaming orange soccer shorts.

*Before you head out and get killed, don't move the guy and instead, move the camera around. You should be able to find some kid hiding behind some rocks near some stairs.*



Take the HP Elixir from the kid and if you feel like you need to use it, use it. Attack the moving enemy by getting the hero close to trigger the battle. When the green guy says there's a weak spot, move the stick on your turn to attack the glowing red spot. This should trigger a cinematic where the green guy and some black dress little girl to talk to the flaming orange pants guy.

Approach the moving enemy once more and a cinematic will take place. Touch the enemy and get warped into the cave of death.

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### Disc 1 - Ancient Ruins Cave

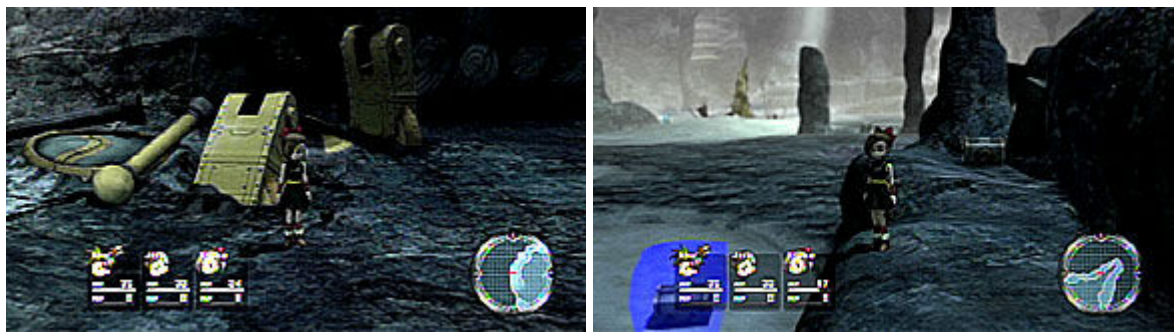
<b>Warp Point -</b> <ul style="list-style-type: none"> <li>No.</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Near the Land Shark wreckage</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Stone Bracelet</li> <li>Stone Necklace</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Poo Snake</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Notice there are some treasure chests that are not protected by a blue forcefield. Investigate the chests available, and

slaughter the enemies here. One curious thing about this game is you can have the party leader investigate random objects in the background (like the machinery) and get items and money.



Do that to collect the medals, items, and other goodies. There's almost no way for your party to die against the Poo Snake enemy if all three of your anime whack-jobs attack the same guy and rip it apart. Since you do not earn any SP right now, it's to your advantage to avoid enemies; however, defeating enemies will cause chests to appear, as well as the exit to this cave.



Do some erstwhile exploring to get some accessories (stone necklace and bracelet) which you should place on any character. Your primary fighter (Dragon Ball Z clone) will suffice. Note there are chests around this cave if you take the time to explore the rocky trails (that is where you will find some of the other accessories).

If you take the chest near the Land Shark (after killing all enemies) you warp to the Flying Fortress.

Disc One			Disc Two			Disc Three			
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Disc 1 - Flying Fortress

<b>Warp Point -</b> <ul style="list-style-type: none"><li>No.</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>In the Light Sphere room.</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>Bwah, nuthin'</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>Mecha Robo</li></ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Check all the surroundings for items and gold before going through the very obvious center door. The door leads to the guy in charge of the flying robot city. He will do about 400 points of damage and kill your party, then dump their corpses into waste disposal.

Save the game at the save point near the center dais. After the cinematic with the light orb, use the center structure to lose pursuing enemies and have all three party members clear the room of roaming robots.

It takes about four to five attacks at level 2 to trash a bot (unless a critical is scored). Fight only until you're about out of healing items or if you suck at playing the odds. The random items you get from the surroundings are generally enough to increase your HP if you are about to die.



After taking out the robots (or fleeing), go towards the only unlocked door. For the door, press the **Green** button rapidly to close it. Do the exercise three times to shut the door. If a robot gets through, you will have a battle, which should not be a problem.

Eat the light orb when prompted, and watch the kids get jacked on magic steroids and kick ass. Use the free HP/MP refill to clear the room of robot trash, as well as loot the place for items.

You will not be able to use the encounter circle, but since there are about a dozen or so Mecha Robo, you should be able to increase rank once or twice. By the time you off the whole gang, the party should have gone up a few levels.



Use the quiet to loot the hangar of all items. Get used to seeing how each item is a "block" or "game object" of sorts so you can track and trace future item holders in other dungeons (and towns). Some places have quite a few items and gold to grab while others do not. However, each item you get sometimes yields a "nothing" which comes into great importance later.

Take the mechat (small machine) to leave the city when you're ready.



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#### Disc 1 - Mechat Crash Site & Lot Wildlands

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Wilderness Village</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Mechat Crash Site</li> <li>Wilderness Village</li> <li>Lot Wildlands West</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Stone Bracelet</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Ancient Katydid</li> <li>Apocalypse Moth</li> <li>Poo Snake</li> <li>Green Grunt</li> <li>Smirking Scorpion</li> <li>Scavenger Wolf Ghost</li> <li>Flamboyant Dragon - <b>boss fight!</b></li> <li>Gotsu-Gotsu - <b>warning!</b></li> <li>Green Soldier - <b>warning!</b></li> <li>Lazy Bear - <b>warning!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

There is a save point near the crash site. Use the calm lake to restore all the HP and MP of the party. You can come back to this lake when you like (assuming you want to brave the enemies in the area). Get used to the field and encounter circle in the small overworld between the crash site and the Lot Wildlands.

There are some tough customers in the Wildlands and having a few more ranks (say 5 each) won't hurt. Besides, you earn new skills. Black Magic needs to reach rank 8 before it becomes useful but rank 5 (for Mow Down) is a good idea for all your characters now.



If in the event you unlock a new class, consider grabbing the Generalist class early to have slots ready for you later. Next have Shu (orange pants guy) take Monk and the other two runts can take Barrier and Support Magic.

Cross training with different shadows will also install new skills for each character, allowing you more luxury and flexibility when making up teams. Note that Kluge will be taken out of the party later, but her absence will only be near the end of the second disc (you get her back before finishing it), so you will want to power up Shu (who sometimes fights alone).

## TIPS

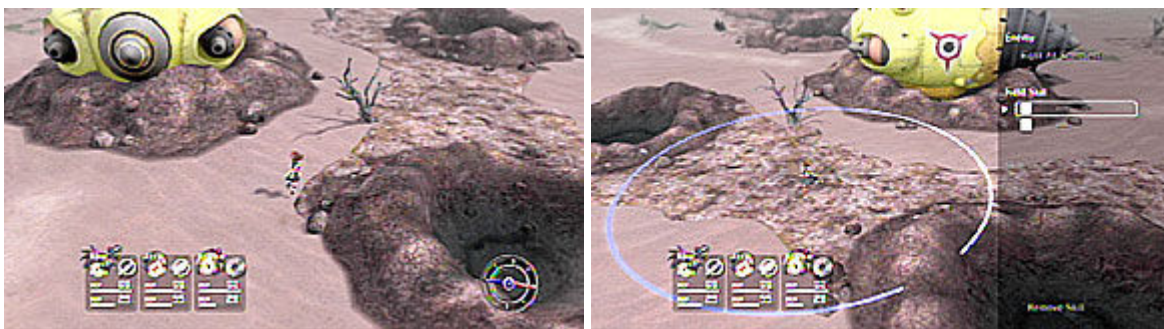
There is a village between the east and west sections of the Lot Wilderness. You would be pretty dumb to pass it up. There is not only a save point, but also a warp point later. There are spell, item, and accessory shops for the boss battle you're going to do in 5 crazy minutes.

***Don't forget to loot the village of all items, gold, chests, and "nothings".***

There is also an inn that restores the party's HP and MP. It's closer to the action, but costs money to use. If you can head back to the Mechat Crash Site and avoid enemies, it will be just as effective. That 18 gold is yours!

In the Lot Wilderness, be sure to investigate every tree, rock, shrub (or shrubbery, especially those with a path down the middle, for that two-level effect) for items, gold, and "nothings". All the while, you can avoid enemies, or better yet, smear their entrails across the badlands' rocks so you collect EXP, SP, and gold for the trouble.

Notice that the party leader can push trees over to get to the chests on the cliffs. Inspecting the tree stump occasionally earns you nothings or items. If it sounds tedious inspecting everything now, wait until you start having to do this later, after 70+ hours and wondering what you missed when you are on disc 3.



For now, use the encounter circle to gather enemies in large groups. Large fights, even "monster battles" (100 is an achievement) will net you larger amounts of SP. There is an SP bonus of 1 per group of enemies if you manage to bunch a few together. A group of five enemies earns 5 more SP on top of the respective SP from the monster parties.

## BOSS FIGHT

**What's Killing You:** Flamboyant Dragon

**Average Class Rank:** 8 to 10 for the active shadow. 15 or more is overkill.

**How to Prepare:** Save at the Wilderness Camp. Buy the accessories from the merchant and equip your party with them. Any of the antidotes you find you can trade to the Sheep herdsman for Phoenix Talons (revives a party member) but you earnestly don't need many.

Make sure Jiro and Kluge can cast healing spells as well as black magic; you need the firepower to hit the enemy with kick-ass spells. Spend some time in the Lot Wilderness East to rank up your shadows and classes until you have a few decent skills (Mow Down is not a boss-killing skill but Magic Sword is).

Pick one of the magicians to use all Black Magic and place her in the back row; the remainder should be left up front as decoys.

**How to Kill It:** After damaging the boss' body several times, the horn target will appear on the head. Cast magic on the horn to stun the boss. Once stunned, attack the horn or head with all you have and it should die quickly. Magic sword is not necessary.



Save the game after killing the horned dragon. Note that the enemies in the wilderness overworld are fairly easy. However, there are several dangerous ones right now who you cannot hope to defeat until the Hospital Ruins are completed (better items, spells, etc.).

The most dangerous enemies at this point are the Gotsu Gotsu (skeleton wizards) who can cast an Earth-type spell (Ground) doing about 60 to 80 damage to your whole party. Avoid them until you have levelled your party; you can ignore them now since they are enemies you can defeat later in about 3 hours.

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#### Disc 1 - Drill Machine

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Drill Machine 2F</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Drill Machine 1F</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Warp Keys</li> <li>Silver Bracelet</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Mechanical Maintenancer</li> <li>Enhanced Maintenancer</li> <li>Intercept Electroque</li> <li>Mecha Robo</li> <li>Marumaro - <b>boss!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

In the Lot Wilderness overworld, locate the large yellow drilling mechat making the craters. You can have the party loot treasure chests around the machine, but watch for the Gotsu-Gotsu enemies, as well as any other enemy who is very large, immobile, and potentially intimidating (the Lazy Bears).

Unless you spend a significant load of time levelling up here and now, avoid the Lazy Bears and Gotsu-Gostu and instead, head for the Drill Machine. Don't forget that if you're having a tough time of things against the Green Grunt, use the Wind Sword spell to lower its attack.

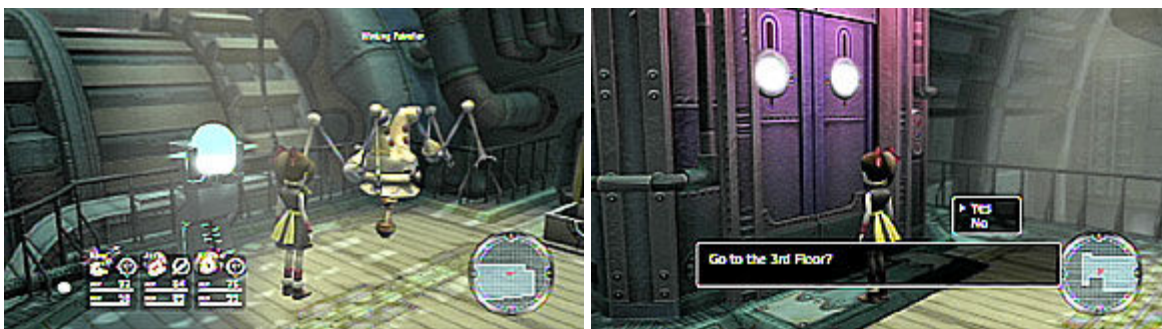
## TIPS

You can save anywhere in the overworld, not simply at the save point. Pull up the sub-menu using **Yellow** and choose the save option on the navigation list. Roaming enemies in the field reset themselves when a game is loaded.

After you've taken your fill of the area, head for the large yellow Drilling Machine. Make sure to have bought all the spells you want from the Sheep Tribe village first (there are better accessories on the Drill Machine), since spell shops are often peculiar in what they sell.

**Be sure to loot the items around the Drill Machine's landing before climbing the ladder, or you're gypped of items and gold.**

Once the party boards the Drill Machine, save on the first floor and loot the place. Buy the copper accessories and new spells from the robot shopkeeper. Use the robot inn and save point if you need them. With the Black Magic skill Regenerate MP, you practically have the ability to heal yourself for free if you have the patience.



Enemies start appearing on 2F. Use the lifts to go from 2F to 3F, work across that floor, and kill anything that looks weird. From 3F, take the lift down to the other side of 2F and fight the Enchanced Maintanancer. This monster is hard only if you fail to keep the physical assault going.

Keep all members in the front rank and attack. Once the robot is defeated, it gives up 23 Warp Keys, which you need to expend to unlock world warps (you can use them later at no cost). This battle also unlocks the door on 3F to the boss. All the while, the various spots in the interior should be yielding items, gold, and "nothings".

## BOSS FIGHT

**What's Killing You:** Mysterious DeeVee

**Average Class Rank:** 10 to 12 is about right. Anything more is excessive.

**How to Prepare:** Save on 1F before heading back to 3F. Using the copper accessories will help alleviate damage. One party member casting healing spells in the back means you always have one person backing up the front line infantry.

**How to Kill It:** The mole guy is easy. He counters every attack you make, so keep everyone's HP around 20 to 30 to suck things up. Group pound his munchkin body into the ground and it will be over very quickly.

Loot the cockpit of items and use the side door to reach 1F. On the way down to the 1F, don't miss the chests in the side room. While at the robot shopkeeper, clean out his spellshop. The exit will be on the other side of the machine now.

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### Disc 1 - Hospital Ruins

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Hospital Ruins, Urn Room</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Drill Machine 1F</li> <li>Hospital Ruins 3F</li> <li>Hospital Ruins, Urn Room</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Magic Crystal Ring</li> <li>Magic Crystal Necklace</li> <li>Magic Crystal Bracelet</li> <li>White Magic Heart</li> <li>Black Magic Heart</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Medical Maintanancer</li> <li>Hover Alarm</li> <li>Intercept Electroque</li> <li>Midnight Ghost</li> <li>Wandering Wraith</li> <li>Fire Wolf Ghost</li> <li>Snow Wolf Ghost</li> <li>Scavenger Wolf Ghost</li> <li>IceFlame Wolf Ghost - <b>boss!</b></li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

The first save point is in the Drill Mechat's 1F; doing that will reset the enemies inside the hospital, so use this chance to power-up a few times. A second save point is on 3F of the ruins, and a third deeper still (after the boss).

Note that enemies do not re-appear in certain dungeons, so once you exterminate the enemy parties in a dungeon, you can freely explore the place (after saving) without being molested.

Outside the drilling machine, check between the treads for neat crap. The hospital ruins has enemies as well as a surgical theater that regenerates MP and HP. The stairs to 2F is in the north, past the surgical theater.



If everyone's Sword Master class is rank 5 or more, add the skill Mow Down 1 to quickly destroy the Intercept Electroques (those small gun robots) quickly. Explore the hospital 1F methodically for extra gold and items.

The Shine spell from the shop will be the most potent attack against the various ghost enemies. Although you can cast Heal or Heala on them, Shine is cheaper to cast. Midnight Ghosts and Wandering Wraiths appear to ambush your party when chests are opened.

Luckily, there is a medical robot on the first floor (inside the surgical room) that restores all of your party's HP and MP for free. Don't forget, as you long as you don't leave the hospital ruins, enemies killed on all three floors will not re-appear. The 2F stairs are past the surgical room (the one with the medical robot).

## TIPS

If it's too dark to see, look for a red switch on the walls. These are light switches. Alternately, you can crank up the gamma (contrast, brightness) on the television and artificially see in the dark.

On 2F, there is a hallway leading to the head doctor's office. Before going in though, check for the Head Doctor's Key in the dark room on 2F (first room on the 1F/2F transition). This unlocks more treasures in the office.

Ghosts will ambush your party; attack all of them in an encounter circle. If you use up a lot of MP and HP, use the robot on 1F to recharge completely.

The head doctor's office has a safe key behind a painting. Get it and use it to unlock the White and Black hearts in the desk. The locked chest unlocks a chest with a helpful accessory. Getting that accessory will spawn more ghosts, which pretty much means SP city.

There are stairs to 3F past the next few dark rooms (with ghost ambush). There is a save point on the 3F, right after the cut-scene showing the monster battle. Save there and explore the 3F as thoroughly as possible.

There is a Magic Crystal Necklace in a locked chest. The key is in another chest at a dead end patrolled by the ghost wolves. Use the encounter circle to get them all in one encounter to cancel each other's element out so you fight the normal Scavenger Wolf Ghosts instead. Although you earn less points, you suffer less damage.

From 3F you find stairs back down to 2F. This leads to a security room that turns power on to the central elevator. From the central elevator, you can reach the other side of 3F and find an ominous checkpoint in the same corridor where the key to the Magic Crystal Necklace chest was.

Heading into the door will result in a boss fight, so don't head in until you are ready.

## BOSS FIGHT

**What's Killing You:** IceFlame Ghost Wolf

**Average Class Rank:** 15 ... and if you're lucky, you don't die much.

**How to Prepare:** Place Kluge, Jiro, or both in the back rank and heal the forward fighter (guess who likes you). Use the strongest (not weakest) classes for boss fighting and ditch extra skills like Regenerate MP or Mow Down for stuff that hurts bosses.

Using the robot on 1F to heal all MP and HP is a smart move (so is saving on 3F after clearing it out). If you've been looting the hospital, there should be plenty of items to help you combat the boss.

**How to Kill It:** The boss has attacks that are both fire and water, so any fire or water spells will heal it. Instead, concentrate on casting heal to keep Shu alive so he can attack the boss. This is a straight up, no-nonsense fight, so get to it. If you have opted for Barrier magic, now would be a good time to use Shield or Shell.

After the boss fight, check the large room's treasure chests for a Magic Crystal Bracelet. Don't miss the wreckage (those also have items). Follow Marumaro to the Urn Room. Use the save point and the warp point (otherwise, you can never come back to this dungeon).

Inside the Urn Room, avoid checking the urns for the medicine. Check the shelves first. The medicine is in an urn in the corner. When it is found, the party is taken to Lago Village. Incidentally, the large rock blocking the way there is removed.

Disc One				Disc Two			Disc Three		
01	02	03	04	05	06	07	08	09	>>

### Disc 1 - Lago Village & Lot Wilderness

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Drill Machine 2F</li> <li>Lago Village</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Drill Machine 1F</li> <li>Lago Village</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Ordeal Bracelet</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Ancient Katydid</li> <li>Apocalypse Moth</li> <li>Poo Snake</li> <li>Green Grunt</li> <li>Smirking Scorpion</li> <li>Scavenger Wolf Ghost</li> <li>Gotsu-Gotsu</li> <li>Green Soldier</li> <li>Lazy Bear</li> <li>Ancient Moth</li> <li>Ancient Beetle</li> <li>Sonic Stunfish</li> <li>Cutlass Fish</li> <li>Ghost Crab</li> <li>Hunter Ghost</li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

Before entering the main building in the middle of the village, loot the chests near the Drill Machine first. Inspect the external areas of the village for items, gold, and "nothings" first, then head to the center building when forced to.

There will be a cut-scene of the Nene guy. After cutting through the plot (which absolutely does not get in the way of the story), Marumaro will be gone. Locate him by heading up the ramp to the cave and then asking him to join you. As you climb the village, be sure to activate the warp point and loot all interesting looking items for items and gold.



Visit the shops and swap the copper and stone accessories for the silver stuff. Shift Jiro and Kluge to back rank and start making Marumaro and Shu into the primary fighters for the party. The Generalist class would be the one shadow Maromaru needs when he has the chance to learn new classes.

Don't forget to loot the stores you head into. Visit the spell shop, who is inside the big building. She's the DeeVee near the building's entrance. Buy all the spells to have them around. Now you can head out into the overworld and start picking fights with confidence.



## TIPS

With the hospital ruins finished, the party should be in better shape to fight off the Gotsu-Gotsu and Lazy Bear enemies. Although the immediate goal is to head southeast and explore the Undersea Cave, there are better items to be claimed past the Lazy Bears towards the Gul Mountains entrance. Past the Lazy Bears, there is a chest with an Ordeal Bracelet. This dramatically increases killing power.

Keep in mind that all the shadows should be levelled to rank 12 or more (the ones you don't use, can be ranked up later, but check the skill list for what skills await you when you do attain better ranks).

Note spells can do some serious hurt on enemies in rows or groups, but flying enemies are invulnerable to the Ground spell (some even absorb the damage and heal from it). Looting the other chests will get some more items.

Moving on, venture down the ramp to the sea. Don't be shy in exploring the wetlands area and levelling up your party, since you want the extra power to spare. There are chests there with stuff. If you're not interested in cleaning house and looting the place, you should ask yourself why you are playing an "RPG". Head into the Undersea Cave when ready.

Disc One				Disc Two			Disc Three		
01	02	03	04	05	06	07	08	09	>>

### Disc 1 - Undersea Cave

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>No.</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Undersea Cave</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Water Earring</li> <li>L3 Flara</li> <li>Water Necklace</li> <li>Generalist Heart</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Cutlass Fish</li> <li>Ghost Crab</li> <li>Wizard Jellyfish</li> <li>Broadsword Fish</li> <li>Poo Crabs</li> <li>Hydra Head - <b>boss!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

The undersea cave has a save point at the start. It's fairly straight forward -- it has only one floor. But there are many side paths with items in objects and guarded chests. By now, your party should have the Black Magic shadows at rank 8 or more.

The regenerating MP should give you the ability to heal your party complete with spells, so there is no excuse for lack of resources (except time).



Broadsword Fish will be the toughest customers (apart from the annoying poison spewing Poo Crabs); however, get the Poo Crabs into the mix and the armor will be cut off from the Broadsword Fish.

Not exploring all the nooks and crannies is impossible, since you need the Hex Crystal to progress. Find it in a chest after finding the Fish shaped Key. The locked chests holds the Hex Crystal, which in turn, leads to a boss and checkpoint.

Beforehand, you will want to loot the cave of all items and gold by inspecting the anemones and coral.

BOSS FIGHT

**What's Killing You:** Hydra Head

**Average Class Rank:** 12 to 15 is fair. 16 or more is bordering on easy.

**How to Prepare:** The boss is vulnerable to fire. Use the Flara spell found in the dungeon and roast all four heads.

For classes, Maromaru's charge attacks come in handy. Couple this with the Ordeal Bracelet or spread the damage between the two and see what's best.

Jiro and Kluge need the black and white magic skills, along with any other magics you can cast on the back row. Put the spell casters to one side of the formation so they can reach the front people on the opposite side with their spells.

**How to Kill It:** The boss has attacks that posion or stun, so attack ferociously and don't let up. Charging the flare spell will start to affect the other heads, so drop the spell in the middle and charge it up.

Each head takes a few hundred damage, so go overkill on the Flare Sword and Flara and the boss dies easily.

After kill the boss, loot the treasure chests and get some nifty new accessories. They will help as you go deeper and deeper into the next area.

Disc One				Disc Two				Disc Three		
01	02	03	04	05	06	07	08	09	>>	

#### Disc 1 - Island of the Dead & Forest Village

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Forest Village</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Forest Village</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Earth Bracelet</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Nothing</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

The party appears near a village. Go and get the warp point, then loot the place. There should not be any real new items to get, but check in on the spells of the Lago Village spell shop after getting the warp. The White Magic spell Shine is important here, since it does damage to the undead.

There is a villager who offers "Heaving Herb" for a buddy in the Wilderness camp. Do the back and forth warping a few times. The guy at the Wilderness camp is the coughing guy. Reunite the friends and one will give you an accessory for the shortest detour ever taken.

Disc One			Disc Two			Disc Three			
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#### Disc 1 - Forest of the Dead

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Forest of the Dead</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Forest of the Dead warp point</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Earth Bracelet (duplicate)</li> <li>L4 Shina</li> <li>Earth Ring</li> <li>Earth Necklace</li> <li>Water Ring</li> <li>Death Earring</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Scavenger Wolf Ghost</li> <li>Green Skeleton</li> <li>Purple Skeleton</li> <li>Ancient Moth</li> <li>Acornivore</li> <li>Grinning Ghost</li> <li>Thief Ghost</li> <li>Shooting Ghost</li> <li>Slime Roamer</li> <li>Ghost King - <b>boss!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

The items to check in this area are the glowing red plants. The purple robot machine gas is deadly, so stick to locating the Spirit of the Elder Tree first. It is in a chest near a bridge covered by the purple gas.

Get the tree spirit back to the tree body across the other bridge (the one without the purple gas), incidentally killing anything that refuses to stay dead. Shine and Shine Sword can be used on the Grinning Ghosts.



The Thief Ghosts will steal your items (but not your spells or accessories). Try to time your attacks to kill the ghosts who stole your items to get them back. Thief Ghosts flee once they steal an item, so make sure that doesn't happen by timing the Shine spells and attacks to kill them before their action turn comes up.

## TIPS

If you haven't tried it already, holding the **Green** button during a charge will loop a charge so you can have another chance to release it at the sweet spot.

Find the machine making the purple gas and turn it off. Head back to the Elder Tree and it'll tell you where to go next. Be sure to explore those areas first before doing anything story related; you're never too sure with these new RPGs when they decide to screw you over. Head to the objective destination when ready while searching all the spots for items and chests.

There will be a redundant warp point and save point right before the boss fight.

Warp out and save if you like. Warp back in and check all the red light plants before approaching the obvious flower field. Picking up the flowers in the field spawns the boss.

## BOSS FIGHT

**What's Killing You:** King Ghost

**Average Class Rank:** You're still counting? Try 14 to 16.

**How to Prepare:** Maromaru and Shu must be shaped into killer fighters. Kluge and Jiro are better as magic-users. Plug one of the mages as a pure White Magician for now (to access all the Shine spells). Any left over healing spells can be picked up by the White Magic skill.

Scan for new accessories and adjust your skills for boss fighting only. Mow Down should be included this time, but not if it means getting rid of Magic Sword.

**How to Kill It:** The boss has an ability to summon numerous ghost allies. You can interrupt the summoning by attacking the boss' crown (it has infinite HP) with any spell or attack when the boss concentrates with his staff.

Apart from that one tactic, continue using Shine and Shine Sword on the boss' body and you get rid of the smiling menace. Note that if the boss summons allies, they will be three ranks deep and you need to hack through the front ranks of undead to get to the boss once more.

Having defeated the boss, grab the Gabo plant and warp back to Lago village. No, you cannot control the actions of all your party members.

Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

### Disc 1 - Lago Village Cure of Plague

<b>Warp Point -</b> <ul style="list-style-type: none"><li>(qv) Lago Village</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>(qv) Lago Village</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>Fire Bracelet</li><li>Ordeal Ring</li><li>Ordeal Earring</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>None</li></ul>
<b>Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)</b>	

After the story rolls, have Shu loot the house. Find the other party members in the large building. When things are playable once more, the goal is to get to Gul Mountain.

Where is Gul Mountain? If you explored the area past the Lazy Bears and found the Ordeal Bracelet, there was a large rock that blocked the way. Alternately, you can look at the world map by pressing **Start**.

Talk to the DeeVee elder (the guy with the Pope hat) in the main building or you can attempt to leave the village to trigger the conversation. Be sure to talk to the DeeVee chief a second time to unlock all the locked chests in the village. This yields some items.

## TIPS

There is a mini-quest to do before leaving the village. Locate all six DeeVee altars, then pray to the DeeVee god statue in the main building. The six altars are in the houses. Go into the houses by going down the ladders from the catwalk.

- 2 are in the village elder's house (check the basement)
- 1 in Marumaro's house
- 1 in Plant Lover's house
- 1 in Young Couple's house
- 1 in Old Man's house

Pray to the large statue in the main building for the Fire Bracelet.

There are also new spells from the spell selling DeeVee in the main building. Buy her out and sell extra stuff you don't want at the shop (accessories). The most important spell from the village spell shop would probably be Zephyr, which mass heals your party. Get the White Magic skill up, or the party will be dead when facing against a boss with mass kill spells.

Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

### Disc 1 - Gul Mountain Cave

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>• Gul Mountain Entrance</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>• Gul Mountain Entrance</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>• Earth Earring</li> <li>• Wind Bracelet</li> <li>• L2 Dizzy</li> <li>• L2 Resist</li> <li>• Ordeal Necklace</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>• Paralyzing Scorpion</li> <li>• Ore Hermit Crab</li> <li>• Mist Walker</li> <li>• Chain Gang Ghost</li> <li>• Thief Ghost</li> <li>• Bandit Ghost</li> <li>• Stone Poo Snake</li> </ul>
<b>Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)</b>	

The cave uses white glowing radioactive sap to hide items. You meet the special merchant Toripo. He sells class rank hearts and elixirs for medals found. You should have some medals if you've been quietly looting everything up till now. Buy one of each item if you like; just don't use the hearts yet until the SP needed for a shadow is astronomically high.





Go east first and loot all the chests. Note the water in the cave is poisonous and drains HP. Head west afterwards and systematically kill things. If you see ghosts ahead, they will be thieves; temporarily change Jiro or Kluge to the White Magic shadow so they can cast the Shina spell to whack everyone at once.

# TIPS

Notice the red forcefield in the cave -- there is a dangerous enemy past it if you come back here during disc 3, but if you choose to re-explore this cave in disc 2, you can get the items inside without facing the enemy.

When the screen goes white, it's a Mistwalker enemy (use a Ground spell to get rid of it quickly). Use the encounter circle to find who's in the area. The toughest enemy in the cave is the Chain Gang Ghost (about 700 HP).



Shine and Shine Sword attacks should shut it down in a hurry. With Shu and Mole up front, that's not a problem. The way forward is straight-forward; not many hiding areas unless you didn't keep track of what you inspected. There is no boss once you exit the cave, but there are new enemies in the overworld near Talta Village.

Disc One				Disc Two			Disc Three		
<<	10	11	12	13	14	15	16	17	18

## Disc 1 - Talta Village & Environs

<b>Warp Point -</b> <ul style="list-style-type: none"><li>Talta Village</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>Talta Village</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>Ordeal Ring</li><li>Ordeal Earring</li><li>L3 heala</li><li>L3 Winda</li><li>Fire Necklace</li><li>Ancient Phonograph (valuable item)</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>Snakeface</li><li>Mountain Crab</li><li>Snakeween</li><li>Purple Skeleton</li><li>Skeleton Captain</li><li>Rolling Ripper</li><li>Mad Eye - <b>boss!</b></li></ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

You're back in the starting village. Try levelling up shadow classes so you get the helpful skills (like Skill Slots +4) before moving on. There is a Fire Necklace in a chest near the Gul Cave exit. The other caves are for later exploration.

The village is deserted and only has infinite skeleton and rolling ripper enemies at the bottom. There is a save point and warp point at the top. Get to those first and be sure to visit the heroes' houses (Shu, Jiro, and Kluge).



Avoid the obvious checkpoint and the coughing guy. You will find an Ancient Phonograph in Kluke's house, as well as some spells around the village and in Jiro's house. Loot the whole village (note the wreckage has items in the debris!) and save the game before fighting the boss standing in front of the inn.

## BOSS FIGHT

**What's Killing You:** Mad Eye

**Average Class Rank:** 13 to 15 is average.

**How to Prepare:** Use the safe areas above the village floor to regenerate MP, cast heal and regenerate all MP. Have Shine and Shina available, as try to get everyone on a charging timer.

**How to Kill It:** The boss will guard after summoning skeleton allies to fight for it. Mad Eye loves using mass kill spells, so a potent magic defence is a must.

Shu and Maromaru can attack the boss normally with charged attacks. Jiro and Kluke can use Shina or Shine to level the playing field when the allies are summoned.

Unless someone is taking considerably more damage than the rest, a few Shell spells should be enough to protect your party from enemy magic.

Kill the boss and free the innkeeper for an item. Loot the place and locate the letter in the workshop of Shu's grandfather. It will detail what to do next.

Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

#### Disc 1 - Valley of Murals West

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>None</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Valley of Murals</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Wind Necklace</li> <li>Water Bracelet</li> <li>L4 Cure Paralysis</li> <li>Fire Earring</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Evil Mural</li> <li>Hawk Eye</li> <li>Misfortune Mural</li> <li>Shrike Cockatrice</li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

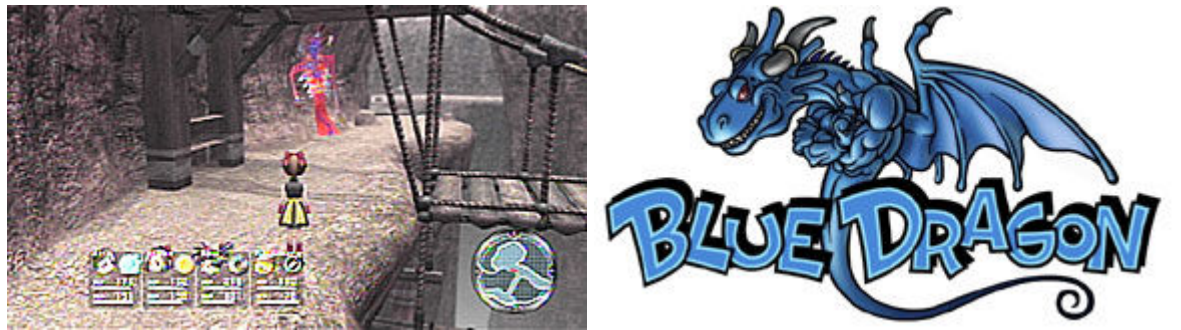
Before entering the valley (the zig-zag path on the overworld map), save the game. There is an immediate fight with an Evil Mural enemy, who should be wiped out easily, but it may surprise and endanger you.

Take the chance to increase the rank of everyone's shadow classes. In the chance that your party's characters are well over 20, take on a new shadow set, like Assassin (to steal crap), but try to add Monk, Generalist, and Guardian to the fighters and the other magic classes to the magicians.



The map in the valley is not complicated; just long and tedious. Follow the cliff trails to the very end, and check that you are not backtracking by inspecting all the rocks and bridgehead posts. This will tell you if you're backtracking -- empty item cells serve as your marker.

Against the Hawk Eyes, the Black Magic spell Water does wonders against the rows of this enemy if powered up. Once you've defeated a set, you can quickly grab the SP by installing the Field Barrier and running into the enemies without fighting them.



Be sure to check out all the green rest stops on the way to the Mural Village. The green areas have Hawk Eye ambushes but also plenty of items to loot. And despite what Jiro says about saving time, defeating all the Mural enemies will yield a lot of good treasure, including a new accessory.

Reach the Mural Village after cleaning the place of anything valuable. Save the game there and start exploration.

Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

Disc 1 - Mural Village & East Section	
<b>Warp Point -</b> <ul style="list-style-type: none"><li>Mural Village</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>Mural Village</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>L3 Anchor (village cat quest)</li><li>L3 Reflect (village book quest)</li><li>Mystery Part Alpha (valuable item)</li><li>Jibral Earring (or Ring)</li><li>Water Bracelet</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>Flame Raptor - <i>boss!</i></li><li>Evil Mural</li><li>Hawk Eye</li><li>Misfortuen Mural</li><li>Shrike Cockatrice</li><li>Strike Cockatrice</li><li>Poison Mural</li><li>Chaos Mural</li><li>Pungent Poo Snake</li><li>Ruby Halbird</li></ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

This inhabitation is pacified. Loot the dedbris around the first town room and go to the storyteller room. Get a cut-scene about Eternal Engines and some war that happened. The unlocked door is the town center, complete with robot shops and inns. Buy the Mithril accessories if needed.

TIPS

The path leading to a room with three chests surrounded by forcefields has a sidequest. Talk to the child mural and count the small mural cats eight times. You can count each one, or simply recount the same one once you know the exact number. There are 8 mural cats. Get the L3 Anchor spell for the trouble.

Talk to the blue mural near the town exit for the Shabby Book quest. If you want to save, do that now at the village's entrance. Boss fight time.

As soon as you step out from the village, there is a boss fight. There is no checkpoint, so make sure to save before leaving the Mural Village. It's honestly your own fault. There were inhabitants who warned you about the raptor already.



## BOSS FIGHT

**What's Killing You:** Flame Raptor

**Average Class Rank:** 15 to 17, but 16 will pass.

**How to Prepare:** Wind attacks power it up, so fall back on Water damage instead. Make sure to have Magic Sword and access to Zephyr and some Water or similar Barrier Magics to defend yourself.

**How to Kill It:** Water works and there's no back draft. Try that.

New enemies will appear (Ruby Halbird, Poison and Chaos Murals), so consider sticking Ordeal Earrings and Necklaces on your party to prevent the poison status. The enemies here are annoying, but levelling a little in this section of the valley is a good idea.



An average of characters at level 25 and their shadows around rank 15 to 17 puts them in a good position for the next area. If not, expect to use a few more items to get the dead back on their feet.

There is a transformation box as well as a new transformation box that takes three items and makes one mega item. The Jibral Earring found in a mural chest can be changed to a ring, but the magic defence is better than magic offence. But since you can buy more Jibral Earrings in the next town; if you want to, transform this item now for enhanced magical attack and stick it on Kluke or Jiro.

While walking around, a bridge should collapse. A good thing; use the collapsed bridge as a ladder.

## TIPS

Once the first bridge collapses, don't go down yet. Explore the rest stop and grab the Shabby Book. Show it to the mural back in the town for a spell.

A second bridge collapse leads down to the valley floor and the exit. While wandering this east area, loot and clean the place out. Even if you made trades with Toripo earlier, exploring the debris gets your medal total back to about 150 or more. After the cut-scene with the party, investigate that last rock and then head outside.



Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

#### Disc 1 - Road To Jibral & Caravan Defence

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>None</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Road to Jibral</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>None</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Fat Pack Rat</li> <li>Steel Eating Tiger - <i>warning!</i></li> <li>Dullahan - <i>boss!</i></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Save at the save point and use the waterfall to restore the party's HP and MP. Don't move too much more or you will fight the boss. Without preparation, it won't be pretty.

## BOSS FIGHT

**What's Killing You:** Steel Eating Tigers; Dullahan

**Average Class Rank:** Doesn't matter, the tigers will kill you in one hit. For Dullahan, rank 16 is average, but 19 is overkill.

**How to Prepare:** Grab magicians to use Shine or Shina and the Support Magic sleep. Sleeping enemies need to re-do their charge attacks to kill you. Have Revive around, since your party will be killed one way or another.

Otherwise, the same set up against the Ghost King will work, since Dullahan is partly undead. Don't bother with Mow Down, but keep in mind Magic Sword doesn't hurt Dullahan much either.

**How to Kill It:** Cast sleep on the tigers so you can hit them without being chow. Quick will help increase Agility and let you attack more. Revive dead allies quickly, or your back rank will be killed when the front rank is decimated.

For Dullahan, cast Shine or Shina on the body until it is weakened. Keep assaulting the main body and when it uses its desperation attack, its defence will be zero. Kill it quickly, or it will "Final Blow" your party into oblivion.

At the campsite, locating Jiro and getting his movie will end the night once you head back outside and approach the campfire. Try to loot the tents outside first, then the inside. If needed, buy items to recover MP (not HP). Save if you want and set someone (preferably two to have more MP) to have the Field Barrier.

Basically, you keep enemies away from the caravan. Just stay close to the wagons to keep them moving and explore only short distances away. When enemies appear, fight them first, then you can use the Field Barrier skill to kill them quickly (especially helpful against the tigers). The Fat Pack Rats let you use the Absorb HP skill to recover any stray damage.



The party needs to push over the rocks to let the wagons keep moving. After the small clearing of rocks have been traversed, switch one of the Field Barrier people's skill to Double Item (White Magic), for Phoenix Talons (one guess why).

There is a rock that bars the way to the cut-scene. Once that rock is toppled, the next section starts and you will need to have something better than Field Barrier to fight with.



The bosses are again the Steel Eating Tigers. This time, an ally man-woman Zola (huah!) will join the party to fight the tigers and probably die in the first round. Revive her if you want (the EXP and SP counts for her) and use the same tactics on the large group of tigers as before.

Just keep everyone alive with Heal and Zephyr; cast Sleep when you get the chance, and the counterattack and charge skills let your fighters wreak havoc on the tiger line. Defeat all the tigers and move to the fortress town of Jibral.

Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

#### Disc 1 - Jibral Town

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Jibral Courtyard</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Jibral Entrance</li> <li>Jibral Courtyard</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Dog Collar (Jibral Inn)</li> <li>Magic Shoes (Jibral Inn)</li> <li>Leather Belt (Jibral Inn)</li> <li>L4 Resista (During Nene's attack)</li> <li>Nothing Man (see appendix)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>None</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Note that if you didn't take the time to loot the caravan of "nothings", you will wind up a few things short later on (the extra accessories come in handy).

Jibral is the final chapter on disc 1. Note there are Jibral Earrings and Necklaces for sale in the castle town, as well as several places to loot. Take your time and look through everything. There are some places you should mark down and come back later (as in disc 2):

- **Rare Accessory Shop** - You cannot buy anything here, because you're not famous like Paris Hilton. Come back at the start of disc 2 and get your licks. The shop opens normally on disc 2
- **Shady Gorgo House** - You can loot one or two pieces of furniture before you're thrown out. After the sidequest in Alumaru (Gorgo Village), come back here.
- **Vase Shop** - The vase maker is in the fountain plaza. Come back to visit him at the start of disc 2, or you might miss some valuable items (and gold).
- **Nothing Man** - The world is full of nothings! This fellow is under the bridge to the castle. If you've been smart and been cleaning out the dungeons, the "nothing" account will pay off handsomely. More than 500 nothings should be found up to this point (if not - hahaha @ you). After visiting the other areas in Jibral, be sure to come back here periodically to cash in your "nothings".

Check the spell store for handy spells and get to know where some of the shops are. Cafe Jibral, the Bodyguard Store, and the House for Rent will have items later. There are two save points; one is outside the town's gates, a second is in the castle courtyard next to the warp point.





Look for the Grandpa at the inn (building next to the castle bridge). Check the inn's insides for the special accessories (boots, belts, etc.) that the Generalist class can use easily. Now you know the reason for picking the Generalist early on.

The castle's events can be run without fear of missing anything. In fact, after man-woman Zola (huah!) ends the conversation with the party, go through the whole castle and loot the place (every room will be unlocked).



Go into the castle and speak to the minister on the left; the senior minister (the room on the 2F right side). Speak to the king and after the visit to the roof, go to the basement. Loot the place, talk to man-woman Zola (huah!) and get outta there after cleaning the place up.

Don't miss the castle's garden and its kitchen. There're about 50 or more "nothings" in the castle, so chances are if you're short, you can get the next item from Nothing Man before retiring at the inn.



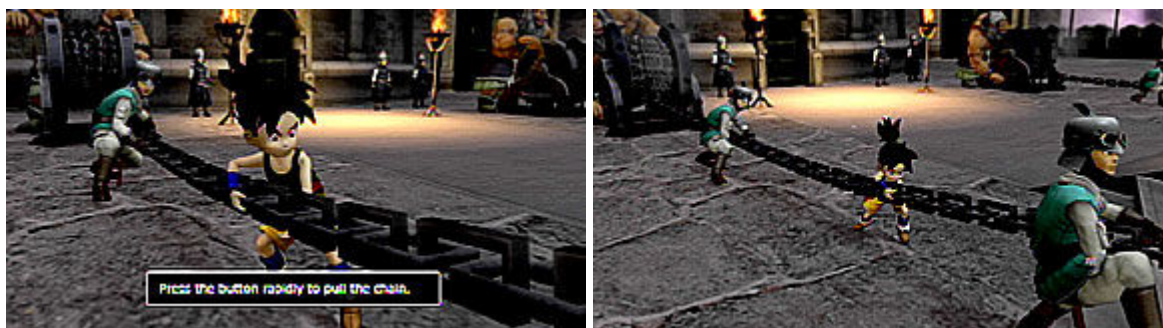
When done with the castle, go to the inn and talk to the Grandpa for a free inn stay. Before that, you may want to save the game at the courtyard.

Disc One			Disc Two			Disc Three			
<<	10	11	12	13	14	15	16	17	18

### Disc 1 - Capturing The Flying Fortress

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Cannot warp</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Flying Fortress entrance</li> <li>Near Eternal Engine #2</li> <li>Eternal Engine #5 room</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>L4 Trapfloora (Senior Minister's room)</li> <li>Jibral Bracelet (2nd Siege Gun Room)</li> <li>Supermetal Earring (3rd Siege Gun Room)</li> <li>Supermetal Necklace (4th Siege Gun Room)</li> <li>Cafe Jibral Gift Card (valuable item, banquet)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Security Mecha Robo</li> <li>Mecha Robo</li> <li>Winking Medic</li> <li>Flying Mecha Robo</li> <li>Intercept Electroque</li> <li>Hover Patroller</li> <li>Machine Gun Crab</li> <li>Tailgunner Robo Scorpion</li> <li>Double Axe - <b>warning!</b></li> <li>Silent Ku - <b>boss!</b></li> <li>Turbulent Mai - <b>boss!</b></li> <li>Heatwave Sai - <b>boss!</b></li> <li>Ragin Kesu - <b>boss!</b></li> <li>Szabo - <b>boss!</b></li> </ul>
<b>Consult Appendix</b> - (Skills, Dragons, Forcefields, Nothings, etc.)	

Once the attack starts, Grandpa gives your party ten Phoenix Talons. If your party is well equipped with Jibral accessories mixed with other stuff, you won't need any. Note that man-woman Zola (huah!) will join the party later. Man-woman Zola (huah!) has all Jibral accessories, but only the Assassin, Sword Master, Black Magic, and White Magic classes. When she levels up, add at least the Generalist shadow so the skill slot growth can start.



If you are missing something, visit the spell and accessory store before the castle. Buying a few more items so you have about 20 to 30 of them. You may need them if you are under-powered. When ready, head into the castle and stop by the Senior Minister's office on floor 2F for a spell.

The castle roof has several cut-scenes. Skip through them by pressing **Start** for a button pressing minigame. Quickly tap the button shown to reel in the flying fortress. Once that occurs, the Jibral army takes to the air in battaloons.



## TIPS

The Flying Fortress is a once per game dungeon. Be sure to check all objects on the ship for gold, items, and "nothings" or you'll be hard pressed to find more later.

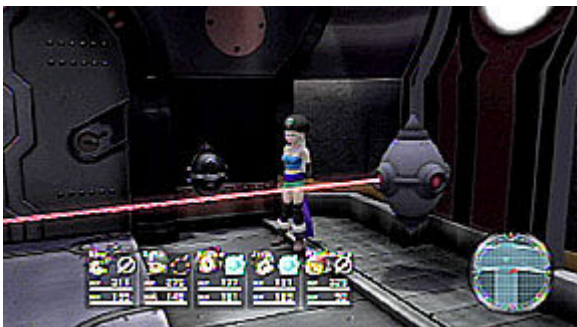
The inside of the Flying Fortress is massive (like last time) and there are instances of infinite enemies. Luckily, there is a recharge station near those spawn points (and a save), so you can actually spend time levelling your characters if you like.



Keep the party spread out for mass combat (Mow Down instead of Magic Sword) and install the Steal skill to grab some extra items (sell or use later) from the robots. You will only need to steal items from two bosses on disc 3; every other item is won from exploration, "clean-sweeping" areas after events, and generally talking to people.

From the first save point, look for an unlocked door. Get the elevator key from the hanger and head into the ship proper.

The path forward is fairly linear, since all the extra doors are locked. Still, check them and their panels for "nothings". The goal is to disable the six Eternal Engines by going into the central shaft (like in the Death Star but without Obi-Wan Kenobi VS. Darth Vader).



Once an eternal engine is shut down, the blue laser barrier will turn off and allow the party to proceed deeper into the ship. After the first engine is disabled, your party will be in danger of facing some mecha robo bosses.

## TIPS

Regenerate MP is great for exploration, but not for fighting bosses. Be sure to swap that skill out for a more immediate skill -- Magic Fence, Magic Essence, Distress Barrier, etc. when you hit a checkpoint.

There will be chests in the siege gun rooms with handy accessories you should hand to man-woman Zola (huah!), Maromaru, Shu, Jiro or Kluke. Your main White Magician should keep a special accessory to prevent status change (the Ballet Shoes). This should prevent that character from being silenced (or dizzy) to keep casting spells to keep everyone alive.

The first clue about the four robot bosses is the checkpoint in the large storage bay. Ready the party by getting rid of skills like Regenerate MP and Mow Down for boss skills — Double Item, Enhanced Item, etc. will help.

## BOSS FIGHT

**What's Killing You:** Silent Ku, Revolver Ocelot wannabe.

**Average Class Rank:** 15 to 19 for the active class.

**How to Prepare:** Place ballet shoes on one magician, and a second pair on your primary fighter. Add Magic Sword to your skill set and be prepared to use some items.

**How to Kill It:** Simply have the most potent attacker stack the Charged Attack, the best bracelet, Magic Sword and the most potent Watera or Winda spell and attack. Keep that fighter and the support crew alive. It should be over very quickly.

Shut off Eternal Engine #2 after defeating Silent Ku. Use the long walkway in the central shaft to "Regenerate MP" and cast healing spells. Remove the Regenerate MP skill once the MP is topped off. There is a checkpoint shortly after deactivating the second eternal engine that pits your party against the robot boss Turbulent Mai. *Heal up now, instead of relying on expensive items later.* In doing so, you'll pride yourself on being a smart-ass, instead of a dumb-butt.

## BOSS FIGHT

**What's Killing You:** Turbulent Mai, Windman (*Mega Man 6*) wannabe.

**Average Class Rank:** 16 to 21 for the active class.

**How to Prepare:** This boss is annoying since it changes your party's formation (back row to front row and vice versa). This means you need some more defence for your magicians, or at the very least, wasting an action to change formation. You need to keep at least one person in the front rank or everyone defaults forward and gets sliced to ribbons by the attacks.

There's not much to prepare for, but stack attacks and damage to one or two guys (Shu and Maromaru most likely) and drive in the point with charged magic sword attacks. Keep Absorb HP on the fighters so they last a little longer against the boss.

**How to Kill It:** Turbulent Mai's "Sonic Blade" is far more potent than Dullahan's (the headless horseman); it can significant damage to the whole party.

Use the Quicka or Quick spell and affect the whole party. Time the Walla or Wall spells to protect the party as well. Water and Wind wreaks maximum havoc.

Turn off Eternal Engine #3 after the second boss. Change skills back to mass combat (Mow Down, Regenerate MP, etc.). Check the siege gun room past the laser barrier for an accessory. Switch up the accessories in your party to have three potent fighters and two magists.

A lone Double Axe guards the central shaft to Eternal Engine #3. Before that, there is a save point with a robot recharge point. Use it (getting rid of the Regenerate MP skill) and focus on boss killing skills.

The Double Axe is a regular enemy, but is a mini-boss since it has about 2000 HPs. It also has some support from the Winking Medic. Isolate the Double Axe with spells and drop the s.o.b. quickly. Once the Double Axe is dead, head back to the recharge point and save if needed. Keep your skills for boss killing.

Turning off the Eternal Engine #4 will cause the robot boss Heatwave Sai to appear at the room with the save point and robot charge point. If you didn't recharge beforehand, you will find the boss tough to take on.

## BOSS FIGHT

**What's Killing You:** Heatwave Sai, *Bombberman* reject #144.

**Average Class Rank:** 16 to 21 for the active class.

**How to Prepare:** Did you get your boss killing skills? Okay then.

**How to Kill It:** This boss has straight forward attacks. It throws a single explosive to any person and causes about 150 points of damage. Luckily this robot boss is vulnerable to water and wind. Use the Quicka or Quick spell and affect the whole party.

Focus on charged magic sword attacks on the boss and keep everyone alive with Heal and Zephyr. Barrier magic helps in reducing physical damage. Keep everyone's HP high because if the boss juggles a bomb, it will unleash a mass attack doing the same damage as its bombs. Hitting the hand juggling the bomb will prevent the attack, but unless you anticipate the attack, you may miss it and get screwed.

Use the recharge point to get everything back after the boss fight. Clear the rest of the hallway and you notice you're back at where you started. There is a "Warp Device Hall" opposite the room with the alarm lasers; that's the exit.



Take the opportunity now to clear the Flying Ship of enemies, recharge (for free), and change the accessories from man-woman Zola (huah!) to make Shu and Maromaru the most potent fighters.

## TIPS

Zola will not be present for the last boss fight and she is unavailable immediately after the next boss fight (the fourth robot boss - after exiting via the Warp Device Hall). Make sure all of her most potent accessories are removed and transferred to Shu and Maromaru.

Exit through the Warp Device Hall and take the time to loot the vents in the Eternal Engine #5 room before approaching the center dais. Make your party into boss killers and get ready to rumble.

## BOSS FIGHT

**What's Killing You:** Raging Kesu, robot ninja.

**Average Class Rank:** 16 to 21 for the active class.

**How to Prepare:** Place ballet shoes on Jiro and Kluge (or the spell casters) and be ready to use some items to cure silence.

**How to Kill It:** Shu and Maromaru should deliver the main damage while Jiro and Kluge should keep people alive with spells. Zola (huah!) depending on her level of depowerment, can throw in her couple hundred points of damage.

The "Special Knife" attack commits people to silence. Stick to physical attacks and the boss will puke machine oil fast. The magicians, if in doubt of what to do, should attack from the back rank and get in their own licks. The Absorb HP skill will recover any incidental damage.

Turn off the Eternal Engine #5 and Zola (huah!) will leave to take care of the last engine. The party (without Zola -- huah!) will take the other warp down to meet Nene.

## BOSS FIGHT

**What's Killing You:** Szabo. Dumbest name ever.

**Average Class Rank:** 16 to 21 for the active class. The more the better.

**How to Prepare:** High agility accessories will be prized for the spellcasters or fighters, if you have them. Having a Mow Down skill on one of the fighters may help. Otherwise, Szabo will be the same Wind/Water challenge for the fifth time in a row.

**How to Kill It:** The boss fight against Szabo will test your skill in manipulating the action bar to take out the summoned robots with Water (or Watera) before the boss sacrifices them to use his "Chest Laser" attack. If you thought the mass bombing attack was devastating, this attack can do the same. Here's where Mow Down works in a boss fight.

Additionally, the boss has a "Dispelling Punch" that removes protection from front row fighters. Have Maromaru and Shu focus on the boss (Szabo) and use the Water spells to take out the summoned robots and damage the boss. Wind, Water, and Fire magic swords all do the same damage to the boss; pick the cheapest and murder his ass.

Once you defeat Szabo, don't make like a dumbass and take off after Nene. Loot the hangar and save the game. After the next section, the game goes to disc 2.

For the mechat shooting, the **Left Trigger** and **Right Trigger** behave like *Panzer Dragoon's* 90 degree view change. Tap the **Green** button to hose the missiles and use the missiles (**Red** button) to damage the various spots on Nene's mechat.



The machinegun is for defence and picking up (shoot them) items. Once Nene's mechat is devoid of all normal guns and weapons, it will have reverse leprosy and start shooting blue spikey balls that are faster than missiles. Down the spikes and warhead the engine to down the enemy mechat.

**At the Jibral banquet, loot the six tables of items.**

Be sure to talk to the caterer near the first table (on the left) for the Cafe Jibral card. Speak to man-woman Zola (huah!) to get her back in the party and to move onto disc 2.

Disc One				Disc Two				Disc Three	
01	02	03	04	05	06	07	08	09	>>

#### Disc 2 - Kluge's Ring Making Game

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Jibral Courtyard</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Jibral Courtyard</li> <li>Jibral Entrance</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Bow Tie (Jiro's father)</li> <li>Shield Earring (soldier in cafe)</li> <li>Water Earring (songstress in cafe)</li> <li>Kluge's Shu/Jiro Rings (ring mini-game)</li> <li>Zola's (huah!) Royal Ring</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Nothing but your own stinginess</li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

After looting the banquet and talking to everyone (for items), speak to Zola (huah!) and bring the game to disc 2. The save on the black screen starts off with a movie with King Jibral talking ill of Nene and how his bloody carcass was not found among the robot dead.

## TIPS

Some people in the city of Jibral are not in their usual place (when you come back *ad naseum* on disc 3) allowing you to get to some boxes, barrels, and objects that have "nothings", gold, and items in them. Use this chance now to grab them, or you're screwed.

Don't forget to speak to various townsfolk for items and other crap for being smart enough to come up with a plan, stupid enough to carry it out, and lucky enough to survive it and become a hero. The people to talk to in Jibral (before staying overnight at the inn) are:



- Jiro's Father (at the castle bridge)
- Soldier in the Cafe Jibral
- Singer in the Cafe Jibral
- Portrait seller on the street
- Flower girl on the street
- Hot chick in the spell/accessory shop
- Real estate guy in the house for rent (plaza)
- DeeVee vase-maker (plaza)

After talking to all the people listed above, save the game and then stay at the inn. Another save for the ring making game will be available.

Jiro and Shu will attempt to make a ring for Kluge. Note you only need one good ring, but take the opportunity to max out as many of the stats as possible. While it is not mandatory you win, you should keep in mind the A.I. Jiro will try to do the same (max out as many meters as possible).

## TIPS

You might think this is a contest, but it isn't. Focus on buying the crappiest (or best) stones and make one good ring. Since the A.I. always does its best to win, it's easier to buy the worst stones and let the A.I. make the best ring for Kluge. There is no "I" in "team".

Regardless if you can make a better ring or not, the ultimate goal is to make the most powerful ring as possible to make Kluge a bad ass magician (magic attack 150 or more, with attack and defence bonuses). Once you're finished with the ring, end the game to move on.

After leaving Jibral, your goal is to head north to the Laser Fields. However, there is a small side quest to do in Alumaru (Gorgo) Village to the south. That being done will allow your party to start warping (briefly).

Since Zola (huah!) is still fresh out of SP, take the next three hours of your life and devote it to increasing her class' ranks. The closer you get to rank 30, the better off you'll be later.

Disc One			Disc Two				Disc Three		
01	02	03	04	05	06	07	08	09	>>

## Disc 2 - Jibral Area, Road to Jibral, Coast Road

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Hell no.</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Overworld VS. Overlord</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>see color appendix</li> </ul>	<b>Enemies Encountered -</b> <p><u>Jibral Area</u></p> <ul style="list-style-type: none"> <li>Glutton Locust</li> <li>Fanged Skimmer</li> <li>Chief Rolling Ripper</li> <li>Cockatrice</li> <li>Crested Cockatrice</li> <li>Orange Grunt</li> <li>Orange Soldier</li> <li>Soul Stealer</li> <li>Shooter Scorpion</li> <li>Delirious Skimmer</li> </ul> <p><u>Road to Jibral</u></p> <ul style="list-style-type: none"> <li>Glutton Locust</li> <li>Fanged Skimmer</li> <li>Steel Eating Tiger</li> <li>Mad Eye</li> <li>Crested Cockatrice</li> <li>Fat Pack Rat</li> </ul> <p><u>Coast Road</u></p> <ul style="list-style-type: none"> <li>Poison Helmet</li> <li>Broadsword Fish</li> <li>Land Crab</li> <li>Coquettish</li> </ul>
<b>Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)</b>	

Jibral's environs cover everything from the castle to the mountains leading north towards the Laser Field and Baroy Town. Loot the chests and play havoc with the local enemy patrols. Getting the multi-monster battle is key to increasing the amount of SP earned from the "party bonus".

**If you go back to the Road to Jibral**, the Steel-eating Tigers are still tough until after your party destroy enough enemies with only two hits. The Mad Eye enemy is the same boss in Talta Village; focus attacks on the summoner and use secondary fighters and spells to wipe out the summoned skeletons. The spring here can keep the Field Barrier charged indefinitely but keep in mind only one SP is earned from enemies defeated in this manner.

**On disc 2, the Coast Road has nothing to be found** except that one treasure chest. Fill out the enemy cyclopedia and get the hell out. The enemies here are easier than the one on the Road to Jibral; the waterfall will also serve as a neat base to foray against these enemies until you're able to defeat the tigers with one or two hits.

Disc One			Disc Two				Disc Three		
01	02	03	04	05	06	07	08	09	>>

## Disc 2 - Alumaru (Gorgo) Village & Cave of Exile

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Alumaru Village</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Alumaru Village</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Grand Tribe Necklace (award)</li> <li>Scarf (behind Jeelala's mansion)</li> <li>Stomach Band (Treasure Vault)</li> <li>Grand Tribe Bracelet (Treasure Vault)</li> <li>Diamond Studded Ring (Treasure Vault)</li> <li>Belly Button Ring of Earth (Treasure Vault)</li> <li>Mystery Part Un (Treasure Vault)</li> <li>Gem of Jibral (Gorgo Village)</li> <li>Grand Tribes Earring (Shady House)</li> <li>Grand Tribes Ring (Shady House)</li> <li>Grand Tribes necklace (Shady House)</li> <li>see color appendix</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Poison Mist</li> <li>Gold Eating Tiger</li> <li>Parvenu Pelican</li> <li>Chief Rolling Ripper</li> <li>Gold Giant - <b>boss!</b></li> <li>Gorgo Beastfolk Guard - <b>boss!</b></li> <li>Jeelala - <b>boss!</b></li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

This section covers the entire Gorgo village fiasco, up to the part when you can finally warp and visit the Shady House in Jibral (and make a DeeVee vase delivery on the side).

Follow the map to the south and locate the road through the exile forest. The mystery voice coming from the exile's cave starts the party on a mini-quest to see what the hell is going on in the Gorgo Village.



Go to village (loot chests, objects, etc.) and start cleaning up the village's items and gold. Sura-Sura is in the town square, ringing the bell. The story is much like Bobby Lee's "Attitudes and Feelings, Both Desirable and Sometimes Secretive", so you know this has gotta be good.



Loot the village and make sure to buy new spells at the shop. If you have missing Jibral accessories, buy them at the shop as well. Recharge and make sure to activate that warp at the village entrance.

At the back of the Jeelala's mansion, loot the chest (accessory) and head into the Treasure Vault. There are several enemies in this mini-dungeon that are somewhat easy -- have a skill set for killing bosses but have one of your potent fighters (say, Shu or Marumaro) have the more potent version of Mow Down.

## TIPS

While you can follow the blue light to the end of the dungeon, it is far more profitable to break through the rotting floors of the mine and grab items. The bottom of the mine has useful accessories, as well as the second mystery part for the Un-Deus-Trois mystery.

Following the blue light to the very end will cause a checkpoint after fighting the relatively easy Gold Giant (simply beef up defence and use charged attacks). Walk around the area once it is cleared of the giant to heal your party. Cast aside all useless skills and focus on boss killing skills; Jiro and Kluge must have access to both Zephyr, Quick, Shield, Wall, and some black magic. ***Upon opening the treasure vault's doors, the boss Jeelala will attack with no warning.***

## BOSS FIGHT

**What's Killing You:** Jeelala, the Gorgo version of President Gin Kew Yun Chun Yew Nee.

**Average Class Rank:** 18 or better for an easy time; Assassin class should be equal or better to assign Ninja Swiftiness to everyone (fighters are preferable).

**How to Prepare:** Jiro and Kluge need access to Zephyr, Quick, and Grounda. If they have access to Wall, then that keeps a few of the fighters alive long enough to whack some tail. Shield is for damage reduction.

Shu, Marumaro, and Zola (huah!) need to have charge attack, and enough agility to beat the Gorgo Beastfolk. Consider adding the Belt of Hermes to the one fighter with the highest attack rating (and dump some shoes, belts etc. to increase it further).

**How to Kill It:** Each Beastfolk guard has a sizeable amount of HP and can do some serious damage. Additionally, they have the ability to "Threaten" and un-charge your fighters (who do the most damage anyway). Keep the attackers going to the sweet spot (if the Beastfolk threatens, they don't attack, giving your spellcasters a turn to chip in damage). Kill the Beastfolk using mass attacks like Ground (or Grounda) and damage the boss in the process.

Jeelala can spur his goons to do triple digit damage by committing "Full Strength Strike", as well as start doing weird stuff with his sword. When he is forced to the front row (by killing all his guards before his turn comes up), Jeelala defends himself. At that point, don't bother with any kids' gloves and simply focus physical (not magic sword) attacks on the boss.

After looting the mansion and vault of anything valuable, speak to Sura-Sura and get an accessory. Head to the Exile's Cave and get another checkpoint. Prepare for this fight by replacing Magic Sword with the weaker Mow Down.



Although Guru-Guru is listed as an enemy, letting him die is a bad idea. Instead, force attack the Poison Mist enemies (use spells on the back row) and kill the enemies quickly. Note Guru-Guru takes continuous damage from the poison; if he dies, you're screwed. Once this quest is done, you're free to warp once more.

## TIPS

Warp back to Jibral after defeating the boss Jeelala and rescuing Guru-Guru. The shady house in the plaza is now free to be looted. Take those items and be sure to visit the happy Gorgo couple at Alumaru Village for another reward.

The laser field is where you want to go next, since there's honestly nothing really to do until that warp is activated and that section of the game is completed.



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#### Disc 2 - Laser Field, not the Contra Version

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Laser Field</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Laser Field</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Dog Collar</li> <li>Grand Tribes Earring</li> <li>Grand Tribes Ring</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Flying Needle Mole</li> <li>Armored Shelled Turtle</li> <li>Horned Lazy Bear</li> <li>Pyro Rat</li> <li>Steel Monkey</li> <li>Centipede - <b>warning!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Get the save point and warp point. Complete the DeeVee vase thing now since you cannot do it later.

There are very few tunnels to inspect for items and gold at the Laser Field. The receptacles are black bored holes at about eye level and merge well with the false (decorative) holes in the canyon.

If you're hopped on EXP and SP, dump the excess on Zola (huah!) so she can catch up to the rest of the party. All the characters should hit rank 21 by the time one gets to Baroy Town. If not, the boss there can be troublesome. Luckily, you can warp back out once you reach Baroy Town and gain SP.



Check all the chests and keep in mind that only the rats, bears, monkeys, and turtles stick around to fight. The pink floating enemy usually flees. Grabbing all the chests insures that the rest of the Great Tribe accessories are bestowed on the party. Guarding with the necklace replenishes HP; guarding with the earring replenishes MP. Jiro or Kluge (probably Jiro) may want to slot that earring to recover MPs.

Around the center of the field, the moon laser takes aim and starts blasting the party. The laser will lose sight of the party in tight spots, and in any case, the red targeting laser is visible. It's just an enemy that cannot be fought, but one to be avoided.

## TIPS

If you tire of being chased by an orbiting laser platform, you can use the invisibility potion or the Field Skill Stealth (Assassin class). The only caveat is if the party leader bumps into an enemy, the invisibility is lost once the fight is over.

The presence of the centipede monster marks the exit of the laser fields. Shortly after, you can find a chest to an important accessory. Cap the monster(s) guarding it and explore the area; near the chest with the Great Tribe Earring, the party auto-flees to an underground tunnel so any treasure you didn't get will be lost until you decide to warp back to the start of the field and run the gauntlet once more. The exit to Baroy Town only works after the Blue Device is earned.

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## Disc 2 - Baroy Town

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Baroy Town</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Baroy Town</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Magic Shoes</li> <li>Blue Device</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Blazing Kirin - <i>boss!</i></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

The robot town is locked down for now. There is a save point in the town and a warp point near one of the houses. There are several robots in this town who can restore HP and MP for free (#49 for example). Use them after changing the accessories and skills around since you want to be at the max before doing the next quest.

Note the houses with a 1F notation have circular elevators to take the party to 2F. Check all the houses before going to the temple. A cut-scene with #35 and #61 will occur. Head back outside and check with #99 (the guy repairing the rusty door). This leads the party to the blue energy field and beyond that will be the north towards your quest objective.

**Save the game before heading back into the Mecha Robo temple.**

To deactivate the blue field, head back to the temple. #35 will be near the rusty door and will not interfere. Head into the side door of the temple and go downstairs. A checkpoint will occur right before the fight in the center room. The boss Blazing Kirin, is susceptible to Water.

## BOSS FIGHT

**What's Killing You:** Blazing Kirin, who sounds like a walk-on for *Mortal Kombat*.

**Average Class Rank:** 18 to 21.

**How to Prepare:** Jiro and Kluge need access to Zephyr, and Watera. Shu, Marumaro, and Zola (huah!) need to have charge attack, and enough power with Magic Sword to kick serious ass.

**How to Kill It:** Focus on using Magic Sword (or simply assign Sword Master) to the fighters and have the spellcasters use Zephyr and Shell to reduce the damage from fire. Access to the White Magic spell L3 Revive is important if you plan to level under-developed classes with bosses (you should avoid doing that). Charged magic sword attacks on the body will pretty destroy the boss; the Watera spell from your magists should be devastating.

Once the boss is killed, the "Blue Device" lets your party pop the blue forcefields throughout the world. A brief listing will be in the appendix section, but during travels along the blue highway, there is a boss fight covered in this walkthrough. Consider saving the game at Baroy Town and doing some retroactive exploration. **Don't miss the two chests in Kirin's room before leaving, as well as the other three blue chests in Baroy Town.**

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## Disc 2 - Exploration with Blue Device

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>see previous sections</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>see color appendix</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Jumbo Poo (Ancient Cave) - <b>boss!</b></li> <li>Corrosive Poo (Ancient Cave) - <b>boss!</b></li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

Should you wisely decide to head back to earlier sections and loot the places of blue field chests, you will find a nice horde of accessories and stuff for the taking. By far the majority of the enemies will not be too difficult to destroy. However, there are two enemies that may prove somewhat destructive if you're not ready to handle them. Take a visit to the blue forcefield appendix and check out the spots where there were blue forcefields. These should net some items.

The problem comes when exploring the Ancient Cave Ruins (the Land Shark Cave from disc 1); a large Poo monster will be there guarding a good accessory. Take the time to loot the cave first and save (in the overworld outside the cave) before the battle.

## BOSS FIGHT

**What's Killing You:** Jumbo Poo then Corrosive Poo.

**Average Class Rank:** 18 to 21, the higher the better.

**How to Prepare:** Magic Sword for the fighters, don't leave home without the charged attack. Wall, Zephyr, Revive, and Trapfloor will help. Quick and Attack Up from Support Magic will be more than enough.

**How to Kill It:** The boss Jumbo Poo is tough due to its preference for doing large amounts of damage. "Aged Vomit" will hit any one target in any row; keep your spell casters covered with protective spells (vs. physical damage) and healing spells. Although you can try using the Trapfloor spell to do extra damage (it helps), the Jumbo Poo monster is most vulnerable to a Charged Water Sword (at the sweet spot). You honestly should've evened the fight immediately with an application of Ground (to kill the mini-allies).

After defeating the Jumbo Poo, take the accessory and arm your party for a second boss fight. Corrosive Poo (the silver monster) will drop down into the cave. Take down the monster using the same tactics, but keep in mind that Trapfloor does less damage to this boss (still every bit adds up). The Corrosive Poo takes pride in doing the "Trample" attack, which hits one target on the front row.

Your magists will be safe for the most part in the fight with Corrosive Poo (use a Shadow Crystal or Regenerate Magic to recover HP and MP first). Since you're trading blows of about 200 to 300 damage, have White Magic handy or you may suddenly find your front rank destroyed and your mages doing the fighting (not a good sign).

Meditation - a monk skill - helps in recovering HP for that one ally without detracting from the attack spells. Shadow does reliable (but not rules breaking) damage; the charge bar for Shadow attacks are erratic, so either over-charge or fall back on something reliable like Flare.

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Disc 2 - Underground River	
<b>Warp Point -</b> <ul style="list-style-type: none"> <li>not on this map, use Baroy Town</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Underground River</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Ancient Sorcerer's Necklace</li> <li>Stone Shoes</li> <li>Belly Button Ring of Wind</li> <li>Ancient Warrior's Necklace</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Kelolon</li> <li>Hyper Kelolon</li> <li>Visage Viper</li> <li>Flying Fish</li> <li>Swashbuckler Fish</li> <li>Lazy Gummyfish</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

In Baroy Town, locate the side door and go through the blue barrier. The Baroy shop robots here sell new spells (buy them now), some supermetal accessories, and some mega items (have some). If you have any more medicine items, upgrade them to mega medicine.

Leave through the blue barrier and the party will be in the Underground River. The underground is not all hidden from the orbital lasers. Some bright patches of light indicate the cave is open to the sky and the lasers fire into the cave.



The enemies here are fairly easy; search the rocks for items and be sure to grab everything from the chests. The save point is a warning for an enemy on disc 3. Save the game and go right to fight a mass of Kelolons. There are two chests there.

The achievement for fighting 10 or more enemy parties in one encounter may be done in here if the Field Skill Stealth is on and working with Attract Aura. Otherwise, slaughter the meek Kelolons and reap the smaller SP party bonuses; there is another spot where you can do this achievement later. Toripo is available before entering the factory.

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## Disc 2 - Ancient Factory (bye-bye Kluge)

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Ancient Factory</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Ancient Factory entrance</li> <li>Ancient Factory second area</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Mystery Part Beta</li> <li>Ancient Warrior's Necklace</li> <li>Leather Belt</li> <li>L5 Shieldus</li> <li>Ancient Warrior's Earring</li> <li>Ancient Warrior's Bracelet</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Double Lance</li> <li>Defence Mecha Robo</li> <li>Gnashing Imp Trap</li> <li>Fireworks Rat</li> <li>Hover Claxon</li> <li>Flying Mecha Robo</li> <li>Coordinator</li> <li>Battle Mecha Robot</li> <li>Heavy Mecha Robo</li> <li>Jumbo Rat</li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

Make sure to save the game inside the factory (you'll get there and massive enemies ambush your party), then once more after you get to the top of the factory's Death Star tower (after taking the broken device). The second save it needed in case you want to pull items of Kluge before she vanishes from the party for about 60 minutes.



Inside the Ancient Factory, search the wall vents, barrels, and machine slots for items. There are warp and save points at the entrance. If Zola's (huah!) Assassin skill is not up to earn the Stealth Field Skill, you will find this first room annoying when searching for items. The Defence Mecha Robot creates a red barrier that no one can destroy; attack one and the option to flee will be your only recourse.





Once back in control, add the Field Skill Stealth and use it to go around the Red Defenders. Search the barrels and bag the accessory over the catwalk. Slip past the Flying Mecha Robo and attack the Coordinators. The Defence Mecha Robos do not wander from the first room.

## TIPS

Check back on the "nothings" in Jibral yet? If you have 1000 or more "nothings", the Shoes of Hermes accessory may be earned. This item allows a character to select the Flee command before any of the Red Defenders attack.

Loot the chests and use the conveyor belt to get to the next section of the large room. Avoid the Defence Robo but kill the rest. Loot the chests and head into the only door. The hallway is patrolled by Hover Claxons; evade them and double back to the large room. Loot the place and note you can use the conveyor to get back to the Underground River (and the area with all the Defence Mecha Robos).



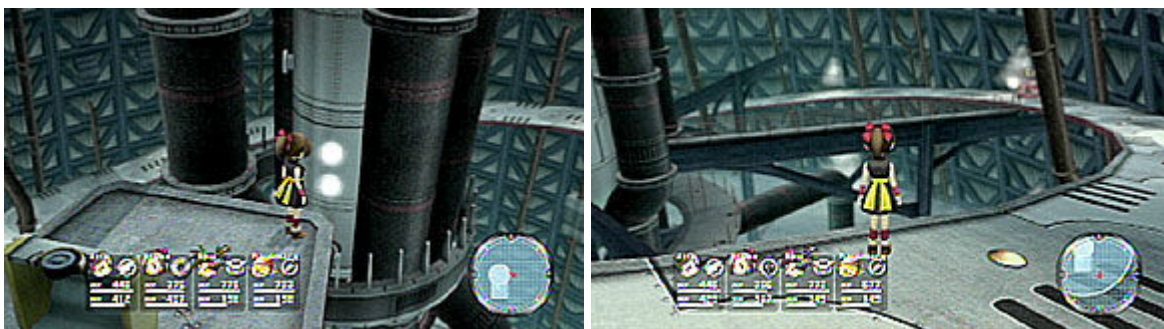
The save point in the Claxon hallway has a Double Lance; use Water and hose the thing down for about 1000 damage. Use the save point and restore point for max effect. At this point, you may be able to get away with not using Regenerate MP for a little bit.

The tower has some Double Lance enemies guarding some chests; kill the rats and the other mecha enemies here. When the party clears out the tower base, restore the HP and MP, save and head up the tower.

## TIPS

In the tower, there is a landing with many Double Axe statues and a single Fat Pack Rat. Kill the rat and a Double Axe will come to life. Defeat it and another one will spring to life. Destroy all the Double Axe enemies on this landing and get the Mystery Part Beta.

A Jumbo Ghost will block the path to the tower exit. Kill that with some choice Shine; the final enemy is a broken Defence Mecha Robo. Kill it easily, take the broken device and head back down the tower to the save point. You want your characters completely healed and a save point made here.



If Kluge has any useful accessories (like Ballet Shoes, etc.) remove them and substitute them with cheaper Leather Belts or whatever. She will not be in the party for a while. Any useful accessories on her person you should re-allocate to other party members. Jiro can take on the magic-user accessories.

Exiting the tower will engage in some long movies. When using Jiro, turning off the barrier will make the game go on.

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Disc 2 - Ancient Prison Moat	
<b>Warp Point -</b> <ul style="list-style-type: none"><li>Ancient Prison Moat</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>Ancient Prison</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>Red Device</li><li>Ancient Warrior's Ring</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>Defence Mecha Robo</li><li>Sentinel Mecha Robo Head</li><li>Sentinel Mecha Robo Body</li><li>Sentinel Mecha Robo</li><li>Emerald Ghost - <i>friendly!</i></li><li>Big House Rat</li><li>Copper Poo Snake</li><li>Melancholy Ghost</li><li>Security Mecha Robo</li><li>War Mecha Robo - <i>boss!</i></li></ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Playing as Shu means you're out of luck in terms of spells. Save and get the warp point in the next cell over. Jiro will be in the same prison block as Shu. Head out the door, whack the guard and bring the key back in to free your green tunic buddy.

Place Jiro in the back rank (reform your party) and make sure Jiro has access to Water or Watera (the latter is better). Take the guys over to the next cell block and rescue Zola (uahh!) and Marumaro.



The green ghost (Emerald Ghost) casts Zephyrus (healing) on your party before fleeing, so if you want, steal from it, but don't kill it. It's an interesting way to keep your party alive, but with Jiro's access to so many spells and skills, that's not necessary.

Kill everything else in the cellblocks and loot the place. Note there are forcefield chests here too. To get the big door open, close all the cell doors except the middle doors (in both cell blocks). This lights up the blue lights and pits your party against a Sentinel Mecha Robo. That fight lasts about 30 seconds, so murder the enemy and move on out. The Baroy cleric robot (#61) will meet the party and some bull occurs. Chase down the enemy for a checkpoint.

## BOSS FIGHT

**What's Killing You:** War Mecha Robo

**Average Class Rank:** 18 to 22.

**How to Prepare:** Mow Down for the fighters and Water for Jiro the baddest ass spell caster on the Xbox 360.

**How to Kill It:** The boss here is not a single entity, but a mass of guys. Keep the Mow Down skill instead of the Magic Sword and have Jiro cast Water to quickly erase the opposition. The robots are tough but not invulnerable to water.

For the chasing mini-game, simply avoid the war mecha dropping down and catch the large robot. Engaging in fights means you lose HP and MP but nothing else. Catch the large robot twice and get a cut-scene. Bye-bye Kluge!

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### Disc 2 - Snow Canyon East & Pachess Town

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Pachess Town</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Pachess Town</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>L5 Flarus</li> <li>Mirror Ring</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Blue Grunt</li> <li>Mad Fang Mammoth</li> <li>Explode A Mole</li> <li>Cardinal Eye</li> <li>Assassin Ghost</li> <li>Blazing Jelly (Pachess)</li> <li>Red Skeleton (Pachess)</li> <li>Goblin Crab (Pachess)</li> <li>Skeleton General (Pachess)</li> <li>Scything Skull Spider - <b>boss!</b></li> </ul>
<a href="#">Consult Appendix</a> - (Skills, Dragons, Forcefields, Nothings, etc.)	

The fissure is too wide to hop across, which is why ninjas have kites. There are several chests in this (western) part of the snow field, so try to grab as many of the items (none are accessories).

However, the walking around will let you get used to the sheer number of new enemies here. The giant robot that captured Kluge is to the north and west.

**Note that going to rescue Kluge will end the game on disc 2 and moves you to disc 3.**

Before doing something rash, like missing out on treasures, explore the snow field and power-up classes. When you get tired of the exploration, head into the village of Pachess. Before you do, consider saving, since you cannot leave the village until a quest is completed within.

## TIPS

Going into Pachess will mean you move the story along. Enter the village after looting all the chests in the snow fields.

More importantly, head back into the Underground River and pick up the accessory Shoes of the Ancients from the red forcefield chest. You will need that item to survive the boss in Pachess Town.

Check the color appendix for more items in the nearby Wire Highlands!

Going into the obviously sealed village of Pachess will seal the party inside for about 10 minutes. Talk to the crazy woman at the village entrance, then the passerbys, then the woman to get a "use magic" option.

Head up the hill to locate the village elder and get a new cut-scene. OK. Everything back to normal. There is a warp point in the village; don't forget to activate it.

The shop will have the Platinum accessories. Buy a few to fill the Supermetal and Jibral accessories in the party. There is obviously no spell shop. While here, take the chance to stock up on about 50 of each item; you won't be using them now, or even in the fights on this disc. It's for later. Be sure to focus on the hard to find mega, grand, and super items so you have a large stock of them handy.

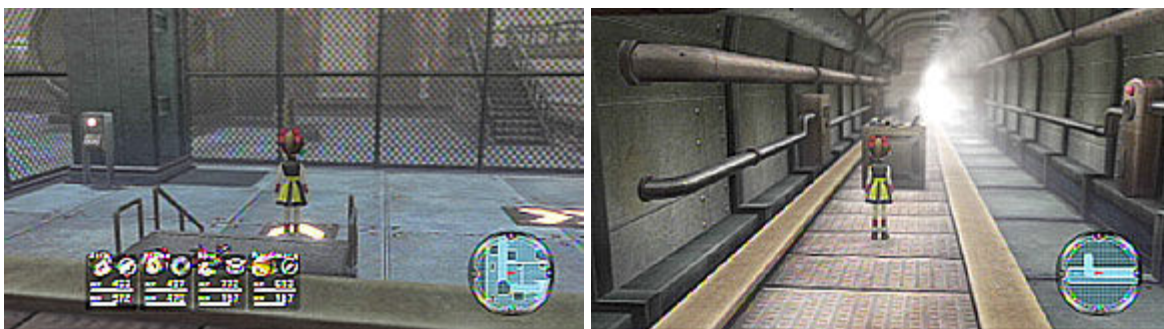


Once Shu tries the magic a second time to free the village, there is a cut-scene at night. Head into the village elder's house and search the vase in the 2F room. Use the switch to open the 1F door (by the stairs). Head out to the back house and talk to the elder. Head down into the Pachess Underground (where the enemies are).



In the underground area, search the vents and maintenance boxes. There are also trapped chests, so watch out. Water is a good element, until you hit the checkpoint. In the second (large) room, explore the place fully for a new spell.





The party needs to flip a switch near a skeleton to "reverse the direction of the conveyor at another place". That other place is the third room. Sweep the rooms clear of monsters and items and go for the checkpoint. The checkpoint here is for the Scything Skull Spider boss.

## BOSS FIGHT

**What's Killing You:** Scything Skull Spider

**Average Class Rank:** 19 to 23, preferably greater

**How to Prepare:** Using the red device to access the Shoes of the Ancients is very important. The Death Earring from the Forest of the Dead is also important, since the boss has instant KO (death) attacks. Naturally, L3 Revive is mandatory.

**How to Kill It:** The boss here is vulnerable to physical attack; if you can pile on the attack ups on one character and use his/her charged attack on the boss, it dies easily. Access to Shina (not Shine) will get rid of the summoned skeletons quickly, so you can resume killing the boss.

Before leaving the boss room, explore further and grab the magic ring near the white forcefield. Walk back to the elder and get another cut-scene.

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### Disc 2 - Exploration with Red and Green Devices

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Eternal Engine Bracelet (Talta)</li> <li>Green Device</li> <li>see color appendix</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Poison Hydrattler (Exile Cave)</li> <li>Missile Mole (Wire Highlands)</li> </ul>
<b>Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)</b>	

After freeing Pachess of the forcefield, head outside (don't warp) and get a movie of the "slender rock" being turned into a bridge to the snow canyon west side. Get the device from the elder afterwards and you may explore.



Head to the Ancient Prison (via the snow field or warp) and take the right exit from the room where you encountered Nene; this leads to the area where the Baroy suckers blew themselves up and Jiro was too much of a wussy and turned off the red forcefield. The area known as "Wire Highlands" has some chests.



There are several chests to find in the color appendix that are not as close. Search for them all and get the accessories and elixirs inside. A note about the Mirror Earring - if you have Jiro backing your fighters with spells, don't use the accessory, or the spells bounce right off. Save the earring for later (say, disc 3); just don't go over eager and don it until you have a way to work it into your party's battle tactics.

Visit the Nothing Man and check for your "nothings"; with luck you may be able to increase your SP gain with a new accessory.

If the villagers from Talta have gone back to the village, look for a team of three Jibral engineers in Talta Village. One will have an Eternal Engine Bracelet that he gives to the party.

There is only one enemy that may be tough -- the Exile Cave's Hydrattler. Solve it's problem with some heavy charged attacks and be done with it. The item is for another chest in a forcefield area. Warping around (using the appendix or your own recollection) will net you some neat new accessories. To wear them, you will need to increase the Generalist shadow by several ranks.

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## Disc 2 - Snow Canyon West

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>some chests accessible on disc 3 only</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Ice Raptor</li> <li>Cardinal Eye</li> <li>Kochi-Kochi</li> <li>Gaudy Cutlass Fish</li> <li>Wandering Knowledge</li> <li>Gaudy Ghost</li> <li>Roball</li> <li>Thunder Bear</li> <li>Pelican</li> <li>Shocking Acornivore - <b>warning!</b></li> <li>Ice Giant - <b>warning!</b></li> <li>Machinegunner</li> <li>White Gear Defender Robo</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

There are several new enemies and some more chests on this side of the canyon. If you want to avoid the premature ending of this disc, avoid the snow-less area of the northwest. Explore all the snow white areas for chests and grab the items inside.

The enemies here are fairly easy to slaughter, except the Shocking Acornivore; it does some decent damage in counters (unless water resistance is used) and its strength is pretty high. The Ice Giant is only dangerous since its field skill lets it throw axes to knock out 50 HP from your leading character; kill them quickly in groups or singles but know that when blinking (after a fight), enemies cannot see your party leader for a short while.



To level up your party quickly, use the Black Belt special accessory and slap it on a character with the Generalist skill. This item, coupled with the mass of infinite Roballs near the Mobile Mecha Factory, lets your party level up from the monster SP and party bonus SP. Having two black belts do not stack the multiplier (you game rapist).

## TIPS

The Roballs are really weak, and there's almost no reason for your party (with Absorb HP) to lose if they shift to the front rank and use quick charge attacks. Be sure to avoid the Mobile Mecha Factory until you have everyone's ranks at 25 or higher.

This area is possibly best for increasing the levels for the party until they hit rank 39. Although Zola (huah!) is unplayable at the start of disc 3, increasing her rank is still a good idea.

Here, you can try to catch 10 or more Roballs in a single encounter for your 360 achievement if the Kelolons were uncooperative. To get more Roballs on the screen, simply run around the existing batch of Roballs and wait for the Mobile Mecha Factory to move by and spawn more Roballs. Once you can count ten or more Roball parties in the encounter circle, fight them all and you get your achievement once you win.

Disc One				Disc Two				Disc Three			
<<	10	11	12	13	14						

### Disc 2 - Mobile Mecha Factory

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>L6 Magic Attack Up</li> <li>L6 Previce</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Iron Poo Snake</li> <li>Grim Security Mecha Robo</li> <li>Sharkfly</li> <li>Bomber Mecha Crab Robo</li> <li>Roball</li> <li>Black Double Axe</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

You can enter the moving robot fortress at any time (and leave any time) in the western snow field. Inside, check the pipes for items. Each circular room is a red security room; killing all the enemies will unlock the door to the next part or a smaller room with treasure.



Without the white device, the party's shennanigans stop at the 2F (the floor with all the alarm lasers). Still, getting the two spells will put you further ahead for the next part; being able to kill the Black Double Axe enemy in two to three charged attacks is a better bonus.

Because of the single enemy party layout, the SP gains here are not as much as if the party stayed in the field and

slaughtered Roballs all day. When you're sure you looted all the pipes and glowing floor panels (in the lift room) of items and chests, you can save and leave. Rescuing Kluge is the mission that ends this disc.

Disc One			Disc Two				Disc Three		
<<	10	11	12	13	14				

## Disc 2 - Nene's Fortress

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Fortress 1F</li> <li>Fortress 2F</li> <li>Fortress 3F</li> <li>Fortress 4F</li> <li>Fortress 5F</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>L5 Regenera (2F)</li> <li>L6 Resistus (2F)</li> <li>L6 Cureall (3F)</li> <li>L5 Eraus (4F)</li> <li>L6 Extractus (4F)</li> <li>L5 Healus (5F)</li> <li>L5 Reflecta (5F)</li> <li>L5 Paralyze (5F)</li> <li>L5 HP Max Up (5F)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Glowing Imp Trap</li> <li>Steel Crusher Leopard</li> <li>Stone Giant</li> <li>Ninja Ghost</li> <li>Wandering Prophet</li> <li>Impossible Eye</li> <li>Horned Viper Trident</li> <li>Red Mask Robot</li> <li>Balloon Bomber</li> <li>Patchwork Puppet</li> <li>Flying Mecha Robo</li> <li>Battle Mecha Robo</li> <li>Versatile Mecha Robo</li> <li>War Mecha Robo</li> <li>Enforcer Robot</li> <li>Standard Defender</li> <li>Assassin Robot</li> <li>Servant Mecha Robo A</li> <li>Servant Mecha Robo B</li> <li>Land Shark A - <b>boss!</b></li> <li>Land Shark B - <b>boss!</b></li> <li>Grand Silent Ku - <b>boss!</b></li> <li>Grand Turbulent Mai - <b>boss!</b></li> <li>Grand Heatwave Sai - <b>boss!</b></li> <li>Grand Raging Kesu - <b>boss!</b></li> <li>Grand Szabo - <b>boss!</b></li> <li>Jumbo Mecha Robo - <b>boss!</b></li> <li>Yasato #61 - <b>boss!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

When you are ready to end this disc and move on, go northwest to rescue Kluge. Nene's fortress is the patch of land devoid of snow in the northwest. It is protected by a ring of Machinegunners and White Gear Defenders, so you can't miss it. If you're not ready to end this disc (for sake of item grabbing, levelling, etc.), don't go near it. You can save the game just outside so you have the option to go back here.

Useful skills will be Field Barrier (or better yet) Stealth. Having the special accessories Shoes of Hermes on Shu or Marumaro is a good idea since you can select the Flee command if you are caught in a fight you don't have time for.

Stealth and the accessories/skills mentioned is crucial if you want to get to the end of this dungeon before the 1 hour time limit expires. If not, Kluge will have no magic; the device will not kill her (this isn't Cyberia) but it robs you of her magic abilities and you fail a small 360 achievement.

## TIPS

If you're not interested in downloading the New Game Plus content on Xbox Live, or simply just play this game once and shelve it forever in a dustbin, you can get the achievement (no small feat since you need to kill the Land Shark and the robot gang), then restart on an old saved game and defeat all the enemies in the fortress to add them to the encyclopedia.

This portion of the guide presumes the fast method, since the slow method is pretty straight-forward and methodical. Because of the speed involved, consider removing the Regenerate MP skill and substituting the Double Item skill. The length of a battle will take time from the timer (it is not shown); only by pressing the **Start** button or going to the subscreen will time be stopped.

Approach the crater and get a cut-scene. To rescue Kluge, press the button indicated to catch her. After that's over, you have 60 minutes to defuse the explosive device from her neck. There is a restoration robot near each of the five save points, so losing MP and HP is not an issue. Use all method of spells and such to get to each floor and defeat or avoid all enemies.



1F is straight forward. Grab the chests and use the Stealth field skill to get around enemies if you want. Remember that failing to defeat these enemies mean you don't get them entered in the game encyclopedia.

Kluge should have her items re-adjusted. Zola (huah!) should be fine, unless you want a particular accessory from her (by 4F). Zola (huah!) will not be playable shortly after the moon shooting minigame, so any accessories (like Shoes of Hermes, or Shoes of the Ancients, or Black Belt) you want from her you should take away at that point.



## BOSS FIGHT

**What's Killing You:** Land Shark A and B

**Average Class Rank:** 19 to 25, preferably greater

**How to Prepare:** Shadow is workable. Quick and Attack Up should be regularly used now. Access to other spells (Flare, Wind, etc.) is optional but helps pitch in chip damage.

Cure-all is necessary to remove the "silenced" status (Dizzy). Ballet Shoes on the spellcasters and one of the fighters (the guy with the highest attack with Magic Sword) is helpful.

Double Item will help if the silenced party members cannot attack or cast spells.

**How to Kill It:** The 1F boss is the Land Shark. The A-form is easy; use charged Shadowa Magic Sword and have Jiro use Support Magic to boost the attacks of everyone. Kluge can set up barriers to protect the fighters and cast healing. Since Kluge will be several ranks lower than Jiro, having her do healing may be a better plan.

Since there are restoration machines and save points on each floor, all the HP and MP will be maxxed and reset after each battle. Do about 2500 damage and the Land Shark becomes the B-form (with many more HPs).

The Land Shark B will use the Heat Laser to attack everyone. Use Shield to reduce the damage and cast Zephyr or Zephyrus. The "Jaws Knife" attack will cause silence on magists, so make sure you have accessories to something to prevent status changes.

Items can be used if you're desperate for time. For B-form, a charged Shadowa Magic Sword attack can do about the same damage as boosted physical attacks; you just have to hit things perfectly. Level the boss and move up the grav lift.

On 2F, grab the two spells after getting your HP and MP filled. Consider saving on this floor (2F), since the next boss will take some time to destroy. The bosses are Szabo's four robo-buddies from the Flying Fortress.

This time, all four attack at once. Only Silent Ku will be in the back rank, sniping at your party with its "Multiple Shots" (random status ailment). The other three (Turbulent Mai, Heatwave Sai, Raging Kesu) will be in the front rank and will do various combination attacks.

## BOSS FIGHT

**What's Killing You:** Grand Silent Ku, Grand Turbulent Mai, Grand Heatwave Sai, Grand Raging Kesu, Grand Szabo

**Average Class Rank:** 19 to 25, preferably greater

**How to Prepare:** Have access to White Magic, Water, some Barrier spells, and the Attack Up (Support). Boosting physical attack will quickly end most fights. Keep Mow Down on one fighter in the party (having all the magic sword and mow down choices are best) since there are multiple bosses.

**How to Kill It:** "Raging Flames" and "Cowboy Formation" will prepare the bosses to damage your party. Counter using Shield and Shell spells. Heal any damage and watch for the silence ailment with the knife throws and gunshots from the ranged attackers.

Focus on one boss and smash it quickly to disable their teamwork and combination attacks. Charged attacks and Water spells will work as before, but you need to do this quickly since time is ticking.

Do not go overboard with the MP expenditure with the first four losers, since Grand Szabo will be the next fight (no battle roulette). To get to the boss quickly, use the Mow Down skill and quickly down the cannons.

Do not use water spells (or magic sword) since the cannons will absorb some elemental damage. Jiro and Kluge, if they've casted their spells (healing, wall, shield, shell, but not reflect), can always defend or chip in a little damage from the back ranks. Once all the cannons are vaped, force focus the attacks on Grand Szabo and it will be scrapped in no time.

On 3F, restore HP and MP, grab the spell and save. The moon shooting game has a checkpoint, but it's kinda hard the first time. Read the tutorial and know there're only 7 moons to destroy (the first 3 and then 4 more).

Firing rapidly will get fewer points (and a lousier item). Keep the cursor on the center moon(s). Move the cursor only if you see the moon flip completely and start charging the laser. Enemy moons will flip and unflip to psyche you out. Fire only when the moons are a clear target and keep all your people alive and you get a high rank.

On 4F, restore the HP and MP again and grab the spells. Chances are you're running low on time, so get the Stealth Field Skill out and use it. The boss is the Jumbo Mecha Robo.

## BOSS FIGHT

**What's Killing You:** Jumbo War Mecha Robo

**Average Class Rank:** 19 to 25, preferably greater

**How to Prepare:** Adding the skills Mow Down and Black Magic for the Watera spell for both spellcasters makes this battle very easy. Adding Ninja Swifttness or Belts of Hermes to the skill and accessory list will allow your party to attack several times to the enemies' once.

**How to Kill It:** Attack the head of the boss to decapitate it. Smaller War Mecha Robos come out to attack. These mini-Robos will counter with their "Beam" attack; make sure to hit them all with a sweet spot charged Mow Down or Watera to kill them in one shot.

If all the rows of War Mecha Robos are killed without them retaliating, the "leader" falls and the battle ends. Otherwise, they get back in the large body, heal, and you have to do the process again. If you want to hit everyone regardless of front or back, Ground will also work but the number of counter-beams fired increases if the spell doesn't kill all the War Mecha Robos. Your spellcaster might die from the concentrated beamfire.

On 5F, restore the MP and HP, save and consider pulling any useful accessories (like those that restore HP when defending, or cause instant death/petrification) from Zola (huah!). Give her some equivalent items but don't pull off the

special accessories yet; get the spells first (Stealth is best), get to the checkpoint, then pull the stuff off Zola (huah!).



Take the Black Belt if she is using it (this is what the remove option is for). **Take the time to install the Absorb HP skill on all characters now as it helps on disc 3.** Once you start the next battle, you cannot change the skills for about 30 minutes. The next boss is Yasato (#61) the cleric from Baroy Town. Like the fight with Guru-Guru, this fight is mostly about preserving the boss and defeating his mind-controller.

## BOSS FIGHT

**What's Killing You:** Robot #61, Yasato, the robot cleric

**Average Class Rank:** 19 to 25, preferably greater

**How to Prepare:** Add Mow Down and Long Range if you have it. Adding the Water spell to defeat the back row of robots adds them to the encyclopedia. Magic Sword is used on the true target of this battle. Zola (huah!) should not have any accessory you deem useful; substitute cheaper ones instead.

Add Absorb HP to everyone in the party (even the spellcasters). It is not for this boss battle, but for a later boss battle on disc 3.

**How to Kill It:** Kill the front and back rank peons until the "vacuum" cleaner presents itself as a target. Once it does, charge attack the thing until it breaks. A cut-scene will carry on the game and remove Zola (huah!) temporarily from the party.

Play the button minigame to free Kluge. Note you must pull down on the stick and press the indicated button quickly to free her. More story bull will occur.



When you have the control over Shu once more, press the button to resist death. When the command window pops up, choose the Flee! command and nothing else to end this disc. Note if you do this correctly, you will get the achievement (otherwise, get the New Game download patch or do this again from a previous save game).

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### Disc 3 - Devour Forest

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Devour Village</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Devour Village</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>L6 Curse (forest)</li> <li>Crystal Earring (forest)</li> <li>Crystal Bracelet (forest)</li> <li>Crystal Ring (forest)</li> <li>Mirror Necklace (forest)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Eat Yeet Tree (village)</li> <li>Kelolon Defender</li> <li>Blue Skeleton</li> <li>Razor Wing Skimmer</li> <li>Raveous Acornivore</li> <li>Stupefying Ghost</li> <li>Scavenger Wolf Ghost</li> <li>Zombie Monkey</li> <li>Skeleton Monkey</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Shu will be by himself for a little while. Did you take all the accessories from Zola (huah!) before you swapped discs? Then you should have a few extra accessories (for later). Did you also remember to add Absorb HP to everyone? If not, you are going to have a neat 30 minutes.



Begin a systematic grid by grid search of the village for items and gold. Buy the Diamond accessories (you'll need the increased stats for now) and if you have an Ordeal Earring, consider equipping that on Shu. Meet the other kids and get the party back together. There is a cut-scene at the village exit (near the save point). Attack the tree in the middle of the town square. Get Shu killed quickly to end the fight.

## TIPS

There is another button game in a little while. Save the game if you're not sure about mashing buttons. While you're adjusting things, equip the strongest attack and defence accessories on Shu.

Go to the inn and get more talk. Head for the cliffs behind the village for a checkpoint. There's no boss, but equip the most solid attack and defence items you have. Do the button pressing mini-game and rescue the "lee-dle" girl. Now Shu fights himself.





The "shadow" boss is easy, provided you have slotted the Absorb HP skill on disc 2. Attack the enemy until the "Corporeal" command appears. Select that command (above Attack) and watch the limit break.

With the at least one person's shadow freed, you can kill the man-eating tree in the middle of the town. Boss fight time.

## BOSS FIGHT

**What's Killing You:** Eat-Yeet Tree

**Average Class Rank:** 19 to 25, or whatever was left from disc 2

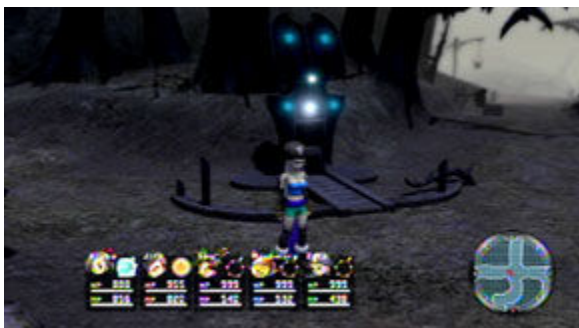
**How to Prepare:** Shu should use Magic Sword (charged) and the Ordeal Earring (the Necklace will weaken his physical defence too much). Slot him Ballet Shoes from the Nothing Man and have everyone else in the back rank.

Charge Attack is a must for Shu since you will need to time the other party members' attacks to rid the hands guarding the boss' face. Putting high agility items (two or three Belts of Hermes) on Shu will make him a bad-ass killing machine.

**How to Kill It:** Charge Attack for Shu is not an option. You need to time the other party members' attacks to rid the hands guarding the boss' face or you do zero damage and everyone dies from the "Hundred Roots" attack.

Without shadows, these others will attack instantly. Time Shu's attack to occur before the boss but after an ally's attack. Use items and sack the boss quickly with Magic Sword Flarus. The "Sticky Sap" is dangerous only to Shu since he's the one doing the damage; the Ballet Shoes will prevent the status ailment.

Kill the tree and scam this town. Don't forget the warp point near the Old Lady's house. If you have the Mirror Earring from one of the forcefield chests earlier, equip it on Shu now. He will be casting spells on his allies, not himself.



This accessory will prove useful when fighting the ghost enemies in this area. The forest has two machines that lowers the barriers to the exit. Each machine has a special item in a chest. The chests are not hard to find, since the game zooms in on one when the party leader gets close.

Get to each chest and explore the nooks and crannies for more accessories (and a spell). The item holding objects are the dark logs and stone slabs in the forest. Keep the party in the back rank and let Shu do his Mow Down attack. This



should be painless once Shu kills every monster in this mini-dungeon and takes their faces.

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Disc 3 - Giant Snow Fields & Noluta Village	
<b>Warp Point -</b> <ul style="list-style-type: none"><li>Noluta Village</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>Noluta Village</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>White Device</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>Armaneedle</li><li>Haunting Pelican</li><li>Glacier Turtle - <i>warning!</i></li><li>Azure Scorpion - <i>warning!</i></li><li>Light from Shadow - <i>boss!</i></li><li>Azure Sentinel - <i>boss!</i></li></ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

This area is dangerous since you have only one spellcaster. Although you can explore and loot chests, the fastest way to get spells back (and start SP earning quickly for Kluge) is to head west and locate the southern spur into the village of Noluta. This village holds the next part of the quest.

The frozen village is the key to reactivating the shadows (and corporeality). Talk to the first guy in the village (Frado), then talk to the parents (from the text box) to reactivate Jiro's inner magic.

For Kluge's inner magic, talk to the old guy and the micro-midget granddaughter in the first house on the right.



For Maromaru's magic, talk to all four kids by the frozen riverside. All three will deal with their own shadows, and do the corporeality attack. Ta-da. Magic back.

Re-assess and re-arrange the accessories, skills, and shadows now. Note Zola (huah!) has not made an appearance yet. Investigate the frozen village and warp out only after you find the warp device for Noluta.

**TIPS**

Once the party can warp, use that chance to explore the world if you haven't already, but don't spend too much time. The ability to warp will pale to the Mechat later.

Loot the place and the Jibral soldier at the inn will order you to speak to King Jibral about unfreezing the village. Use the chance to upgrade your accessories and other skills to boss killing mode. Don't forget about Nothing Man at Jibral. The boss will have a countermove that does about 500 damage so strong accessories and high powered shadows will be your best bet.

Talk to the King of Jibral and he points you towards the head scientist at the lab. Talk to that guy and get the "passcode". Warp back to Noluta only when you're ready to fight. The boss will appear if the control device in the center of the town is fiddled with.

## BOSS FIGHT

**What's Killing You:** Azure Sentinel

**Average Class Rank:** 20 to 25. The higher the better, especially with Kluge.

**How to Prepare:** Jiro and Kluge should equip Support and Barrier Shadows but be able to cast Revive and Zephyr as needed. Very little black magic will be used since the boss can be defeated through physical assault.

**How to Kill It:** This boss will have a counter "Rocket Punch" that does massive damage to whoever uses Magic Sword (Flare to Flarus) on it. However, fire does the most damage to this boss, so timing the barrier spell that negates physical damage is crucial (that or revive a lot).

A Belly Button Ring of Earth or similar anti or absorb earth accessory will help; the boss has a "Ground Crash" attack that mimics Grounda. Two corporeal attacks will most likely kill this boss; take the damage and hit back!

Unless you're in a hurry to get Zola (huah!) back in the mix, the white device pretty much signals that you should go deeper into the Mobile Mecha Factory in the west snow canyon area and loot the place. Just don't go too far up, or you may meet a boss that finishes you off easily.

Alternately, you can get Zola (huah!) back into the mix first, then assault the Mobile Mecha Base. With the Mechat at your disposal, the second course of action is better.

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### Disc 3 - Lal Mountains & Glass Spires

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Noluta Village</li> <li>Lal Camp</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Noluta Village</li> <li>Lal Camp</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Kimono Sash (village)</li> <li>Mirror Bracelet (village sewing quest)</li> <li>Eyepatch (village Killer Bandit treasure quest)</li> <li>Kelolon Necklace (desert)</li> <li>Autographed Manuscript (desert)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Rock Hermit Crab</li> <li>Blue Infantry</li> <li>Blue Soldier</li> <li>Bloodsucker</li> <li>Piper</li> <li>Mega Beak</li> <li>Boreal Raptor</li> <li>Rockwind Ghost Wolf - <b>boss!</b></li> <li>Gale Ghost Wolf - <b>boss!</b></li> <li>Stone Ghost Wolf - <b>boss!</b></li> <li>Chief Rolling Barb</li> <li>Rolling Barb</li> <li>Skillsucker</li> <li>Dulcet Katydid</li> <li>Sandworm</li> <li>Yellow Chirotrident</li> <li>Phantom Dragon - <b>warning!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

After warping back to Noluta, head south through the gates and go through the area. Don't miss the Sheep Tribe village and chat with some important people.

One of them needs help with sewing, which is easy. Warp to the other two camps and talk with the fat Sheep women who sew and get the answer.

The other important Sheep is the fortune teller, who tells you how many forcefield chests (not doors or hallways) you missed. If a forcefield leads to a treasure chest (or area), that doesn't count. For the achievement, it is to down all the forcefields (not just the chests) but since the hallways are mostly visible and in your way anyway, that should not be a problem.



The only other person in the Lal village that is important is the guy looking for the Killer Bandit's treasure. Get him the treasure (Autographed Manuscript) and get the accessory. Come back to this one after getting Zola (huah!) back in the party.

## TIPS

After you get the mechat, be sure to pop down and grab all the treasure chests in the desert (but don't touch the Phantom Dragon - otherwise, that's the last thing you do).

The valuable item -- Autographed Manuscript -- is worth an accessory that greatly increases agility and doubles the SP earned from each battle.

You cannot stack the effects of the SP multiplied with the Black Belt. Talk to the human at the Lal Mountain camp for the trade.

Additionally, if you have not increased the rank of the Support Magic class for your magicians to attain the skill "Double Cast", do so before going on to explore more.

The fastest method to rank your classes up quickly to 40 is to spend a day or two (real time) near the Mobile Mecha Factory (not inside it, but outside in the overworld) and use the constantly spawning Roball enemies to increase your ranks quickly with the Black Belt and Eyepatch accessories.

Naturally, you should try to encounter the Roballs using the encounter circle and get them in batches of 6 to 10 for SP bonuses.

Head south, avoid or fight enemies and jack your guys up to resist Wind and Earth. Have options to do magic sword wind and ground on the boss. If you fought against and killed the Gold Scything Skull Spider, these story bosses are nothing. Slaughter the wolf boss with normal attacks, and once it splits, unleash Groundus or Windus sword and watch the boss puke blood. Goal.

Touch any of the glass spines, watch the bull and recover Zola (huah!). Without having to fight her own shadow, she will have corporeality available already.

Disc One				Disc Two			Disc Three		
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### Disc 3 - Mobile Mecha Base (w/ White Device)<

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Ancient King's Bracelet (2F)</li> <li>Ancient King's Necklace (2F)</li> <li>Ancient King's Earring (3F)</li> <li>Gravitic Earring (3F)</li> <li>Prismatic Cyclone Bracelet (4F)</li> <li>Gravitic Bracelet (4F)</li> <li>Missile Upgrade Part A (4F)</li> <li>Renew Ring (5F)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>see Mobile Mecha Section (disc 2)</li> <li>Iron Poo Snake</li> <li>Grim Security Mecha Robo</li> <li>Sharkfly</li> <li>Bomber Mecha Crab Robo</li> <li>Roball</li> <li>Black Double Axe</li> <li>Spellcaster</li> <li>Gold Scything Skull Spider - <b>boss!</b></li> </ul>
<b>Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)</b>	

If you've been into the mecha robo factory before, the previous floors and doors you fought to unlock will be unlocked. The only thing that barred the path on disc 2 was that white barrier. Now with the white device, head in and fight through it.

## TIPS

If you don't have the Death Earring or Shoes of the Ancients (from Jibral's Nothing Man), you may be in serious trouble with the boss. Have a few Phoenix Talons or Feathers and about 30 to 50 No-Ghost Devices in such an event; otherwise, you can still sport a few No-Ghost Devices and Phoenix Talons.

Go through 1F and 2F as before; you may want to check and make sure all the pipes in the hall on 2F are inspected for items and gold. On 3F, there is a large mini-boss enemy called Spellcaster.

The giant ball can smash the whole party for triple digit damage, so some physical protection would be nice. Use charged attacks and the support spell Attack Up will pretty much wreck this enemy without being fanciful.

As before, defeat all the enemies in the red security rooms to unlock the door to the next floor.

On 4F, the lasers don't bar any cool rooms with spells. Still, don't get caught by the Black Double Axes unless necessary, since you want to be in reasonably good shape for the boss (preferably at max). Loot the items on this floor.

If you are not ready to face the boss, go back now. Otherwise, continue to 5F for a tough boss fight.

## BOSS FIGHT

**What's Killing You:** Gold Scything Skull Spider

**Average Class Rank:** 21 to 27. The higher the better.

**How to Prepare:** The Gold Scything Skull Spider is like the one found under Pachess, but it has attacks that jack with your party's formation and other attacks that kill your party instantly. Dead allies are revived with the Zombie status and promptly attack your party.

Unless you have access to the White Magic Cureall, you need to use the No-Ghost Device (which is cheaper). Support Spells would be secondary (Attack Up and Quicka mostly) and the Barrier magic almost last minute; this boss does not attack except through mass-attack moves.

Be sure to equip the Ballet Shoes and Shoes of the Ancients (or Death Earring) on Jiro (Kluge is unlikely since she is playing catch-up, but do what you think is best if this is not true for your campaign). This lets Jiro cast Revive, Zephyr, etc. Place the other anti-instant KO item on Shu or Maromaru. The Prismatic Cyclone Bracelet should be placed on a charged attack fighter (Shu most likely) and used to hit the boss out of its death attacks.

**How to Kill It:** The boss has these attacks -- "Arm Chopper", "Horn Chopper", and "Fatal Blade" -- all which kill instantly. Once a party member is dead, the boss will have send a magic skull to revive the party member as a zombie.

Use Cureall or the No-Ghost Device and get your guy back; this may be a useful tactic if you want to focus on attacking the boss. You can also allow the enemy to kill your guy and revive him for free. The skill Double Item may come in handy.

An alternate tactic is to cast the spell Previce on an ally; this resurrects a killed ally instantly (albeit at low HP) immediately when a successful KO is delivered. Lastly, don't neglect protecting your back row. The attack "Quick Draw Scythe" will pull everyone to the front rank for a reaping.

Kill the boss and get the potent Renew Ring. Get Zola (huah!) if you haven't done so. Otherwise, get back in the Mechat and go exploring.



Disc One				Disc Two			Disc Three		
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01	02	03	04	05	06	07	08	09	>>
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# Disc 3 - Kelaso Village - FESTIVAL TIME!

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Kelaso Village</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Kelaso Village</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Kelolon Necklace (village)</li> <li>Ghost Crusher Bracelet (underground)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Albino Mammoth</li> <li>Phantom Pelican</li> <li>Blizzard Dragon - <i>warning!</i></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

With the mechat, take to the air and watch some bullshit occur. If you want to brave the next overworld, you can immediately chase after the Nene guy in his crater in the north. Otherwise, take your "sweet-can" time exploring the rest of the "sweet-can" world with your bright shiny yellow flying "sweet-can" submarine.



**Homer:** So somebody had to take the babysitter home. Then I noticed she was sitting on -- her sweet -- can. -- so I grab her -- sweet can. -- Oh, just thinking about -- her -- can -- I just wish I had she -- sweet -- sweet -- s-s-sweet -- can.

**Jones:** So, Mr. Simpson -- you admit you grabbed her "can". What do you have to say in your defense?

**Homer:** ....

**Jones:** Mr. Simpson, your silence will only incriminate you further.

**Homer:** ....

**Jones:** No, Mr. Simpson, don't take your anger out on me. Get back, get back! Mis -- Mr. Simpson -- nooo!

**FOX Narrator:** Dramatization -- may not have happened.

There is one more village you've not been to on this planet surface. Kelaso village is west of Noluta and reachable only by air. Land the mechat and explore the area around the lodge. To get in, head left or right from the village entrance (the bottom of the stairs) and go into the cave. Loot the cabin's interior and talk to the drunk guy for the fireplace key. Use the key and head downstairs.



Talk to all the inhabitants and Mole leaves for a while. Activate the warp station, then follow Maromaru into the Old Lady's house. Get the story from her (loot the house) and have Maromaru join back up (rearrange the formation).

Talk to the Old Kelaso Lady again for a clue to where the five dragons are (for the Dragon Bracelet). Don't go dragon hunting yet; if your party's classes are not at rank 40, consider yourself lucky to last half that number of turns. More preparation is needed. Grab the accessory near the warp point, save and head back out.

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#### Disc 3 - East Desert Island

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Heatsink Parts</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Poleaxe Ghost</li> <li>Melancholoy Ghost</li> <li>Ghost Yeet - <b>boss!</b></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

This may be your first stop after Kelaso. If you aren't careful, it may also be your last.

Notice an Eat-Yeet Tree look-a-like is on the island. This boss regenerates each time you leave and come back to the overworld, but it is far more powerful than the tree you fought in the Devour Village. You need to properly prepare!

## BOSS FIGHT

**What's Killing You:** Ghost Yeet

**Average Class Rank:** 25 to 30. The higher the better.

**How to Prepare:** Equip the anti-instant KO items (Shoes of the Ancients, Death Earring) on all party members and have hefty physical defence. The boss is vulnerable to fire but Shine works as well.

Be forewarned that Shadow attacks and magic heal the boss.

**How to Kill It:** So long as you have some measure of Revival and Zephyr to restore your teammates, this basically boils down to a tougher Eat Yeet Tree fight, but with one that can kill your guys instantly with Death Blossom. Grab the ship parts and get off this rock.

Notice the damage from "Hundred Roots" is higher. "Death Blossom" affects only one person, so having the Shoes of the Ancients on another fighter means you can focus on kicking this boss' ass and not worrying too much about Revive or Previce.

Disc One			Disc Two			Disc Three			
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### Disc 3 - Ancient Ruins Forest

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Shadowstep Shoes</li> <li>Ancient King's Ring</li> <li>Black Belt</li> <li>Weapon Parts</li> <li>Magic Life Crusher Bracelet</li> <li>Gravitic Necklace (button pushing chest)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Zebra Poo Snake</li> <li>Masked Skimmer</li> <li>Golden Scarab</li> <li>Blood Sucking Beetle</li> <li>Holwing Leopard</li> <li>Fire Archer</li> <li>Gorgon Hydrattler</li> <li>Soyo-Soyo</li> <li>Brain Eater</li> <li>Land Shark C - <b>boss!</b></li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

This area is west of the Ancient Ruins Cave near Talta. Save the game upon landing here, since there are no checkpoints or save points inside this dungeon.



The area within has a Land Shark that immediately attacks without a checkpoint. Go in and slowly weed out the area of enemies, items, chests, and gold. The mushrooms here can stink your party or heal them (HP only). Be on the lookout for machines that have a button to be pushed. There are seven of them in this forest and require you to defeat the Land Shark C.

## BOSS FIGHT

**What's Killing You:** Land Shark C

**Average Class Rank:** 25 to 30. The higher the better.

**How to Prepare:** Nothing save Magic Sword and Charge Attack. Don't forget the healing spells. Attack-Up and Quick only hasten the inevitable.

**How to Kill It:** Land Shark C is nothing compared to the Gold Scything Skull Spider, so use Magic Sword and hit it with Waterus and charged physical attacks. The support spells of Attack Up helps.

The seven buttons for the locked chest are as follows:

- By the forest entrance
- Area north of the entrance
- North, then east of the entrance
- From entrance, head west (where the button chest is)
- East of the Hydrattler
- Land Shark C area
- Upper area with the Soyo-Soyos

After clearing this area out of enemies and all, you should be in better condition. If you're not, you haven't been unlocking any colored chests. You should go and check the color appendix before you venture further.





Disc One				Disc Two			Disc Three		
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01	02	03	04	05	06	07	08	09	>>
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### Disc 3 - South Archipalageo & Dee Vee Urns

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Sun Necklace (southwestern island)</li> <li>Kelolon Necklace (south island)</li> <li>Mystery Part Trois (west island)</li> <li>Dee Vee Idol (urn quest)</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>various; none dangerous, some new</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Explore the southern archipalageo (near the Underwater cave) and get some accessories, parts and mystery parts. Head to the Jibral vase maker and talk to him about emergency urns. Take the emergency urns to the Lago village chief for money and an accessory.

If you spotted an Upper Mecha Factory along the way, try not to enter it just yet. You have more crap to do. If you haven't grabbed the Eyepatch accessory from the Lal village guy (the Killer Bandit's treasure), grab the manuscript from the chest in the Glass Spire desert and make the trade.

Disc One				Disc Two			Disc Three		
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01	02	03	04	05	06	07	08	09	>>
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### Disc 3 - Aurora Ruins

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>n/a</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Kelolon Necklace</li> <li>Lock-On Part A</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Stonesaurus - <i>boss!</i></li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Locate the Aurora Ruins in the center of the map's north area. Land and have your magic sword fighters use Windus on the Stonesaurus' head and body until it pukes and dies a horrible, horrible death.

## BOSS FIGHT

**What's Killing You:** Stonesaurus

**Average Class Rank:** 25 to 40.

**How to Prepare:** There was a boss? Use Wind based attacks with Magic Sword and Charged Attack.

**How to Kill It:** See "How to Prepare" and apply it in generous amounts to the target horn or head.

For your trouble, Toripo will give you a mechat part and lets you have a chance to loot the empty cavern of a crappy one-room dungeon.



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### Disc 3 - Sea Cube

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Sea Cube</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Sea Cube</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Tech Crusher Bracelet</li> <li>L6 Wallus</li> <li>Renew Bracelet</li> <li>Infinity Ring</li> <li>Infinity Earring</li> <li>Mystery Part Deux</li> <li>L6 Shadowus</li> <li>Laser Barrier Parts</li> <li>Black Device</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Armored Fish</li> <li>Chain Gang Ghost</li> <li>Aqua Roamer</li> <li>Kelolon Defender</li> <li>Jelly Jolt</li> <li>Kelolon</li> <li>Coconut Crab Poo</li> <li>Crystal Giant</li> <li>Robber Clam</li> <li>Wandering Reflection</li> <li>Azure Abyssal Dragon - <b>boss!</b></li> </ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

Nab the warp point. This place is straight forward, adds a few more nothings to your count and a helpful anti-mecha robo accessory. Find the rooms with the Kelolon Defenders, kill them all (if they flee, reset their appearance by walking off, then coming back in the room) for the Layer Keys. Pick-up the bracelet and the spell (bottom floor) and notice the black barriers in this dungeon.

## TIPS

The black device is here, and you can preferably get it long before you challenge the Upper Mechat Base.

Upon reaching the 4F (deepest level) of the dungeon, head north, then west for the Kelolon Defender room. Get the "Deepest Level Key" and open the locked door (south and west from the level's grav lift).



From the locked door, go east and kill all fleeing Kelolon Defenders for a bonus accessory. Head west to fight the boss, who is only hard if you have low agility and attack. If you took time off to level your shadow classes and rank up their skills (for dragon killing), this boss will probably not have the chance to mount any sort of attack.

## BOSS FIGHT

**What's Killing You:** Azure Abyssal Dragon

**Average Class Rank:** 25 to 40.

**How to Prepare:** This boss is difficult only if you cannot kill the sections quickly enough. If your classes' are close to rank 40 or more, this boss will not be a problem.

Although you can cover the defences with a Belly Button Ring of Water, you'd do better mounting a fierce and fast attack with Flarus, Magic Sword, and Charge Attack. The best fighter using an Attack-Up boost and several Belts of Hermes will kill the boss in no time.

**How to Kill It:** Charged Flare Magic Sword multiple times on the sections -- head, throat, chest, spine, tail -- in order to kill it. Once one part is killed, you move to the next one, which is honestly the simplest thing in the world.

Kill the boss, loot the place and take the Black Device. There are extra areas (and items to inspect for "nothings") on floors 4F (Deepest Level) and 3F in Sea Cube. Don't forget those by simply warping out. Now you can murder some new mech-ass in the Upper Mechat Factory.



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### Disc 3 - Mechat Modification & SP Gain

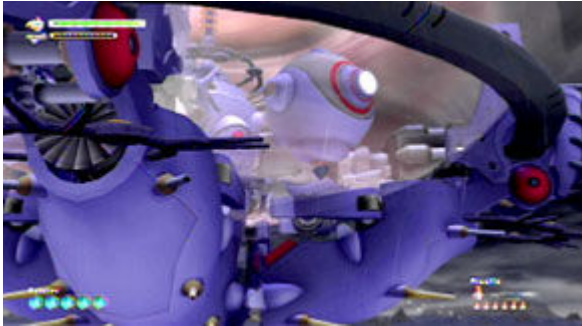
All those Mechat parts can be installed at the facility just west of Lal Mountain village. The various mechat parts make it more potent. You're going to need it when fighting in the dimensional tunnel or the Upper Mechat Base. Any new parts you find during Split-World may be taken back here to be installed.

### Disc 3 - Upper Mecha Factory

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Sea Cube</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Sea Cube</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Mystery Part Gamma</li> <li>Life Crusher Bracelet</li> <li>Eternity Ring</li> <li>Eternity Necklace</li> <li>Infinity Bracelet</li> <li>Lei</li> <li>Shield Badge</li> <li>Infinity Necklace</li> <li>Coating Part A</li> <li>Renew Necklace</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Clawed Bomber</li> <li>Thief Roball</li> <li>Red Defender</li> <li>Squinting Cyborg</li> <li>Rolling Ripper</li> <li>Chief Rolling Ripper</li> <li>Chief Rolling Barb</li> <li>Rolling Barb</li> <li>Sonic Sharkfly</li> <li>Black Double Axe</li> <li>Squinting Cyborg</li> <li>Rolling Ripper</li> <li>Rolling Barb</li> <li>Chief Rolling Ripper</li> <li>Chief Rolling Barb</li> <li>Clawed Bomber</li> <li>Security Electroque</li> <li>Electroque Part A</li> <li>Electroque Part B</li> <li>Red Defender</li> <li>Soaring Globe</li> <li>Steel Giant - <b>boss!</b></li> </ul>
<b>Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)</b>	

All those parts you installed on the mechat pay off. Each time you want to enter this dungeon, you need to shoot out the defences in mechat mode first.

Begin by blasting the red balls on the edge of the structure (these shoot missiles). Only missiles hurt the red balls, so unleash hell. Don't miss the other side -- the balls are on both sides of the protrusion.



Once the shields are down, use the machinegun on the spherical objects firing the ring lasers; when they blow, red missile ports behind them shoot missiles (these re-supply your mechat).

Shoot down the missiles, refill yours, and aim at the light beacon on top of the base. Once that explodes, the mechat will land and the dungeon begins.



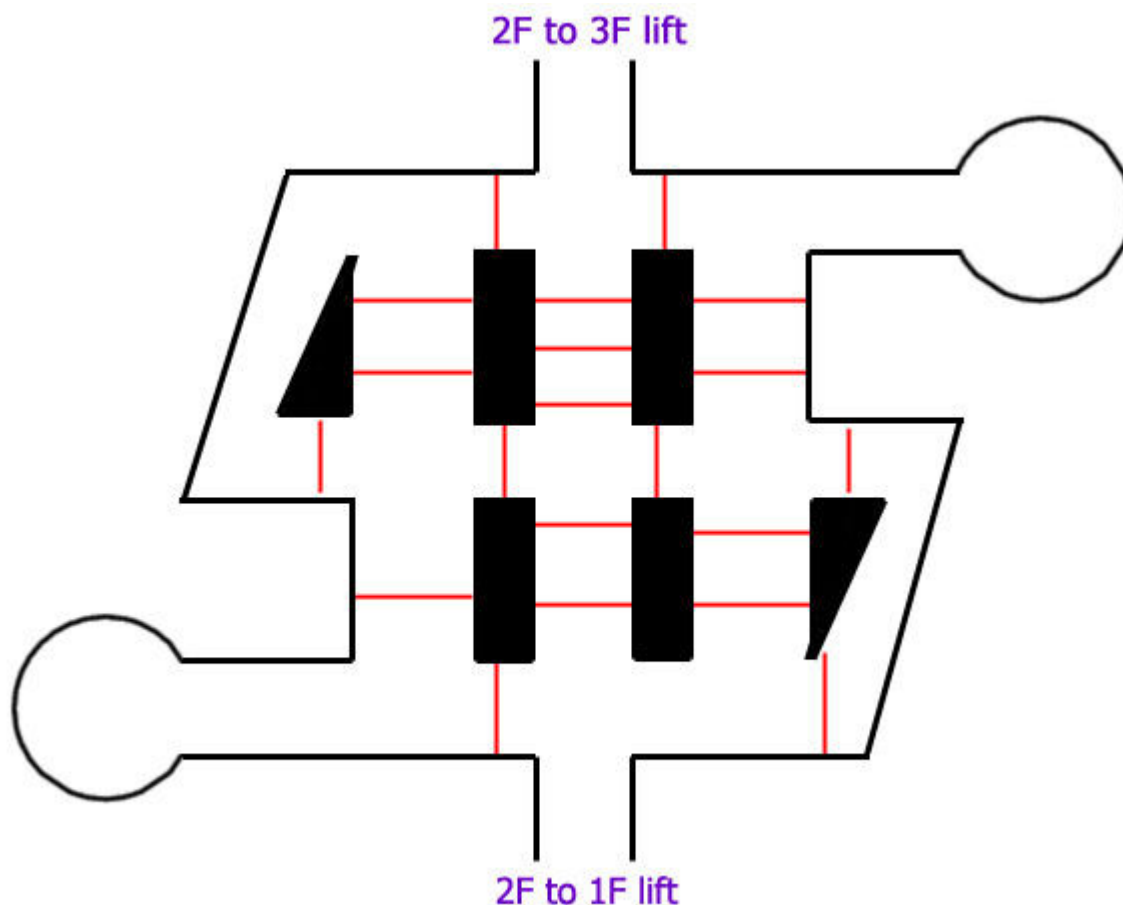
Without the Black Device, your exploration will only go so far and stops on the second floor. Trigger five lasers on the 2F and get booted out. This means you can only go to one destination on 2F -- the southwest room, the northeast room, or the exit to 3F. Since the exit is blocked by a black barrier, just grab what you can now and leave. The mystery part gamma is in the 1F lift room.

## TIPS

The lasers "increase" the alarm slowly, to the point where six to eight lasers tripped will mean your party is warped to the 1F lift room. You need to trip six lasers to reach the corridor to the 2F/3F lift but far fewer to reach the side rooms.

If you want to warp out, take the Mystery Parts Alpha, Beta, and Gamma to the science guy at Jibral's lab and get a potent bracelet. That's only one of the three ultimate weapons. Since you can trip about six lasers before you're screwed, check the layout of floor 2 below and plot your course. The same level is used for the Mobile Mecha Factory, but the number of alarms there is more lenient.





Level 3F is not like the Mobile Mecha Factory (the ball boss is on 4F), but take the time to loot the pipes and unlock the lift.

4F has a mini-boss -- use boss-skills and take down the boss (Soaring Globe) quickly. Should be quite easy. The actual boss is the Steel Giant, who is a clone of the Noluta Azure Giant but with different weaknesses.

## BOSS FIGHT

**What's Killing You:** Steel Giant

**Average Class Rank:** 25 to 40.

**How to Prepare:** Equip the Magic Shoes and Ballet Shoes across the whole party. Access to powerful Magic Sword attacks are a must since the boss has a reflect magic shield.

Magicians need to have Support, Barrier and White Magic; Black Magic is ineffective in this battle.

**How to Kill It:** The Steel Giant has the "Ray Beam" attack which dizzies your party but it's most devastating thing is to cast "Fifth Reflect" which reflects every spell you cast back onto your own party.

This means your fighters need to do the damage with Magic Sword and corporeality. While Flare works, Ground works somewhat better against this boss. Focus on healing and delivering your hits; once corporeality hits a fighter, it should be over very quickly.

After defeating the Steel Giant, the accessory Renew Necklace will be a useful tool in hunting down the mythical

dragons.

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#### Disc 3 - Mechat Exploring (w/ Black Device)

<b>Warp Point -</b> <ul style="list-style-type: none"><li>n/a</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>n/a</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>see color appendix</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>various peons</li><li>possible dragons - <b>warning!</b></li></ul>
<b>Consult Appendix -</b> (Skills, Dragons, Forcefields, Nothings, etc.)	

There are several enemy free chests you should investigate in the world. Check the color appendix. The rest of this section is mostly general notes on ranking up your classes and miscellaneous items.

With the Black Device, you should be able to assemble two of the three final weapons (the Final War Necklace and Ultimate Weapon Bracelet).

These are assembled from the six mystery parts found from disc 1 to disc 3 by the head scientist in the Jibral lab.

These accessories, along with the ones found in the Sea Cube (Infinity and Eternity) and Primitive Cube (Nene and Himiko), will help you slaughter the five legendary dragons for the Dragon Bracelet.

While exploring, try to increase the class ranks. A rank of 50 to 60 means you kill the last few bosses without much trouble. A rank of 75 to 85 will start giving you the advantage when fighting the super-rare gold monsters (Gold Mecha Robo, Gold Jumbo Poo, etc. - check your game's achievements table) so they don't kill your whole party with 900 to 1200 points of damage.

## TIPS

You can find and attack the five mystic dragons before going north to destroy the world. Check the appendix for the dragon locations and how to turn their uncooperative bodies into usable items (dragon fangs).

If you want to level up your shadows, the Sea Cube and Upper Mecha Factory have monster parties giving off 10 to 30 SP (depends on the party). However, you have to recycle the maps (by warping -- in the case of Upper Mecha Factory, leaving) to respawn monsters.

Alternately, you can go to the Primitive Cube and rank up encounters there as well. The Eyepatch and Black Belts help immensely in SP gain (but their effects do not stack).

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Disc 3 - Mecha Robo Cube	
<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Mecha Robo Cube</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Mecha Robo Cube</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Kelolon Necklace</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>nothing that can rip your face off</li> </ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

When you're ready to rip crap apart with your bare hands, head into the crater made by Nene's machine. Drop into the hole and watch the movie. When you get control back, use the mechat's upgraded parts to waste the pursuing Land Shark. With so many missiles, a machinegun that never overheats, shields, and an upgraded hull, this should be super-easy.



After killing the Land Shark in the shooting gallery, steer your party to the Mecha Robo cube for a warp point and town. Toripo's final medal shop is set up here (he is behind the mechat on the landing pad). Take all the items you can find and loot the town. There is a ring of robots who let you in on the extra dungeons and other crap you should've found out before even coming here.

TIPS

If you do miss something and need to go back in time, go to the north section of the Mecha Robo Cube to find a vortex. This lets you switch between overworlds.

Zephyr Chocolate and Radiant Flour are sold in the Mecha Robo Cube shop; Bananas as well (for the Lal Village monkey).

If you missed the Jibral Nothing Man, he got turned into a robot -- you can locate him on the Mecha Robo Cube. However, note there are no more "nothings" to be found in beyond the Primitive Cube's garden.

Disc One			Disc Two			Disc Three		
<<	10	11	12	13	14	15		

### Disc 3 - Primitive Cube

<b>Warp Point -</b> <ul style="list-style-type: none"> <li>Mecha Robo Cube</li> </ul>	<b>Save Point -</b> <ul style="list-style-type: none"> <li>Mecha Robo Cube</li> </ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"> <li>Kelolon Necklace</li> <li>Black Magic Heart (x2)</li> <li>Generalist Heart</li> <li>Monk Heart</li> <li>Support Magic Heart</li> <li>Barrier Magic Heart (x2)</li> <li>Assassin Heart</li> <li>Sword Master Heart</li> <li>All Heart (x2)</li> <li>Prismatic Wind Bracelet</li> <li>Himiko Bracelet</li> <li>Himiko Ring</li> <li>Himiko Necklace</li> <li>Himiko Earring</li> <li>Nene Bracelet</li> <li>Nene Necklace</li> </ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"> <li>Mechasaur - <b>boss!</b></li> <li>Jumbo Poo - <i>summoned by boss</i></li> <li>Blazing Moth (in garden)</li> <li>Land Temple Turtle</li> <li>Bowa-Bowa</li> <li>Wandering Sage</li> <li>Robber Ghost</li> <li>Dark Poo Snake</li> <li>Lazy Spine Ghost</li> <li>Immortal Wings</li> <li>Fanatic Eye</li> <li>Cursed Spine Ghost</li> <li>Riot Puppet</li> <li>Mad Scarlet Spear</li> <li>Spin Laser Defender</li> <li>Flame Gunner</li> <li>Red Infantry</li> <li>Red Soldier</li> <li>Tornado Raptor - <b>warning!</b></li> <li>Red Razor Ghost</li> <li>Hot Head Hydra - <b>boss!</b></li> <li>Spike Arm Sentry - <b>boss!</b></li> <li>Scowling Dynamo - <b>boss!</b></li> <li>Pyro Dragon - <b>boss!</b></li> <li>Mechataclysm - <b>boss!</b></li> <li>Sneezing Cyclops - <b>boss!</b></li> <li>Ultimate Szabo - <b>boss!</b></li> <li>Nene #1 - <b>boss!</b></li> <li>Nene #2 - <b>boss!</b></li> <li>Nene #3 - <b>boss!</b></li> <li>Deathroy - <b>boss!</b></li> </ul>
<a href="#">Consult Appendix</a> - (Skills, Dragons, Forcefields, Nothings, etc.)	

The Primitive Cube is the final dungeon of the game. After defeating the boss Ultimate Szabo, the next teleporter ends the game (after a few more bosses). If you haven't done or found everything you wanted by the time you head for that grav-lift, that's it.

Consider saving at the Mecha Robo Cube before coming here. A checkpoint will occur and you fight a boss dinosaur.

## BOSS FIGHT

**What's Killing You:** Mechasaur

**Average Class Rank:** 25 to 40.

**How to Prepare:** The regular boss-killing skills work, since there is nothing more than a damage issue with this boss. Beef up everyone and you'll be fine. Being rank 60 will make this fight obscenely easy.

**How to Kill It:** Don't wait for the boss to summon a Jumbo Poo and instead focus on killing the boss quickly with charged attacks. If you defeated the dragons and grabbed all the accessories from the Sea Cube and both Mecha Factories (mobile and flying), your party will be very well equipped.

When the party is playable again, explore the garden and loot the flowers. The cave is the obvious way going down. Just watch out now; enemies that look like they are weak against water (being fire) may not be.



The Primitive Cube has some annoying enemies, but if you took the time to head back into the normal overworld, killed all the dragons, get the Dragon Bracelet, and come back, the ranks you have for your shadows should be more than enough to weak Mow Down most enemies save for the very few. The mini-boss Sentinels should be killed in about 6 turns, possibly less after a rank-up detour.



The puzzles here are easy (just the enemy count is thick). Use the control panels to move the black tiles (the ones over the lava) from one spot to the next. The way forward is generally straight forward. The locked doors (Lunar Eclipse and Solar Eclipse) have their keys found in the chests as you move from one room to the next.

There are two rotating rooms -- the west and east -- which allow access to different parts of the Borg Cube. Rotate these rooms, explore the small spaces, grab the shadow hearts and keep going.



## TIPS

The upcoming "bosses" -- Hot Head Hydra and Scowling Dynamo -- can kill your party with instant KO attacks. Be sure to equip the Death Earring or Shoes of the Ancients on at least two people to stay alive.

The first door to be puzzled upon is the Oblivion Door. Naturally, getting the key is about as easy as getting the jail key in the Ancient Prison; kill every Spin Laser Defender and get the keys from the chests. The boss past the Oblivion Door is the Hot Head Hydra.

## BOSS FIGHT

**What's Killing You:** Hot Headed Hydra

**Average Class Rank:** 30 to 45.

**How to Prepare:** A Death Earring and Shoes of the Ancients for the party to battle the instant KO attack.

**How to Kill It:** Charged Magic Water Sword and Waterus across all four of the heads.

On 2F, there is a save. Do a save now, since there are no checkpoints for the bosses. Kill the sentry bosses on the east and west, then push the small control buttons to open the next door on.

## TIPS

The Scowling Dynamo has an instant KO move "Murder", but the other boss is simply an annoyance. Kill them both and get into the next puzzle.

Fight the Pyro Dragon (use water magic) and that should be zero problems. The bonus dragons were far tougher than this runt. Only the "Crimson Blood Rain" is any danger, since it silences (and damages) the whole party. Nothing a little Ballet Shoes won't prevent.

## BOSS FIGHT

**What's Killing You:** Pyro Dragon

**Average Class Rank:** 30 to 50.

**How to Prepare:** Waterus and Magic Sword.

**How to Kill It:** See "How To Prepare" -- you don't want IGN to think you're ready for [this guide](#) do you?

Activate the warp point past the Pyro Dragon. You should have just one more Warp Key left if you've been activating every warp till now.

The 2F puzzle here (the north half of the map) is to move the center lava tiles to form a bridge into the cauldron room and kill Szabo. Either the right or the left will do, but the side rooms have four accessories (Himiko and Nene accessories) that you need to go around to get.

## TIPS

The two floating heads have shock and some other unimportant element. If your party is rank 40 or more, you should be earnestly kicking serious ass and not worrying about things, like a measly hundred points of damage.

The side rooms, naturally, have absolutely nothing to do with the exit bridge. There are two more checkpoint-less bosses -- the two floating heads will shock and stab you, but nothing too troublesome. Kill both to get to the main room's side entrances; these lead to switches to move the needed tiles to more switches. In turn, these switches will move the central bridge into place.

## TIPS

Ultimate Szabo is one of the few bosses you want to risk stealing items from. Use either the "Steal" or "Loot" skills, and the item stolen should be one of the rare accessories you want for a complete set. The only other boss you want to steal from would be the Phantom Dragon south of the Glass Spires.

After killing all the enemies (and bosses), head back to the save point and spend 5 minutes (good time to use Regenerate MP) moving the bridge to the center. The next boss is Ultimate Szabo, and he's only doing more damage. A high agility, high damage party should rip this sucker apart in about 15 turns (or less). If not, you're in for a lengthy battle.

## BOSS FIGHT

**What's Killing You:** Ultimate Szabo

**Average Class Rank:** 40 to 60.

**How to Prepare:** Apart from the dragons, this boss is the only one that demands your party members equip the Max HP Boost skill to take on the extra damage done. Put on the most potent attacks and spells so you can hit hard and not worry about a thing. Don't forget the belts and shoes of agility.

**How to Kill It:** Ultimate Szabo will always use "Heat Press" and smash your party for 500 damage (this is the damage done with shadows at class rank 40) so make sure your boys and girls are at max HP or even higher rank.

As the dragons should've taught you, you can recover MP later, but with HP, you can stomach the hits and keep going. If fight correctly, Ultimate Szabo will be able to squeeze out a "Blade Shield" (hits all individuals in the front row) before he dies by your party's second turn.

Once Szabo disappears into the teleporter, activate the final warp station and loot the four chests. There's nothing else here, so warp back out if you are missing crap.

If you continue, the game will go into the next boss fight (Nene) and asks you to make a new save after (it's self-explanatory). You're pretty much at the end of the game, so the last section here will be boss after boss after boss, just like a Dr. Wily room.

## BOSS FIGHT

**What's Killing You:** Nene, an evil giant purple version of Grandpa Smurf

**Average Class Rank:** 40 or higher.

**How to Prepare:** The skills and accessories cannot be changed once the party enters the teleporter (following Szabo) so you need to make your accessories and skills count.

Use the highest ranked class for the best stats. Slap on all the boss killing skills (Magic Sword) and perhaps one person with (Mow Down). Mediation is not necessary but the other Monk and Sword Master battle skills are.

All spells for the magicians should be accessed and they should be able to contribute chip damage from the back rank. MP is more valuable than HP, since Nene does not do much damage.

Equip the best accessories and make sure the Resurrection skill from White Magic is on all party members (you never know). High agility is achieved by taking on belts and shoes of various mold and make.

**How to Kill It:** For Nene's first form, simply fight him but keep alive. After doing about 1000 points of damage, a cut-scene sequence tells you what happens and you fight the second form.

Nene's second form picks up the fighting pace since he will try to kill you. Since it is a new battle, use Support Magic to speed up and hit hard. Except for Shadow, Nene is somewhat vulnerable to every other element (less so from Shine). Whack him quickly and he will increase his level of challenge.

Nene's third form is hooked to an Eternal Engine. Attack him directly until he uses his "Eternal Engine" skill and recovers his HP and MP. Jiro will say something about the links, allowing the party to attack Nene's four power links.

Once the connections are destroyed, Nene will use "Marble Marvel" and summons two magic orbs to damage the party's MP and HP. Destroy either of the orbs and Nene may get off a "Cataract" attack to destroy more of your MP.

Waterus and Windus can damage multiple targets like the power links but Groundus is useless except as a Magic Sword. Ignore his attempts to tempt you and keep using Magic Sword (any except Shadow and Erasmus) and take his ass to town. Note, if Nene's third form does not use his "Eternal Engine" ability, you may have killed him and bypassed that phase of the A.I. battle script.

After that fight, you get to save the game (use a different slot) and you have to fight the last two bosses in the game. Defend for three turns and the first boss will be beaten. Killing this boss kills your party. The final boss is Deathroy -- which if you think about it -- spearing it to the floor back in disc 1 would've saved you about 80 hours of gameplay.

## BOSS FIGHT

**What's Killing You:** Deathroy

**Average Class Rank:** 40 or greater

**How to Prepare:** Any preparations made would've been done before fighting Nene.

**How to Kill It:** Deathroy uses "Fire and Brimstone" to damage the party, but beyond that, your high agility with a rank 40 Assassin (Ninja Swiftess) and accessories, coupled with Quick spells, should let you rack up an impressive amount of damage before it even gets off any more attacks.

In the unlikely event it does attack Deathroy will be leaning forward, exposing its right and left eyes as targets. Destroying them pushes the boss back, but does nothing appreciable. Kill the middle and enjoy your deadly power.

Once the boss is destroyed, activate the heart of the Matrix, or what ever that white floating thing is. Goal.



Disc One			Disc Two				Disc Three		
<<	10	11	12	13	14	15			

Disc 3 - Ending	
<b>Warp Point -</b> <ul style="list-style-type: none"><li>n/a</li></ul>	<b>Save Point -</b> <ul style="list-style-type: none"><li>n/a</li></ul>
<b>Spells &amp; Items Found -</b> <ul style="list-style-type: none"><li>Flower</li><li>nothing except "nothings"</li></ul>	<b>Enemies Encountered -</b> <ul style="list-style-type: none"><li>Toripo - <i>easter egg!</i></li></ul>
Consult Appendix - (Skills, Dragons, Forcefields, Nothings, etc.)	

Move to the camera and take the flower. In control of Maromaru, move towards Zola (huah!). Once Shu lands in the the Village Cube, there are a few more "nothings" to get (outside the house and inside). Toripo is hiding behind a tree in the dead end opposite the direction to the house.



# Blue Dragon Appendix

Nothing Man	Shadow Class Skills	Color Forcefields	Five Dragons	Misc.
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Checking out objects, cupboards, shelves, bookcases, etc. while exploring will yield items, gold, or "nothing". The number of nothings gathered can be traded to the Nothing Man in Jibral, or the Nothing Mecha Robo in Split-World.

These special accessories greatly increase the availability of items you'll have upon meeting the fellow at the end of disc 1, and it's suggested that you go see him once you head into Jibral.

The number of nothings are finite (but many) so you must begin searching for them starting from the cave on the first disc! Missing a few may sound like nothing until you realize you've reached the end of the disc and are missing just a few nothings shy of the ultimate goal.

50	Leather Belt
100	Stomach Band
200	Acorn Shoes
400	Ballet Shoes
600	Champion Belt
800	Hermes Belt
1000	Shoes of Hermes
1200	Black Belt
1400	Lei

Nothing Man	Shadow Class Skills	Color Forcefields	Five Dragons	Misc.
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Where man lives in three dimensions, his shadow lives in nine. Shadows have nine different classes, each with unique abilities to make an individual magic-user a kick-ass character. However many of the monsters are so powerful, you need to have each class work in cooperation with one another to get things done.

All characters start off with the same three classes -- sword master, black magic, and white magic. Maromaru and Zola (huah!) start with an additional class (Monk and Assassin) but eventually, they may all gain levels to acquire the additional classes. It is best to grab the Generalist class early on to increase the number of skill slots and accessories you can equip.

Although you may have a tougher time fighting some bosses or enemies with the Generalist class, it is the Generalist's skills who will be the binding glue to let the other 8 classes mix their unique skills together and turn your runty, orphaned wino children into bad-ass, kill-all freaks.



Sword Master	
Rank 2	Magic Sword level 1 - <i>adds magic element to physical attack</i>
Rank 5	Mow Down 1 - <i>attacks all enemies in front row</i>
Rank 8	Magic Sword level 2
Rank 11	Absorb HP - <i>HP restored from fight command</i>
Rank 14	Magic Sword level 3
Rank 17	Mow Down 2 - <i>q.v.</i>
Rank 20	Magic Sword level 4
Rank 23	Boost Critical Damage - <i>criticals are more damaging</i>
Rank 26	Magic Sword level 5
Rank 29	Absorb MP - <i>MP restored from fight command</i>
Rank 32	Magic Sword level 6
<b>Basic Skill - Magic Sword</b> — As you gain skills in this class, the number of magic spells allowed for the magic sword increase. Additionally, new skills allow fighters to absorb HP and MP from attacked enemies. Mow Down is helpful early on and against weak enemies later in the game. Combining the skills from this class with others make the Sword Master much more potent. But once most of the skills are unlocked, you can ignore this class for another.	

Guardian	
Rank 3	Guard - <i>may defend an ally (defend only)</i>
Rank 6	Magic Defence Up - <i>magic defence improved (not visible)</i>
Rank 9	Max HP Boost 25%
Rank 12	Sentinel Shield - <i>defence same as Guardian class</i>
Rank 15	Caution - <i>cannot be surprised by enemies</i>
Rank 18	Charged Defence - <i>defend command can be charged</i>
Rank 21	Vigilance - <i>cannot be pre-empted by enemies</i>
Rank 24	Endure - <i>MP used as HP if HP is reduced to 0 or less</i>
Rank 27	Max HP Boost 50%
Rank 30	Total Guard - <i>may defend any ally (defend only)</i>
Rank 33	Berserker - <i>damage bonus for having low HP</i>
<b>Basic Skill - Guard</b> — This class has skills that are used for defending other party members, which is not a winner in anyone's book. You're not the Third Republic waiting for the onslaught, so make like Hannibal of Carthage and <i>conquer or die</i> . Guardian has useful defence increase skills, as well as field skills to prevent surprise, back-stabbing, etc. The HP boosts are a big help on disc 2, as well as the devastating Berserker skill (usually against dragons and the super monsters). Keep increasing the Guardian's rank since defence from Sentinel Shield is tied to this class' rank.	

Monk	
Rank 4	Attract Aura - <i>enemies appear more often in field</i>
Rank 7	Counterattack Boost - <i>counterattack possible</i>
Rank 10	Meditation - <i>restores HP and removes poison and stink</i>
Rank 13	Charged Attack - <i>fight command may be charged</i>
Rank 16	Critical Hit Lift - <i>more critical hits!</i>
Rank 19	Battle Essence - <i>attack same as Monk class</i>
Rank 22	Repel Aura - <i>enemies repelled in field</i>
Rank 25	Attack Amp - <i>grants larger attack area (for charge attack)</i>
Rank 28	Less Is More - <i>fewer accessories used means increased stats</i>
Rank 31	Absolute Counterattack - <i>q.v. but always counters</i>
<p><b>Basic Skill - Charged Attack</b> — This class is different from most others since its basic skill is earned at level 13. Monks are by far the most devastating fighters available; when you have the option, assign this class to your primary fighters and build the rank of the Monk class. The charged attack will flip enemies, destroy defences, and generally devastate things like no one's business. Keep increasing the Monk's rank since damage from Battle Essence is tied to this class' rank.</p>	

Assassin	
Rank 2	Steal - <i>steals an item from enemy</i>
Rank 5	Security - <i>prevents items from being stolen</i>
Rank 8	Stun Bomb - <i>stuns enemies in the field</i>
Rank 11	Negotiate - <i>lower prices possible when shopping</i>
Rank 14	Ninja Swiftess - <i>agility is same as Assassin class</i>
Rank 17	Stealth - <i>enemies cannot see party in field</i>
Rank 20	Surprise - <i>chance for first attack increased</i>
Rank 23	Loot - <i>auto-steals items with fight command</i>
Rank 26	Long Range Attack - <i>enemies in any rank may be attacked</i>
Rank 29	Control - <i>attacked enemy may fall under your control</i>
Rank 32	Treasure Hunt - <i>stolen items are more valuable</i>
Rank 35	Double Strike - <i>fight command duplicated on same target(s)</i>
<p><b>Basic Skill - Security</b> — This class is famed for its speed. High agility characters who have similarly high attack or magic attack can kill enemies in very few turns. The other speciality of the Assassin is stealing items from enemies. Couple this with Long Range Attack and Treasure Hunt to steal freely from any opponent on the screen. Increasing the rank of Assassin will increase the agility score of Ninja Swiftess, which you can use with other classes. All classes will find this class useful -- not just fighters or spell casters.</p>	

Black Magic	
Rank 4	Black Magic level 1
Rank 8	Regenerate MP - <i>walking in the field recovers MP</i>
Rank 12	Black Magic level 2
Rank 16	Black Magic level 3
Rank 20	Max MP Boost 25%
Rank 24	Black Magic level 4
Rank 28	Black Magic level 5
Rank 32	Max MP Boost 50%
Rank 36	Black Magic level 6
<p><b>Basic Skill - Black Magic</b> — Black Magic is the default destroy all things spellbook. It relies heavily on the six elements in the game to do damage so that dominance and opposition table in the manual means something. Black Magic initially allows your characters to spend days in the field; with Regenerate MP, you can recover MP by simply walking and cast healing spells when you need them. Once you can cast all Black Magic spells, try to level up another class.</p>	

White Magic	
Rank 3	White Magic level 1
Rank 6	Enhanced Item Effect - <i>item has increased effect</i>
Rank 9	White Magic level 2
Rank 12	Double Item use - <i>use two items in one turn</i>
Rank 15	White Magic level 3
Rank 18	Regenerate HP - <i>walking in the field recovers HP</i>
Rank 21	White Magic level 4
Rank 24	White Magic level 5
Rank 27	White Magic level 6
Rank 30	Quick Magic Charge - <i>magic charge is faster</i>
Rank 33	Resurrection - <i>full revival once per battle</i>
<p><b>Basic Skill - White Magic</b> — White Magic is very useful in this game. In addition to the White Magic spells, this class also includes commands to use two items in a turn, enhance an item's effectiveness, as well as quickly cast spells. By far the best skill is Resurrection, which pretty much means that party member has an extra life each battle. Very handy for bosses in case you slip up and miss casting Revive or Previce or some healing spell.</p>	

Barrier Magic	
Rank 3	Barrier Magic level 1
Rank 6	Field Barrier 1 - <i>shield in the field kills enemies</i>
Rank 9	Barrier Magic level 2
Rank 12	Magic Fence - <i>magic defence is same as Barrier Magic class</i>
Rank 15	Barrier Magic level 3
Rank 18	Barrier Magic level 4
Rank 21	Field Barrier 2 - <i>q.v. and costs 10 MP not 15</i>
Rank 24	Distress Barrier - <i>at critical HP, WallUs is cast on user</i>
Rank 27	Barrier Magic level 5
Rank 30	Barrier Magic level 6
Rank 50	Field Barrier 3 - <i>q.v. and costs 1 MP per enemy, 5 MP to start up</i>
<p><b>Basic Skill - Barrier Magic</b> — Barrier Magic mostly involves itself in creating wards and magical shields. Nothing great (not even field barrier). However, Distress Barrier is helpful provided your character survives some onslaught to cast it; coupling it with Berserker will let your guy do massive damage before dying but timing your healing and revival spells will have the same effect. Increasing the Barrier Magic rank has the benefit of increasing magic defence through Magic Fence. Field Barrier 3 will be very helpful for increasing the shadow classes up to Max One rank.</p>	

Support Magic	
Rank 3	Support Magic level 1
Rank 7	Support Magic level 2
Rank 11	Support Magic level 3
Rank 15	Spell Duration 50% - <i>spell effects increased 50%</i>
Rank 19	Support Magic level 4
Rank 23	Support Magic level 5
Rank 27	Magic Essence - <i>magic attack is same as Support Magic class</i>
Rank 31	Support Magic level 6
Rank 35	Double Cast - <i>cast two spells in one turn</i>
<p><b>Basic Skill - Support Magic</b> — Support Magic is the most benign sounding magic class, but it is the most deadly when paired with fighting characters or other magic disciplines. The one skill "Double Cast" means to magic what "Double Item" means to items. However, spells are much more destructive since they can be charged (unlike items). Casting twice the number of spells in a single turn means your party is much more in league with many of the monsters you fight. Further increasing the rank of this class increases the magic attack of a character through Magic Essence.</p>	

Generalist	
Rank 4	Special Accessory +1
Rank 8	Skill Slots +2
Rank 11	Skill Slots +3
Rank 15	Skill Slots +4
Rank 18	Special Accessory +2
Rank 22	Skill Slots +5
Rank 26	Skill Slots +6
Rank 29	Skill Slots +7
Rank 32	Special Accessory +3
Rank 36	Skill Slots +8
<p><b>Basic Skill - Accessory Plus</b> — The Generalist class is the least on the list since it is the weakest. However, it allows characters to wear more items and equip more skills in battle. Once this class has given its all though, head back and increase the classes of Guardian, Monk, Assassin, Barrier Magic, and Support Magic to increase the stat-altering skills.</p>	

Lastly, raising a skill to rank 99 (without using hearts to raise rank from 98 to 99) means you earn one of the nine Xbox 360 gamertag achievements. That's in the game's own 360 profile; hit your guide button and read about it, dammit.

#### Addendum - Shadow Classes (by Character)

Each character starts with the sword master, black magic, and white magic classes. As they gain levels of experience, they may learn more classes for their shadows. All characters should take on the generalist class as soon as they can to increase their available skill slots and special accessories.

Marumaro starts with an additional Monk class; Zola (huah!) starts with an additional Assassin class. Aside from the Generalist, you will need to develop your characters' classes later to focus them into better performers. Here're some general guidelines -- if you have your own set of strategies, you can follow them instead.

#### Shu, lone wolf scrapper with bright orange pants

This character is the one you play the most especially when alone. He will be the first hero to get his magic back on disc 3, so you'd be wise to jack him up on attack and defence. His agility can be high (use Assassin's Ninja Swiftiness) but there are accessories to increase that stat.

Shu needs to focus on the classes - Monk, Sword Master, and Guardian to increase his killing power. Additional classes like Assassin lets him steal while attacking (or attack any enemy using the skill Long Range) and of course, the free revival from White Magic (for boss fights).

#### Jiro, Link the dink wannabe with clay hair

Jiro is the primary spell caster for the party once Kluge is missing for about 30 minutes. Jiro is equally adept at casting all manner of magic, so train him as an all around magic user. With Shu, Marumaro, and Zola (huah!) as the primary fighters, Jiro will be able to stay in the back rank after the Hospital Ruins.

Have Jiro focus on the classes - Support, Black, White, and Barrier Magics. Generalist will also be important for all the extra skill slots (the different magic types). Focus on Guardian and Assassin later to increase agility and physical defence.

#### Kluge, Snot-nosed little girl wearing an ugly dress

Kluge is another spell caster, most likely not as powerful as Jiro *if you choose to head straight for her rescue, instead of levelling at the Mobile Mecha Base*. If you do rush and rescue Kluge, the level difference between her and Jiro will be smaller. Otherwise, you will find Kluge needing more powerful accessories to equal the magic might of Jiro-man, since he wasn't absent from the party as long.

Kluge should focus on the classes - Support, Black, White, and Barrier Magics. Generalist will also be important for all the extra skill slots (the different magic types). Focus on Guardian and Assassin later to increase agility and physical defence.



### Maromaru, the token minority alien guy

Maromaru is a useful character and can be the most powerful fighter. Since you increase his Monk class most of the time, you can be assured that his Battle Essence skill will let him do mega amounts of damage. Focus on - Monk, Guardian, Sword Master, and Assassin. White Magic's Resurrection skill helps, as well as the Barrier Magic's Distress Barrier.

### Zola, mercenary tomboy pirate woman (huah!)

Mysterious Zola (huah!) comes in and out of the game during disc 1 and later in disc 2, so you can never be sure when you will not have her around. Still, start her on Monk, Guardian, Sword Master, and Assassin. Depending on your progress, you will enjoy having her in boss battles or not bothering much with her at all.

Nothing Man	Shadow Class Skills	Color Forcefields	Five Dragons	Misc.
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There are various energy fields that shroud chests and passages. These magical barriers are deactivated by special devices.

Such devices are found first on disc 2, so you will want to start noting down where you've found some chests with forcefields early in the game or you may forget about them later.

### Blue Forcefields

- Wilderness Village (Ancient Warrior Bracelet)
- Lot Wildlands East (Cross Trainer)
- Drill Mechat 2F (Ancient Warrior Necklace)
- Hospital Ruins 2F (Ancient Warrior Earring)
- Undersea Cave (Flip Flops)
- Ancient Cave Near Talta (Belly Button Ring of Fire)
- Ancient Cave Near Talta (Ancient Warrior Ring)
- Jibral Entrance (Poo Bracelet)
- Jibral Mechat Lab (Shell Earring)
- Gorgo Village, behind mansion (Alacrity Elixir)
- Baroy house by store (Generalist Heart)
- Baroy house by temple (Flawless Sapphire)
- Baroy mecha robo waiting room (Barrier Magic Heart)

### Red Forcefields

- Gul Mountain Cave (Chain)
- Exile's Cave (Epistle of the King Ghost - valuable item)
- Mural Village Warpstation (Black Belt)
- Jibral Castle Basement (L5 Waterus)
- Jibral Garden (Chain)
- Jibral Guard Lounge (Shell Badge)
- Underground River (Shoes of the Ancients)
- Ancient Factory Conveyor Chest (Crystal Ring)
- Wire Highlands (Crystal Bracelet)

### Green Forcefields

- Lot Wildlands West (Belly Button Ring of Water)
- Gul Mountain Cave (Mirror Earring)
- Forest of the Dead (Crown of King Ghost, requires the Epistle)
- Gorgo Village (Mirror Earring)
- Wire Highlands (Cross Trainers)

### White Forcefields

- Hospital Ruins 1F Door (L6 Trapfloorus)
- Hospital Ruins 3F Door (L5 Shellus)

- Mural Village Warpstation (Gravitic Ring)
- Jibral Castle Basement (L6 Groundus)
- Ancient Factory Tower Chest (Ballet Shoes)
- Ancient Prison Cellblock (Belt of Hermes)
- Ancient Prison Past the Big Door (Champion's Belt)
- Pachess Town Cliff (L6 Zephyrus)
- Pachess Town Alley (L6 Quickus)
- Pachess Underground (new area - Pachess Plateau)
- Mobile Mecha Base 2F Door (see walkthrough)
- Devour Village (Medals)

#### Black Forcefields

- Exile's Cave (Lock On Part B)
- Mural Village Warpstation (Eternity Earring)
- Ancient Factory (Renew Earring, Shoes of Hermes)
- Mobile Mecha Base 1F
- Mobile Mecha Base 3F, center room
- Mobile Mecha Base 3F, northwest
- Devour Forest (Ribbon)
- Upper Mecha Base, hallway
- Lal Mountain Village (Missile Upgrade B)
- Kelaso Village (Coating Part B, Eternal Engine Necklace)
- Sea Cube 3F (Renew Bracelet)
- Sea Cube 4F (Mystery Part Deux, Infinity Earring, L6 Shadowus)
- Mecha Robo Cube, landing pad (Mega HP Elixir)
- Mecha Robo Cube, near #99 (Mega MP Elixir)
- Primitive Cube 1F, west
- Primitive Cube 1F, east

Nothing Man	Shadow Class Skills	Color Forcefields	Five Dragons	Misc.
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The Old Lady in Kelaso town gives you the clues in finding these five monsters. Killing them takes some time and levelling up since even the weakest one will likely kill your party in less than 40 turns.

#### Phantom Dragon - "South of glass"

Find this dragon in the Great Desert, south of the glass spires. This dragon absorbs physical damage, meaning only magic hurts it. Its primary attacks are wind based and delivers heavy damage by itself.

### TIPS

This dragon is the only dragon you want to risk stealing items from. Use the "Steal" not the "Loot" skill, or you heal it. The item stolen should be one of the rare accessories you want for a complete set. The only other boss you want to steal from would be Ultimate Szabo in the Primitive Cube.

Ground attacks reduce its agility but you'll have to rely on magic -- mostly fire magic -- to damage this dragon. Luckily, it's the weakest of the outdoor dragons, so after several dozen turns of double casted Flarus, it should bite the dust.

#### Amethyst Dragon - "West of living murals"

Find it on the Coastal Road, near the blockage to Talta Village. This dragon uses spark and paralyzes your party. This means the Ballet Shoes and preventing paralysis is your main defence. It's significantly weaker than the Blizzard Dragon, so if you survive the fight with the dragon west of Kelaso, you'll find this dragon an honest push-over once you have anti-paralysis defences.

#### Blizzard Dragon - "East of Aurora Ruins"

Find it just west of Kelaso Village, on a snowy rise nearby. This dragon is primarily water damage, but it has physical attacks. Fire would hurt it, but it will cast Reflecta on itself soon after someone does.

Use the Belly Button Ring of Water to let your one fighter dish out Flarus Sword; revive someone in the back rank using a Phoenix Talong to incite the A.I. to casting blizzard or something to heal your fighting guy.

#### Moody Dragon - "Next to water flowing underground"

In the Underground River, where the Kelolons all gather. Save at the savepoint and ramp your guys up with mass kill effects first. Mow Down all the Kelolon party leaders in the area past that blue barrier and try not to get hurt. When you are down to the last one or two parties, shift your skills to boss killing mode.

This dragon does not attack until it is honestly pissed off -- this gives you about 8 turns to rip it apart; with double cast, Quick, and Attack Up, your fighters can use Windus sword or simply physical attacks to do the 15,000 HP damage needed to take it out before it even fights.

#### Spark Dragon - "Among plentiful crystals in caves"

In the Gul Mountain Cave, where the red barrier was (and the two item chests). Save at the mountain cave's save after rearranging your skills; there is no checkpoint for this dragon fight. If you're exploring this area on disc 3, you will also not get those chests until the dragon is killed.

Place the Stomach Bands (prevents sleep) on your spell casters or fighters; the weakness is somewhat wind (since the dragon is flying). Like the Amethyst Dragon, there is no single element this dragon is weak against, so do your best to charge hit the sucker and get in your licks. Previve, Revive, and Zephyrus are mandatory, are as Quickus, Attack Up, and the like.

This dragon's most deadly attack -- "Ancient Force" -- causes sleep, but "Black Wind" also causes high damage to everyone in the party. Take your poison and take it down.

Nothing Man	Shadow Class Skills	Color Forcefields	Five Dragons	Misc.
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<b>Mystery Part Alpha</b>	Used to form the Ultimate Weapon Bracelet. Find this part for free in disc 1. The party recovers it automatically in Mural Village.
<b>Mystery Part Beta</b>	Used to form the Ultimate Weapon Bracelet. On disc 2, while climbing the tower in the Ancient Factory, there will be a landing with many Double Axe statues and a Fat Pack Rat (but before fighting the Jumbo Ghost). Kill the rat to start the enemy cascade. When all the Double Axes are killed, a chest will appear revealing the hidden part.
<b>Mystery Part Gamma</b>	Used to form the Ultimate Weapon Bracelet. On disc 3, head to the Upper Mecha Factory and look for this hidden part in the 1F/2F lift room.
<b>Mystery Part Uno</b>	Used to form the Final War Necklace. On disc 2, locate Jeelala's treasure vault and fall through the wooden floors to the raised floor of the lower dungeon. Whack the enemies and claim this hidden part.
<b>Mystery Part Deux</b>	Used to form the Final War Necklace. Once you have the mechat, fly to the Sea Cube, go to the lowest level, defeat the Azure Abyssal Dragon and get this part (disc 3).
<b>Mystery Part Trois</b>	On disc 3, after getting Zola (huah!) and the mechat, locate the archipelago south of the Undersea Cave and the Coastal Road. There is an island called Western Deserted Island with a chest holding this mystery item.
<b>Nothing</b>	By investigating all manner of objects in the environment, it is possible to get many, many "nothing" results. The number of nothings collected will be charged towards your party and you can claim them from the Nothing Man in Jibral or the Nothing Mecha Robo on the Mecha Robo Cube (there are no duplicate rewards). There are a total of 1800 nothing results across all three discs (including exclusively one-time areas like the Flying Fortress, etc.). Before you leave an area, be sure to loot the place first!

<b>50 Nothings</b>	Leather Belt
<b>100 Nothings</b>	Stomach Band
<b>200 Nothings</b>	Acorn Shoes
<b>400 Nothings</b>	Ballet Shoes
<b>600 Nothings</b>	Champion Belt
<b>800 Nothings</b>	Hermes Belt
<b>1000 Nothings</b>	Shoes of Hermes
<b>1200 Nothings</b>	Black Belt
<b>1400 Nothings</b>	Lei
<b>1800 Nothings</b>	Ribbon