



## Introduction

Never aging and being unable to die does sound like a positive goal for people. Your life is never threatened no matter what you do; you never suffer diseases; you can find new challenges as technology evolves; you can explore the world many times over, and see the countries change as the years go. But, there is some degree of pain: lovers come and go whilst you live on. Your children age and die, and you cannot be with them for eternity. But then, if you are immortal, just what *is* your view on "eternity"? Is "eternity" the same for the others, those whose entire existence is a mere blink of an eye for immortals?

Luckily, Kaim is one cool cat. Thanks to a bit of memory loss and a definite sense of patriotism, he is on the battlefield as a great soldier, defending his country from invasion and impressing his leaders. He doesn't let little things like the massacre (via comet) of thousands of troops affect him. He's too good for that, too dedicated, too focused.


At least, until his memories start coming back...


*In this **Lost Odyssey** strategy guide, you'll find:*

- **COMBAT** // Basic combat strategy and other tips, including info on avoiding a nasty bug.
- **WALKTHROUGH** // Our full **Lost Odyssey** walkthrough, with strategies for all bosses.
- **BOSS STRATEGIES** // A compilation of boss strategies, sans spoilers.
- **SIDE QUESTS** // Tips for finding (and completing) **Lost Odyssey**'s myriad sidequests.

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## Lost Odyssey Combat

RPGs have evolved beyond simple "Attack" and "Defend" commands only. This section shows you what Lost Odyssey has to offer, and how to make it work for you. We will assume you know the basics of RPGs, such as what Hit Points and Magic Points do, so we'll refrain from getting into it.

That said, BE SURE TO READ THE FIRST PIECE OF ADVICE HERE. It will save you tons of grief.

### The Save Point Glitch

There is an issue with the orange orbs that save your progress. Blue orbs that actually do fully heal you in the field are occasionally, but not always, located next to save points. But what if you're saving near a boss and are almost out of magic? There is no item in the game like a tent from the Final Fantasy series where you can heal up when you save. Saving at the save points, does absolutely nothing *but* save.

Usually.

If you exit out to the main menu and reload your game, or I suppose if you have turned off the game for the night and fire it back up the next day, you will find your party fully healed where you last saved.

If you are coming up to a boss battle (which we note through the walkthrough), it may be in your best interest to save, then exit, then reload from the main menu. You'll be at full-strength and ready to take on the world, especially combined with our boss strategies.

It's unknown to us if the designers intended it this way, but you may as well take advantage of it since it's here.

### Magic

Magic in Lost Odyssey is pretty easy to understand. There are three major types of magic: White (curative), Black (destructive), and Spirit (support). There is a fourth type, called Composite, although that just blends multiple spells together to create different effects.

For the three major types, you have to find the spells before you can use them. Most are available in easy-to-reach treasure boxes, and some can be bought from item shops. Some, the more powerful spells, are in harder to reach treasure boxes, so it pays to explore.

Lost Odyssey is *very* magic dependent toward the latter half of the game. Once you get to Disc 3 (but really you should do this before then), you'll want to *always* have a bunch of MP-restoring items. Having 99 Mana Capsules or Mana Bottles on you at all times will give you great peace-of-mind, because you can go ballistic with magic in-battle and fully heal everyone afterwards.

In short? Don't be stingy on magic, and keep enough MP-restoring items around so you don't *have* to be stingy.

### All About Skills

Your party members are defined and customized by the skills you give them. Skills can be either passive (always active) or selectable (available in-battle only). Passive skills include helpful things such as anti-poison or anti-sleep, or more active like Level 3 White Magic. Selectable skills generally need a target, such as the classic Steal, or even defensive such as Prayer that can restore some Hit Points to an ally.

Depending on whether your character is mortal or immortal, they gain skills differently. Mortals, such as Jansen, gain their skills through level ups; i.e., the classic way. Skills are generally related to each other: most of Jansen's skills relate to magic, for example. Mortals' skills are permanent: once learned, they cannot be forgotten or replaced.

Immortals are more flexible. For an immortal to learn a new skill, he has take advantage of Skill Linking, found via the main menu. The immortal in question can link his abilities to any mortal within the active party. This allows the immortal to slowly learn the skill, by gaining Skill Points (SP) in battle. SP is gained through battle victory, not skill use itself. (For example, if Kaim is Skill Linked and is trying to learn Steal, he doesn't actually have to *use* Steal in battle to gain SP.) Skills can also be learned by equipping certain accessories.

Regardless of how you learn a skill, it doesn't become part of the immortal's repertoire until it's equipped into Skill Slots. Unlike mortals, skills in Skill Slots can be swapped out at will (well, between battles). When coming to a new set of enemies or a boss with a particular gimmick, you can arrange an immortal's skills as necessary to maximize your advantage.

Skill Slots can be increased with certain items throughout your adventure. It's up to you if you want to simply increase one particular immortal's number of Skill Slots, or if you want to spread the wealth among all your immortals.

## Ring Assembly

Finding rings is all well and good, but Lost Odyssey has a crafting element to the system as well. By finding or buying different ingredients (formally called "Components"), you can create or alter your own rings.

Assembly takes place in the main menu. Once in the Assembly Screen, you'll see a list of all the ring formulas you know. Provided you've got the right components, you can make the ring immediately. No need for anvils or hammers or any other tools.

Ring formulas are given to you at different times, but especially when you find components you haven't seen before. If you encounter some in the field, be sure to check out the Assembly Screen as soon as possible.

## Guard Condition

If you have played any Final Fantasy from FF4 back on the Super Nintendo, you know that RPGs enjoy a front row/back row system to combat. Typically the way it works is that the guys in the front row do more damage and receive more damage than the guys in the back. This means you put your squishy characters, like mages, in the back where they are better protected.

Lost Odyssey is no exception, but it throws in a new twist. The actual defense applied to the back row depends on strong the front row is. If everyone is dead in the front row, the back row loses any defense bonus they enjoyed. Also, if there's only one guy in the front and two in the back, the two in the back are less protected than if there had been two in front and one in back.

The whole system is called Guard Condition, and is shown via meters in the top corners during battle. Your Guard Condition is shown in the top-right, and the enemies' in the top-left. That's correct: it's not just *you* taking advantage of the row differences.

Guard Condition applies to both physical *and* magical defense. Casters on your team are warned not to be throwing spells into the enemy's back row if the enemy GC is high, unless you want to waste MP.

## Target Ring System

The Target Ring System is used to augment your fighting abilities. Target Rings come up automatically when you use an Attack command in battle, provided you have equipped rings on the character.

When the Target Ring System is activated, two rings (a large one encompassing a smaller one) and a timer will appear in the top-center of the screen. While it's up, hold down the Right Trigger. This will make the large outer ring move, shrinking down. The moment it's fully on the inner ring, release the Right Trigger. If timed correctly, the word "Good" or "Perfect" will flash as your character makes his strike, and you'll hit him with an additional effect. Mistime the release or run out of time, and the word "Bad" will flash with no additional effect being given.

The rings you equip on your characters affect what the "additional effect" is. This can be poison, extra damage, and so on.

# Lost Odyssey Walkthrough

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Lost Odyssey is huge, spanning four discs. We'll break up our walkthrough by disc, then further by locations to visit so you can quickly find the help you need.

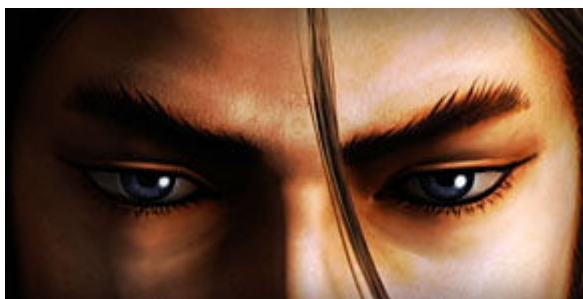
We will not list absolutely everything you can do. Side quests, as you can tell from the banner, get their own section in this guide. That's not to say you *shouldn't ever* do side quests, just that this portion of the guide tries to get you to see the ending as quickly as possible.

In fact, we might describe some boss battles as being much harder than you may experience. Our levels are typically under what most other guides might recommend, but that's because we're IGN, and we're good at what we do. Leveling up on your own accord to make battles easier is, naturally, your prerogative, but know that you can succeed in the game without fetching every little item and being at maximum power. We assume through this walkthrough that you are indeed trying to blitz the game rather than taking the figurative scenic route.

Another word of warning: we will be examining storylines and such, hopefully to give you a better understanding of all the inevitable twists and turns of the plot. We'll keep spoilers out of our guide headings, but know that this is definitely *not* a spoiler-free walkthrough!

## Starting Up

After selecting "New Game," you'll be presented with a score of options to select. One of them, "Battle Auto Input," you obviously won't know quite what to do with at first. Best to leave it on default for now. Also, we're going with the default control scheme of A being confirm and B being cancel. If we say "hit A" in the walkthrough, we mean "hit confirm."



We start our story by seeing a fierce battle take place between some guys in gold armor and some guys in black armor. The gold guys get their butts handed to them in fairly short order, and we may have ourselves an extinction before even hearing a word of dialogue.

But wait! Some guys in mobile towers nearby are chanting away, and using magic to revive the fallen gold soldiers! Renewed, they hop up and start getting some revenge, although the black-clad guys manage to hold their own. That is, until Kaim Argonar shows up. Kaim is our hero, the guy on the front cover, and he immediately shows why he can rightfully be labeled a badass.

After showing off his impressive skill set, he faces a venerable wall of soldiers, and you get to control him.

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## Your First Battle

Like just about every RPG out there, your first battle is what I like to call a "fixed fight." I.e., you can't die no matter how hard you try. You also don't have a lot of room to explore the commands, since you're limited to "Attack" and "Item" for now, but what fun would it be if you were at 100% power already?



There's nothing to do but smack around the soldiers for awhile. Eventually, a giant flamethrower on wheels will challenge you. This thing is a little tougher, and actually requires some strategy.

**Boss: Magma Tank**

Your target is comprised of two turrets as targets. When you smack one, it activates a defense so a follow-up attack would be worthless. However, if the other turret has a defense going, it drops. So you have to attack the right turret, then left, then right, then left, and so on.

Occasionally, its giant serrated blade will rise. When it does so, order Kaim to "Defend." The follow-up Blade Attack is extremely powerful, and by defending, you'll lessen the damage. Classic RPG stuff.

You will probably need to heal a few times before you can beat it. Kaim carries 10 Healing Medicines that recover 100 HP a pop, so feel free to use them as needed.

After Kaim is done with it, the black-clad soldiers surround him, ready to pounce. However, the sky opens up and unleashes flaming meteors and lava onto the scene. The black-clad soldiers—who aren't killed anyway—book it out of dodge. Kaim watches, but is soon swept up by a blast.

We see the aftermath, with ash and soot covering the plains. Kaim stands alive and unscathed, and he walks among the corpses.



After that, you get control.

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**Exploration 101: Highlands of Wohl**

You will quickly find yourself in control of Kaim as he wanders the ash and smoke. A map in the top-right corner of the screen will guide you, showing the invisible borders to your path. More importantly is an orange dot, which represents a save point. Remember the Golden Rule of RPGs: Save Early, Save Often.

As you advance across the field, you'll encounter a handful of enemies. Kaim is healed, and the baddies present absolutely no challenge. Rip 'em apart like I know you can.

You'll also see an occasional blue aura. If you approach it and hit A at these spots, you'll get some nifty treasure. Among them will be your first ring to take advantage of the Target Ring System, along with an option to view a tutorial on it. We recommend checking it out, of course, although you can get the information from the different sections of the guide.

The first section is passed in short order. When you come to the second, you'll encounter a couple crates on the path. Run through these to get an item; you don't have to hit A or anything like in most games.



Eventually, Kaim runs into some of his gold-clad allies. They're rather surprised to see him breathing, and they ask him if anyone else survived. Kaim gives his rank in his army, and follows the others as they go to the army's base camp.

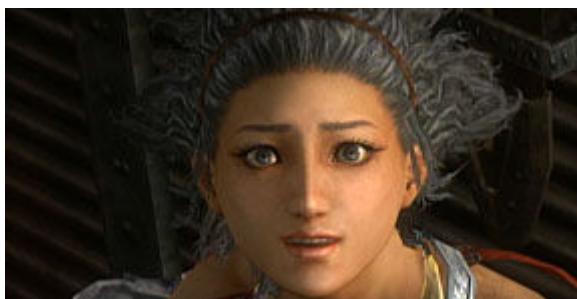


There, you'll find some classic treasure chests; don't pass them up! One contains some ingredients called Whetstones, as well as prompting you to view the Ring Assembly Tutorial. Again, we've got the info in our Combat Section, but it's probably best to view the tutorial anyway.

Anywho, back to the story... Things are grim at the base camp, where only about a dozen soldiers are sitting around. You can talk to them, and it's worth your time to. You'll indirectly be told that this army is fighting for a country named Uhra, and the black-clad soldiers were from a place called Khent. Still, they also mention that the meteor was an unexpected twist, killing everyone indiscriminately.

Regardless, your task is to walk to the armored cars, hop in, and retreat with the last remnants of the army.

Once they're moving, Kaim flops on the bench, fatigued from battle. As he does so, he spots a girl named Seth Balmore, who reacts as if she knows him. The nurses aboard the car say that she too managed to survive the meteor in one piece. Hmm...



Once at Uhra, Kaim is summoned by the Council (the rulers of the country) to give his report on the battle. Seth wants to come with him, but the soldiers rudely tell her to get stuffed. Jerks.

Although you can go into the gate immediately, stay outside and wander a bit; there is a treasure to be had at the top of the watchtower. Once you've got it, head into the gate proper.

The trip to the council involves heading up an elevator and taking a monorail. Aboard that, you'll encounter a cut scene that shows Kaim's hesitation in admitting just why, precisely, he can survive a nuclear explosion.

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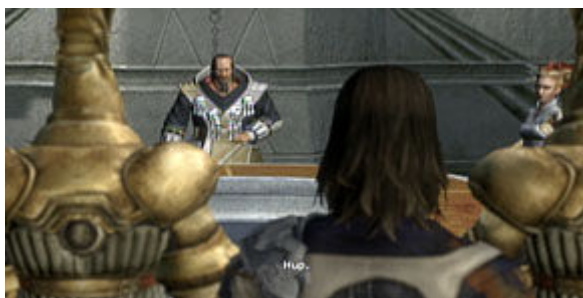
## The Uhra Council Hall

As Kaim rides the monorail, we get a backstory finally. There was recently a "magic-industrial revolution." The dormant magic power in all creatures for some reason exploded in positive ways 30 years ago. No one knows why, but it's been taken advantage of.

We cut to the Council Hall, where it's thrown around that a man-made magical object known as the Grand Staff possibly created the meteor. We find through the random chatter that there are some hesitations about using all this magical energy. The Grand Staff seems to be a weapon or something that is being constructed, and some of the Council feel that it should not be fully built until everyone knows precisely why magic is running amok. In other words, some feel they want to be able to fully control and understand magic before utilizing it.

We cut to Kaim, who you have to direct through the monorail station. Two soldiers will lead the way, though take some time to explore. Keep a partial eye on the bottom-right corner of your screen, because there may be an occasional pop-up that informs you to press A. It will lead you to manipulating some object of the environment, and you'll get an item for your trouble.

Shortly, Kaim finds himself before the Council. He is immediately asked to explain how he survived the meteor. Kaim says he doesn't know, but a council member by the name of Gongora goes ahead and does so. Apparently, Kaim is immortal due to Gongora's magic. Kaim doesn't remember this, or anything for that matter.



Gongora continues that Kaim has shown powerful magic energy, so he (Gongora) has been studying him. The leader of the Council, Roxian, wants to know more, but Gongora refuses on the grounds that "merely whispering the spell brings death close by." Roxian accepts this, though I doubt Kaim's mind is settled.

Because Kaim can't be killed, Roxian thinks it's a great idea for him to investigate Grand Staff. Roxian doesn't bother keeping too many secrets, explaining that he won't risk sending anyone but an immortal to check things out.

Kaim is fine with this, but mentions "there is someone else." He explains that Seth Balmore is an immortal as well. Roxian (and Gongora, interestingly enough) is surprised by this, but casually says that he'll summon her too so she can accompany Kaim. Kaim is then dismissed while the Council makes the arrangements.

You'll be brought back out to the city and told to stay at the inn just down the street. Until then however, you're free to explore the city, so that is (as always in RPGs) your best option.

Once you get to the inn, you'll see a cut scene where Roxian wrests control of Grand Staff from Gongora. Furthermore, Roxian places Gongora under house arrest. I suppose Roxian is just making sure that Gongora didn't have an ulterior motive in designing the Grand Staff to make meteors... unless Roxian was just looking for an excuse, *any* excuse, to take control of it? Hmm...

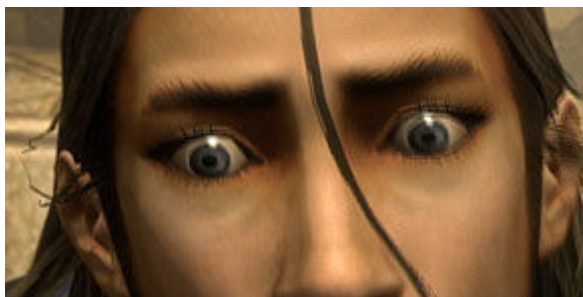
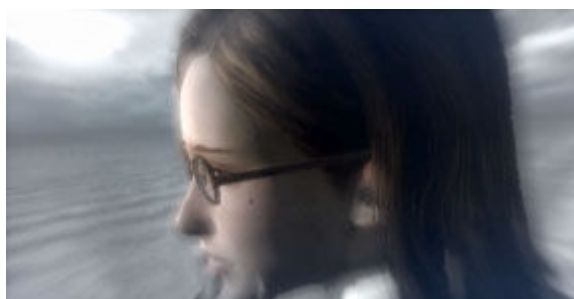
Speak to the innkeeper when you're ready to proceed.



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### Kaim's First Dream

I'm sure you noticed the option on the main menu to view Kaim's dreams (precisely, "A Thousand Years of Dreams"), and wondered what that was all about. Well, as Kaim sleeps this night, you get an extremely surreal dream from the first-person perspective. A girl launches herself off a cliff, and Kaim (and some unknown woman) react quite sadly for it.



Kaim gets jerked awake, and he leaves his inn room. As he does so, you're informed that you've unlocked a new memory, and the game launches into it immediately. It's called Hanna's Departure, and, if I may summarize:

A girl named Hannah, born to innkeepers on some backwoods highway, was a frail child. She was destined for death and, due to her condition, couldn't go any farther than the inn itself. Travelers told her of their adventures, stories which she loved enough to beg for more.

Kaim told her everything in his experiences as a mercenary, but avoided anything negative. He never told her about the fights, just about the scenery of the battlefields. He viewed the ability to recall his experiences WITHOUT the bloodshed as "some salvation" to his murders.

But Hanna died that night, and, to quote the game: "His lonely travels will begin again tomorrow—his long, long travels without end."

Huh. Naturally, this asks about a dozen questions and doesn't bother to answer any of them. I'm sure things will make more sense as we go along, but knowing that Kaim seeks some semblance of "salvation" for what he does is rather interesting.

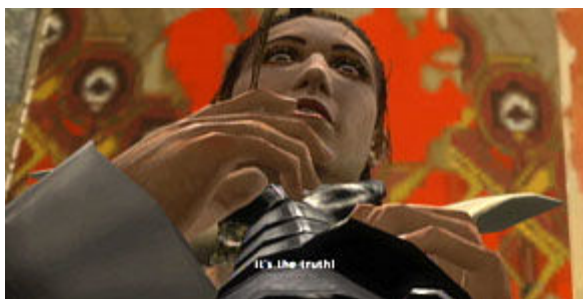
After you view the dream (and score a 20-point achievement), the game explains that you can check out those dreams any time from the main menu.

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## Speaking With Gongora

After talking to the innkeeper, Kaim finds no messages. The innkeeper suggests to prance around the streets like a schoolgirl to kill some time, so that's what we're going to do. Head south, and a cut scene will show Some Guy following Kaim, who notices him in the reflection of a mirror. Kaim calmly makes a turn down an alley, where the stranger follows. Immediately, Kaim grabs his throat and pins him to the wall.

Naturally, Kaim asks what he wants. His name is Jansen, and he followed Kaim only to deliver the message that Gongora wants to see him at his mansion. Kaim lets him go, and we have a new task.



Before heading north toward the mansion, stop by the bar near the alley. Inside, as you approach the bar itself, a soldier will chat you up automatically. He talks about his family, how lucky he is to have survived the battle on the Wohl Highlands... and it spawns a new dream.

Exit the tavern and head north along the street, and you'll find yourself in the Uhra Residential district. You'll bump into a park, where you'll get yet another dream for Kaim. We won't go into the details of it, but it mentions events from hundreds of years before. (We never got a timeline for the either of the other two dreams; this is the first time we've seen explicit numbers of Kaim's life span, remember.) If indeed Kaim has been around this long, why is Gongora taking credit in the Uhra council as casting the immortality spell on him?

I guess we'll get some answer soon. Trace your way through the park and head northeast, where you'll enter the site of Gongora's mansion. Two guards stand before the door; speak to either of them, and you'll see a conversation between Gongora and some guy named Tolten. Tolten in some sort of prince, or would be if the country's monarchy still existed rather than the republic it is today.

Anyway, Tolten tries to figure out why Roxian has taken control of Grand Staff, and whether he intends to stop work on it entirely. Gongora lets him rant, and essentially agrees with him, but assures the man that even if Grand Staff is put on hold, the two of them can develop something better.

Tolten heads out afterwards, making eyes at Kaim. Tolten seems like he recognizes him, though Kaim doesn't acknowledge him. Tolten leaves in his car without a word, and Kaim is beckoned inside.

There are no treasures to be had in the halls, so take the first door you come to along either side (they lead to the same room). Here, take the lift on the west side of the room. You'll ascend to the second floor, where Gongora awaits.

Kaim shows respect as he arrives, kneeling and kissing Gongora's hand. Before they start chatting, though, Kaim heads over because he senses someone. It's Jansen again, who makes a moron out of himself as Kaim threatens him with his sword. Gongora assures him that Jansen isn't a threat, and in fact insists that he accompany Kaim to Great Staff.

Kaim has his doubts, but Gongora explains that Jansen will help keep an eye on Seth. See, Seth was a pirate in one of her former lives. There's no additional information on her, but still: better safe than sorry. And Gongora explains delicately that Jansen is one horny bastard, and therefore will definitely always be watching Seth during the investigation.

Kaim finally accepts, then leaves. Gongora pays Jansen for ominous reasons, although Jansen tries to extort a little more. Gongora demonstrates a bit of offensive magic, which makes Jansen decide to leave before he's set on fire. Awfully smart of him.

Kaim heads out, going back to the inn presumably. When goes through the park, Seth appears and greets him, saying that she's been "looking everywhere for him." Kaim, the gentleman that he is, walks on by without so much as looking at her. He stops when she mentions the Grand Staff investigation, though she goes from that to blathering about possibly meeting him somewhere before; she, like him, is an immortal with amnesia.

While Kaim doesn't dwell on it, Seth teases him a bit before informing him that they will head to Grand Staff tomorrow. Seth then runs off, clearly to get another cup of whatever high-caffeinated beverage she most enjoys, leaving Kaim by his lonesome in the park.

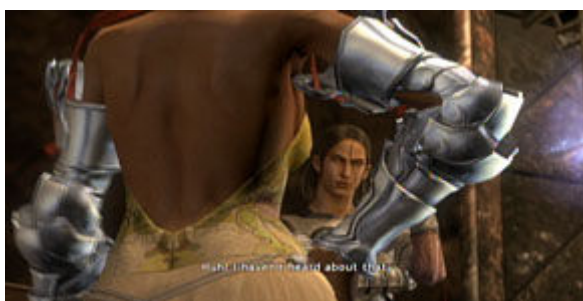
Return to the inn, and the innkeeper will inform you that the Council wants you at Great Gate for your next mission. Great Gate, if you recall, is where you arrived once you managed to get off the battlefields of Wohl. Simply trace your way through the monorail station or hop aboard a taxi, and you'll be there in short order.

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## Ipsilon Mountains, Part 1

Kaim and Seth meet at the gate. Kaim, clearly not a morning person, explains that the delay on getting started on the journey is due to the tardiness of the third member of the team.

Right on cue, Jansen shows up, completely drunk, and in the company of three... er... well, I'll be nice and call them "friends." After some banter, Seth pays off the girls (resulting in one of them offering to be "friendly" with *her* next time), and Jansen slurs his way into readiness.



After the cut scene, you'll be given a tutorial on Skill Linking. Be sure to link both Kaim *and* Seth to a skill that Jansen knows.

At this point, we will refrain from advising you which skills to link up. If you are an RPG veteran, you probably have your own play style already in mind. We will advise for boss battles and the like any specific weakness you can use to your advantage, but we will not try to tell you how to align your team's skills. Still, any link is better than no link, so it's best to set all that up now.

Also, if you've been taking the time to gather treasure, you've probably got enough components to build a couple rings for Seth and Jansen. Go ahead and do that as well; there is no such thing as "being too powerful" before going into unknown dungeons!

Head south when you're ready, and a shopkeeper will do a drive-by. Not a shooting, thankfully, but rather he'll give you the opportunity to stock up on items. Again, you know your play style better than we do, but we recommend buying a couple accessories you deem appropriate, then sinking the rest of your money into Healing Medicines and Antidotes. Can never be too careful, after all.

After the transaction is complete, keep going South to view the world map. You can select your destination here, and naturally you want to head to the Ipsilon Mountains. There, Jansen tries to make some inappropriate comments, though it turns a bit serious. When questioned why she remembers the mountains but nothing else, Seth answers that she can just feel it. She instinctively knows these mountains, vaguely remembering running through its trails when she was younger, possibly when she was a pirate. However, she has no further details.

Jansen wonders if Kaim can "feel" these memories as well. He says he can, but doesn't specify what details he does feel. He does say that he doesn't know what he "was" in his past lives either. When Jansen posits that it's because Kaim

is so mopey, Kaim and Seth just start moving along the trail. I'm really, really starting to hate Jansen.



The mountain trail is your first "normal" dungeon to play around in. When you engage in your first random battle, you'll get a short tutorial on Guard Condition, which is useful information. Otherwise, simply trace your way through the forest, fighting and leveling up as your leisure.

Eventually the trio stumbles upon a temple or some other building. As they stand outside it, Jansen decides to talk, much to my chagrin. He wants to rest in the building, while Seth maintains that it's better to keep moving. She leaves it up to Kaim, who gives the go-ahead to relax a bit. Considering that this is where the path ended, I don't think we had a choice, but so be it.

Inside the hut are some treasures, as well as the door to the next area. Seth blocks it, finally conceding that sleep might be for the best. Upstairs, a bed awaits...

During the night, Jensen awakens and pulls a small stone from his belongings. We see a flashback, in which he is ordered by Gongora to use the stone if either Kaim or Seth start to remember things. Hm, the plot thickens with conspiracy!



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Ipsilon Mountains, Part 2

Once the night is done, head downstairs and exit out the back door to continue your journey. Shortly thereafter, it pours down rain, and you randomly get a cut scene elsewhere. At the castle of Uhra, Tolten is sitting down for a meal. Gongora appears out of nowhere and slaps the soup away, then shows that it was poisoned. He explains that many want Tolten dead because they don't want the country to become a monarchy again; Tolten doesn't want it either, but he knows he can't survive too many more of these assassination attempts. He says he owes his life to Gongora.

Gongora, for his part, leaves shortly thereafter and pays off the servant who served Tolten the soup in the first place. Gongora darkly says that they need to push Tolten harder. Creepy.

Back at the Ipsilon Mountains, you are tasked to lead Kaim and the party through rain. The path is linear, so don't worry about getting lost despite less visibility. You'll wind up unlocking a dream, and afterwards, you should check your levels. See, if you've been cruising through without stopping to level up, you're about to have a serious wake-up call. You'll want all your guys to be at least to level 13 at least before proceeding. Leveling slows down FAST at 13, but pushing it to 14 won't take too much more time. Every level helps, and you can always rest at the hut again if you need to recover.



Anyway, without much more effort or travel, the rain will subside and the trio will get a nice view of Grand Staff.



Kaim reminisces that he's seen the Grand Staff before, but can't recall details. Jansen presses the issue, but before Kaim can think too much about it, they're interrupted by a giant... er... bird-like thing. And it engages you immediate. Fun!

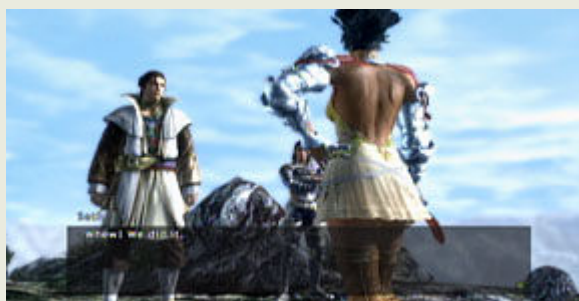
#### Boss: Grilgan

Meet the aforementioned wake-up call. Grilgan is extremely strong, and frequently does a move called Down Burst that obliterates the majority of hit points for ALL your allies.

Despite the fact that Grilgan flies, don't waste your time trying to gather components for a new ring. Although the Sharp Beaks dropped from the Dagger Birds can be turned into a ring called Aerial Killer, which will greatly increase your damage against flying enemies, Grilgan is not considered to have any "creature type." Ergo, you're on your own with the rings; you may as well just use the plain-vanilla Bruiser Rings.

If you're not quite at level 13 or 14, putting Seth in the back row might be a good idea. Granted she'll do a bit less damage, but at least she'll survive longer and you won't have to keep throwing Angel's Plumes at her. Plus, if things get dicey, she can double as a healer (especially if she knows White Magic Level 1).

Grilgan also has this thing about attacking Jansen specifically. If he tries a heal spell, typically he'll wind up going last in the order. If he's somewhat hurt, you'll want to command Seth to give him a Healing Medicine. It may not make him 100%, but at least that way he'll be healed up BEFORE Grilgan's attack.



After that insanity, keep heading down the mountains as normal. You'll come across some new enemies that are resistant to physical attacks but fall to magic, so be prepared for that. Otherwise, you'll find yourself at an abandoned mining site, one that is suspiciously almost devoid of enemies.

Once you're through that, it's off to Grand Staff!

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#### Sea of Baus

You soon find yourself at the Grand Staff construction yard, where you happen upon one of the technicians. He reports that he didn't realize you were coming, as communications have been down for awhile. Apparently the overflow of magic energy has been so great that they've been doing everything they can to stem the flow, including putting on run-off

valves. Three days ago was the worst amount of run-off... and that happened to be when the meteor fell as well.



The construction base doesn't have much going for it, although you've got a free inn and a save point. There is a bit of a Metal Gear Solid-ish stealth puzzle in one corner, where two guys guard the entrance to a hidden area. You have to stand out of sight and wait for them to walk away, then try getting to the ladder. If they see you, they'll throw you out of the small area, but you can try again.

You'll want to pursue this, because at the bottom of the ladder is (among other things) a shop that will sell you upgraded weapons. Definitely worth a visit.

Once you're done, leave the area via the southwest exit. You'll be taken back to the world map, and your destination is the Sea of Baus. This area is fairly pretty, but doesn't feature anything massively different aside from new enemies. Gone is the dungeon where you could one-hit your way to victory: you'll need to have Seth and Kaim start double-teaming baddies to take them down.

There will be frequent brown statues that are houses to powerful magic. Occasionally they flash yellow, which when the magic energy is being discharged. If you are next to a statue when it does this, you'll be thrown backwards and engage in a battle with the enemies getting a free shot. You'll want to wait until the statue is dormant, then run up to it and hit A to collect some treasure. Alternatively, you can intentionally hit it when it's yellow, as every experience point always helps. If you have to fight, then once you win, the statue becomes permanently dormant, enabling you to collect your prize at your leisure.

Among the treasures you get will be a Yellow Band, an accessory that will prevent paralysis. It's *highly* recommended that you take the time to fight around so both Kaim and Seth learn it, then give it to Jansen to equip for a bit. More on that in a second.

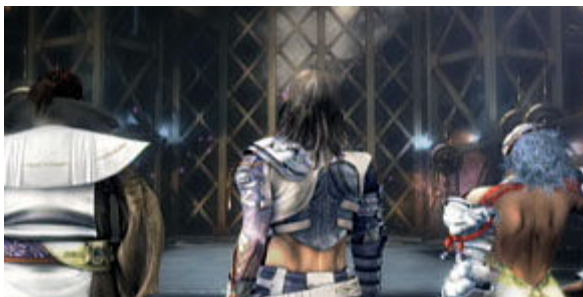
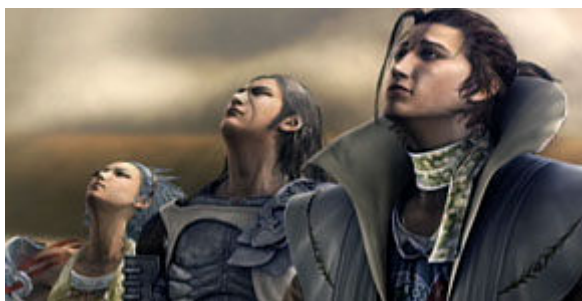
Within no time you'll come to the Grand Staff itself, at which point Seth will hint that once you proceed, you're not coming back for awhile. Making it worse is a boss around the corner, who has this thing about paralyzing the whole party. Again, it's in your best interest to make sure Kaim and Seth can guard against it. For that matter, you may want to take a peak at the boss strategy on the next page before continuing so you know how to prepare yourself.

Make sure you're ready before going on, and heal up fully if you can. Use the save point glitch if you have to.

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Outside Grand Staff

Grand Staff is extremely tall, giving Jansen pause before following his allies to the front door. After some tomfoolery, they spot some bugs before heading inside. As they prepare for battle, a giant worm of some sort bursts through the floor, intent on keep your friends out.



## Boss: Bogimoray

This worm has a serious attitude problem, as you can tell by his pincers. Ironically though, he wants to take you out with magic rather than force. His only spell, Para-Flare, smacks all three of your allies rather stiffly *and* paralyzes them. Being paralyzed means that the character has a chance of being unable to execute his battle command; even if he does, he's got a high chance of missing. Hopefully all three of your guys have Anti-Paralysis; Kaim and Seth should have learned it from the Yellow Band, while Jansen is wearing the Yellow Band itself.

Bogimoray only attacks when his MP gauge is full, and he gathers MP by absorbing it from his buddies if they charge themselves with magic power. Obviously you see the dilemma: do you go after the little ones or after Bogimoray himself? One problem is that the bugs reappear after a few turns once you killed them. The other problem is that Bogimoray is actually stronger than he appears; after you "kill" him once, another one appears. Cheating bastards.

We tried a number of different ways to do this, and they all had their pros and cons. There are two methods we found to be useful.

**METHOD A:** This is the safer way to do it, because you control the pace of the battle a bit better. It takes longer, however.

The idea here is to whack the little bugs so Bogimoray doesn't have a chance to absorb spells and attack. For this to work, have Kaim and Seth double-team one bug, and have Jansen cast Ground on another. Kaim and Seth combined can eliminate a bug in one turn, and Jansen's magic is powerful enough to eliminate one on his own.



Eventually, there will be only one bug left. Have Kaim and Seth double-team it, and have Jansen cast Ground on Bogimoray itself. The next turn should see no bugs at all, giving all three the chance to hit the boss in their respective ways. Then, the bugs will start to reappear, so repeat the process.

Jansen's MP probably won't be able to hold out the entire battle this way, but he can just use a Mana Herb on himself once he runs low rather than casting Ground. This will mess up your rhythm for a bit, but at least you won't be killed.

When the second Bogimoray appears, don't worry about healing after he makes his Para-Flare. If you've got all three guys guarded against paralysis, the damage won't be too bad, and you'll be able to kill him before he fires off the attack a second time.

**METHOD B:** Faster and far more cowboy than Method A, this one will only work if Jansen has Prism (which he should by now). It's riskier because if things get dicey, it will be hard to recover everyone's HP and still keep up the offense.

For this one, the idea is just go full-force against Bogimoray. Have Kaim and Seth double-team him in every turn. Have Jansen attempt to cast Prism. This spell will hit all enemies, although it probably won't eliminate the bugs on the first cast. Also risky is the fact that the spell will take at least two turns to cast, so there are plenty of chances for the allies to be disrupted.



Still, if you luck out and Prism continually fires on time, the bugs will all be dead pretty much constantly, giving you the chance to single-focus on Bogimoray. Plus, Prism hits it as well, giving added damage to Kaim's and Seth's efforts.

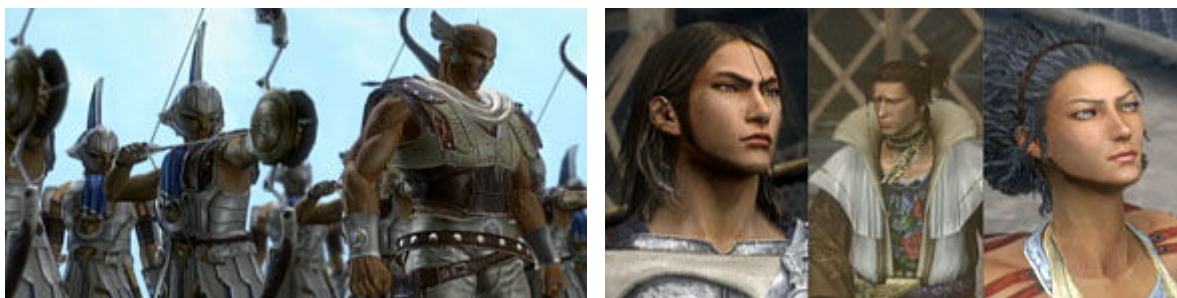
Once the battle is over, Seth goes to investigate the damage done to Grand Staff, and she wants you to help. **BEFORE DOING ANYTHING ELSE**, follow Seth halfway, then look to the left. There is a blue sphere that looks like a save point. You unfortunately can't save, but it will fully heal you. The game kind of screws you here if you don't do this.

There are a few areas you can examine to see the damage of Grand Staff: one near Seth, one in the southwest corner of the area, and one in the southeast. After you check all three, Seth will tell you it's time to proceed into Grand Staff.

As Seth looks over the damage, she finally decides to just bite her lips and head inside. Kaim agrees, but as they move forward, they halt because they sense danger. On the cliffs behind them, some guy (who is flanked by dozens of



archers) tells them to halt, and not to enter Grand Staff. Although Jansen thinks running is a good idea, the immortals don't, and a fight is on.



While technically easier than the boss fight, if you didn't heal up, you're probably in a bad state. Note that the magician is in the back row, so you can't attack him first; well, you can, but you won't be doing much damage. The battle is over once the front-line soldiers are dead anyway, so only worry about them. Eventually, the archers will assist by firing down a sheet of arrows on the party, but they don't do much damage, especially if you cast All-Shield early.

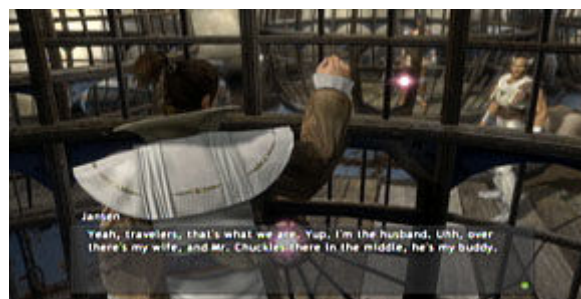
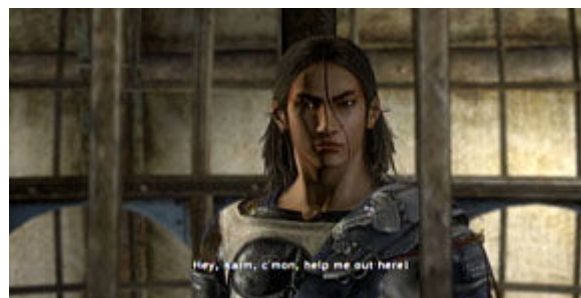
After the fight, Seth realized that not running was stupid. So instead, she and Kaim tell Jansen to cast a spell at a broken pipe, which will blow up and stun all the enemies. Jansen does, but the problem is stunned the allies as well. The remaining soldiers drag the allies off to their camp. Whoops.

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### Numara Troop Camp

In small cells, hope to escape seems minimal. Kaim recalls a memory and dream while inside the bars. After it ends, he checks on Jansen, who is slightly freaking out.

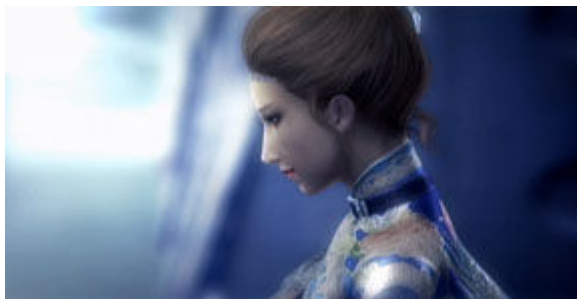
Before much can come of it, the old dude (who from the front looks like Heihachi from the Tekken series) appears and introduces himself as General Kakanas. He is the top military man in the country called Numara, and he wants some answers. Seth and Jansen try unsuccessfully to try convincing Kakanas of ignorance, but Kakanas ain't having that. Finally, Kaim gets in on the lie-fest, which just annoys Kakanas enough to leave.



As he heads out, the party overhears a discussion. Their vehicle of some sort, the White Boa, needs repairs and will dock at Numara shortly. Also odd is the fact that the Queen of Numara is here as well, which is quite an odd place for royalty.

As they travel, Seth says that she vaguely remembers what Numara looks like: "A big white monument in the sky." She says that Kaim's memories are probably coming back as well, and he finally admits his dreams.

After that, the game teases a escape attempt, but it's in vain. The cells are loaded into the White Boa, which is a cruise liner that makes the Titanic look like a sardine can. The queen of Numara (presumably) looks at the ocean as the ship sails on.



As Kaim is knocked out from the experience, he dreams a continuation of his first one. Some girl dives off a cliff, and Kaim hugs the adult female in the scene. As he looks to his side, a black-clad soldier charges magic in his hand. Kaim drops the name "Lirum," then jerks awake.

Jansen, awake already, asks who Lirum is. Kaim doesn't know, but he knows that the dream is extremely painful. Jansen wonders if Kaim despises his memories and the pain they're causing him, maybe he won't have to use that weird stone Gongora gave him. We get a little more information to Jansen's previous flashback, where Gongora explains to him that the stone is full of magic energy, and simply throwing it at them will make them forget their memories again. The way I see it, it might be like an electromagnetic pulse frying electronic devices, or a magnet that wipes a hard drive. (Yes, I know I'm a nerd.)

Kaim and Seth see Jansen looking at the stone. He doesn't reveal its purpose, but because the team is weaponless and trapped, Jansen decides to try giving it a test run on the guard watching their cell. You get control of Jansen shortly thereafter; simply walk up the cell door and press A.

After the throw, the stone explodes on the guard, knocking him out for just a couple seconds. Shortly the guard is up, and... can't remember a damn thing. Jansen, showing that he is not entirely a complete waste of organic material, manipulates the forgetful guard into releasing the party.



Seth is a little suspicious, nervous of Jansen's silver tongue and why Gongora would give him the magic crystal in the first place. Still, she and Kaim let it go, and the party looks to make its escape from the ship.

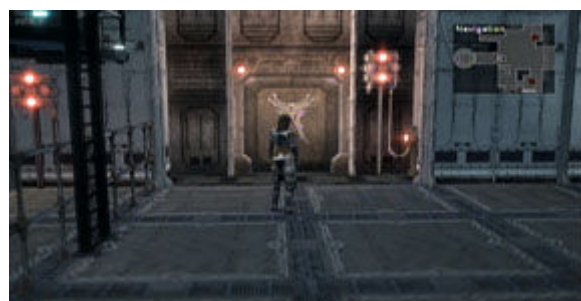
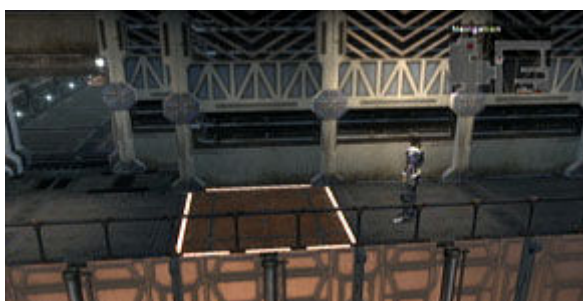
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## White Boa

After saving, just head north and leave the brig through the door. As it has been from the beginning of the game, the path through this "dungeon" is pretty linear. In this case, it's a good thing, because you're still weaponless. In fact, you're pretty much playing Metal Gear Solid again, as you dodge what are essentially magic-powered security cameras. Your radar shows their positions but not their "sight cones," so you'll have to be sure you're clearly behind walls and corners as the cameras approach.

Time your moves, be patient, and take each camera one-by-one. If they catch you, you'll be thrown back in your cell, but the guard (who is still suffering the effects of the magic crystal) will happily let you out to try again.

You'll soon come to a red plate in the floor that activates an alarm if you run over it. Just past it is a door, but ignore the door. Instead, keep going to the left (from your, the player's, perspective) and you'll find a ladder that goes up to a catwalk. Throw a couple switches, and you'll make a ladder appear near the cells. This way, if you're captured again, you can take a shortcut back.



You'll soon come across a large door with red lights to its right (as you can see from the screenshot on the right). This door firmly blocks you from the control room, and you'll have to take a long-about way to open it. Again, the path is linear; just take each obstacle one-at-a-time as it comes. Once you find a red button (which is to the left of the door, but on the other side of a barricade), press it. The button that is *directly* beside the door will then operate, allowing you to open the door and proceed.

Kaim and the party will come to an elevator leading deeper into the ship. There, Kaim freaks out and gains the smallest idea of a memory. While Seth and Jansen pry and try to figure out what was up, Kaim blows them off and tells them it's none of their business.

As they proceed, they find a guarded box with their weapons. The guards stupidly leave it alone for about two seconds, giving the party a chance to rearm itself. Naturally, about that moment come some guards who don't want you walking away with your heads attached. Take 'em out like I know you can.

The garden area that you have to trot through is a typical dungeon, in that you'll encounter some random enemies. They shouldn't give you much trouble, though. All the doors in the room aside from the far back one is locked, and as you approach it, Jansen volunteers himself to enter the room which, he thinks, is occupied by the queen of Numara.

While he's gone, Kaim and Seth have a discussion about the past. Seth thinks she knows the queen, and she can envision the her (the queen's) strength from the meeting. Kaim implies that he's afraid of his past, whilst Seth shrugs and says that the past was what made her who she is today. Seth goes on about meeting the queen, fascinating her with tales of her travels. When it's over, the queen gives Seth a pendant of some sort and tells her to return it the next time they meet.





After the trip down memory road, you take control of Jansen as he finds the queen, who is playing a harp. Jansen uses his silver tongue to flirt rather openly with the queen, whose name is Ming. He sweeps her off her feet with feathery words and a bit of magic, the dirty cheater.

As Ming faints and Jansen starts to carry her away, or something, he knocks over the harp. That makes enough of a racket to call the guards, who surround Seth and Kaim on the outside. Jansen (under your control) heads back to the door and listens to the general and guards threaten Kaim and Seth. They get arrested, but the guards are unable to enter the queen's room. When they order the door to be opened, an escape hatch within the queen's room is accidentally opened instead.

Take Jansen back up and look at the north side of the room. Head down the newly appeared set of stairs, and you'll enter the engine room. This area will have random enemies as well; remember that Jansen is pretty much a wuss, and that he's in the front row regardless because there's no one else, so be careful with him. Running from battles might be your best option.

Head north to where the main engine resides. Jansen, for whatever reason, sets the queen down there. (Way to go, buddy: set her next to a device that sets off insane amounts of heat. That's the way to show love.) A bird comes in for a moment, and nearly loses its life, although Jansen saves it. The queen awakes then, or rather stops pretending to be asleep, then praises Jansen's kindness whilst paralyzing him from the waist down. Gotta love it.

She explains that she doubted Jansen's intentions, so she tested him. Despite her kind words and Jansen trying to convince her to get away from General Kakanas, she sits by as he gets re-captured as well.

We cut briefly to Gongora doing... something... somewhere. It involves controlling a monster, I guess. Whatever. I suppose we'll figure out what that was all about later.

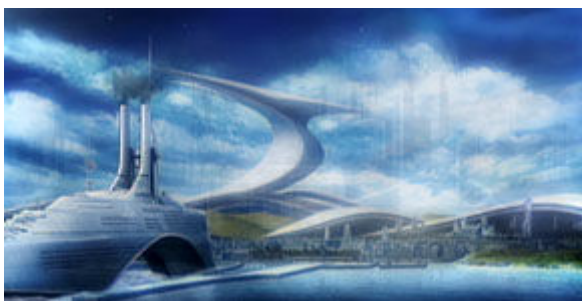
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## Numara, Part 1

The White Boa arrives at Numara. There, the queen addresses all the soldiers and the general. After she gives a generically patriotic speech, she releases the party from capture. While Jansen and Seth try to ask her what was up with that, she simply turns and leaves. General Kakanas tells them to get going, and then dismisses the soldiers.

After leaving the grounds of the palace, you'll see a quick scene of Kakanas congratulating the queen on letting the party go, and hopes they will lead him to information concerning Grand Staff. Kakanas plans to start a war with Uhra afterwards, especially over Grand Staff itself. Ming doesn't like this, but Kakanas doesn't care. He thinks peace can only be achieved with war, and that if he possesses Grand Staff, he can use it to subjugate everyone on the planet. Ming... faints. What a persuasive argument.





The city is then yours to explore. The townspeople recommend you head to the inn... may as well since you have nothing better to do. Rest up, then check out the rest of the city. Of note, once you pass through Main and Canal Streets, you'll come to the (for now closed) Numara Port. Turn left, and you'll eventually stumble upon two children who are guarding some flowers. (Seriously, what's up with this game and flowers?)

After a scuffle involving some guards, the kids invite the party to their house. Keep following the road, and in the next area, bear left. You'll come to a building with a blue door; enter, and you'll be introduced to the kids' mother. She reaches out to Kaim, who... recognizes her. She is the... really? She's the little girl in Kaim's main dream! And she's Kaim's daughter!

The woman in question is Lirum, and as they grasp hands, Kaim goes into a seizure as he remembers. Remember the last time you had a piece of the dream, Kaim saw a black-clad guy? We get a face now... and it looks distinctly like Gongora.

Regardless, in the present, Kaim's hand is clasped with Lirum. He cries with his daughter, and holds her. She admits that she won't live much longer, so she calls a family meeting. She tells the kids that Kaim is their grandfather, regardless of his appearance of age. She says that she's been able to live as long as this because of them, and asks Kaim to take care of them. Finally, she says that there's something she always wanted to tell him; we are not privy to this, as it's whispered, but Kaim responds to it with "I know..."

Lirum lays back down. Kaim pleads with her to hang on a bit longer, promising to bring Sarah (presumably Lirum's mother?), but it's to no avail, and Lirum passes away. Seth and Jansen turn their backs on the scene as, naturally, it begins to rain outside.

We transport to Uhra, where you get control of Tolten, the prince. Just have him run forward, and you'll initiate a cut scene where he addresses a statue of his father. Afterwards, a weird mud-like creature appears. You'll have to engage a few of them, but Tolten is ridiculously over-powered; this is almost a fixed fight.

After the mud creatures are finished, the Chairman of the Council (Roxian, you may remember) appears and says that he sent the monsters to test him. Roxian further explains that he doesn't want to see the monarchy restored. While Tolten processes this, Roxian looks... weird. Like a zombie. And a fight ensues.



Well, a fixed fight. Or better put, an argument. While Tolten gets smacked around with magic, he tries to make Roxian realize that Tolten doesn't want the throne restored at all. Tolten eventually decides to raise his blade, and he makes short work of Roxian.

Gongora appears then, feigning that this is completely unexpected. Tolten unfortunately buys his story, especially when Gongora uses the memory of the dead king to further manipulate the prince. Gongora promises to set things up so Roxian's death appears to be an accident... and as they turn away, Roxian's body turns into a mud creature.

A flash, and we see the real Roxian sitting at his desk. A giant cobra appears in the room and... well, I'm sure I don't need to tell you. Gongora is then shown "caring" for Tolten, and the prince seeks his advice. Gongora eventually

convinces him to take the throne.

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### Numara, Part 2

We cut back to Kaim, who dreams of himself swearing fealty to Gongora. Kaim reasons that Gongora is up to something. Seth somehow bastardizes this to reason that if Gongora is ready to wipe their minds, he wants to rule the world. Kaim figures that they need to ally the immortals: himself, Seth, Ming, and Sarah. Since Sarah is unaccounted for, he decides to look for her. Kaim also mentions that Gongora is an immortal, and if he can't be killed, Kaim is going to give him so much pain that he'll *want* to die. Meanwhile, Jansen listens in on the whole conversation via a magic ring.

In the morning, Kaim and the funeral director arrange for Lirum to be buried. Or rather, sent off to sea, as they do it around these parts. The kids help with this, and you are in control of their actions. First you need to collect 10 flowers, which you can identify because they're a little brighter than their surroundings and have a clear greenish-white color to them. There's one right beside the house; grab it and you'll know what to look for. Four of the ten reside in the first area (with the house), and the other six are in the area to the south.

And if you thought this couldn't get any sillier, guess again! Once the flower-picking is done, Kaim's job will be to get sticks. Yes, sticks. Again, there are ten, and they're just a tad harder to spot. They are mostly white (to contrast well with the ground), and they are all lying beside logs. There are five in the northern area, and five in the southern.



Once the items are gathered and you've spoken with the funeral director, the send-off starts. Kaim gives a speech to his newfound grandchildren, and actually starts to seem human. You get to participate in this as well, although the game does a better job of explaining the nuances than we can.

After the funeral, one of Kaim's grandchildren (Mack, the grandson) sneaks out and heads to the Crimson Forest to find Lirum's soul. Naturally, the party decides to find him before he feeds the worms.

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### Crimson Forest, Part 1

Cooke, Kaim's granddaughter, now joins the party as a playable character. Cooke could be classified as a "support mage." Her skills allow her to aid other casters of the party (of course you only have Jansen at the moment), and she's a pretty decent white mage. Hey, it never hurts to have another healer on the team. Just remember to have Kaim and Seth skill link with her.

As the party passes by the naval yard, they see tanks being loaded onto the White Boa. Jansen realizes that the plan is to invade Uhra; it is not shown whether he says this aloud or is merely thinking it, but either way, neither Kaim nor Seth have any reaction.

While you're still in the city, go to Main Street and pick up as many Mana Herbs as you can buy. Jansen especially will need them in the next area, as he'll be doing a lot of the damage.

Exit Numara (you can do this by continuing east past the port), then head into the Crimson Forest via the world map. Kaim and Seth recall why, precisely, the forest is Crimson and cursed: a great battle occurred here, and all the red is from the blood of the fallen soldiers. That must mean that absolutely nothing bad could possibly happen!



The Crimson Forest naturally gives you the strongest enemies you've seen so far. However, if you rely on Cooke's casting prowess (especially if she's wearing the Circlet, which lets her recover her MP if she has nothing better to do), you'll be fine. The enemies do have a decent number of hit points, so you'll be having to double- or triple-team them to take them out.

At the halfway point, you'll come to a magic elevator in the forest. When you descend to the next area, the path continues northwest, but go east first. A large boulder sits on top of a pedestal. Roll this down to the left and on top of the elevator pad you took down here. The elevator will move again, and the pat that actually comes down will hold a special item.

Continue along the path afterwards. You'll wind up in an area where your mission to pull a Raiders of the Lost Ark, where you ascend stairs while boulders try to knock you off. If you fall victim to that, just follow the path back to a magic elevator to try again. At the other end is a healing ball and a Save Point. Use them, then explore the wings of that small area to get some treasure.

The door to the next area is sealed, but you can trick a boulder into breaking it. Head up the middle set of steps (you took them to get down here in the first place), and you'll encounter a pillar. Just shove it out of the way (push from the camera-side of the pillar to the other), and then climb to the top. You'll step on a pressure plate that triggers a boulder, which will merrily roll itself into the door, allowing you to proceed. Before going on however, make sure either Kaim or Seth (or maybe both) can cast black magic.

Shortly the party comes across Mack, who is getting possessed by some spirit. When Cooke runs to save him, she too gets captured by the spirit.





## Boss: Obsidian

Obsidian is comprised of four tentacles and the core. Cooke starts off being held by one of the tentacles, which constantly drains her power. Naturally, your first target will be that tentacle. Have Jansen cast an All-Barricade, then start heaving offensive magic at it. The tentacle should go down in few turns, giving Cooke back to the party. Have her cast All-Shield if her health is fairly high; otherwise, concentrate on healing the party first.



The other three tentacles will go down in short order. Obsidian then drops Mack, who will directly engage your allies. Kaim's conscience prevents him from just bringing the pain, so they decide to try a different approach. You'll need to cast Sleep on him, and he'll be moved out of the way, allowing you to engage the Obsidian core. Mack may not simply go to sleep however; the lower his hit points, the easier he is to knockout, so you may need to beat on him a bit. Just be careful you don't kill him.



The core is extremely strong defensively. You'll pretty much have to rely on offensive magic here. Once you take your turn, Mack will awaken, and you'll have to put him to sleep again.

With Obsidian gone, Mack is released. After a little sibling fight, Kaim finds his voice for the first time in the entire game, and he gives a little speech trying to calm the kids. As Kaim reaches for the flowers, they explode, but it's a rather "tranquil explosion," if such a thing is possible. Rather than doing damage, the flowers influence the forest around them, giving new life and adding a new color other than red.

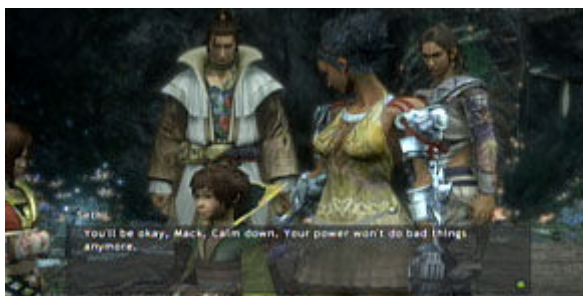
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Although we're only on the fringes of the story, and we've still got more questions than answers, Kaim is starting to evolve from a silent badass to a warm, caring, thinking badass. Well, it's not much, but at least it's something.

Maybe we'll find Seth's true origins in this disc? Perhaps we can see Gongora's master plan (assuming he's even the one in charge)? And what ridiculous bosses are around the corner, waiting to lunch on the allies' faces? Read our walkthrough to find out!

## Crimson Forest, Part 2

As the party leaves the battle site, Mack freaks out a little bit. Seth calms him down, and explains to him that the power is from the so-called Eastern Tribe. The Eastern Tribe seems to be in-tune with the forest and nature itself. Sweet, we've got a druid in the party!





Well, okay, maybe not, but at least he can serve in your front line. As you descend the steps, you'll see a new elevator. Ignore it, and keep going south to the next area. You'll find yourself next to the healing sphere and the save point. Considering your party is trashed, it would be in your best interest to heal and save before continuing.

Take the elevator up when you're ready. Seth will notice that the stone you appear next to is glowing, and deduces that it is Max's presence that has the ancient magic working again. She advises that you spend a bit more time in the forest and explore previous dead ends.

There is nothing of extreme value here. That's not to say you shouldn't get every piece of treasure possible; just the opposite, really. But if you're the impatient type and just want to move on with the story, you can leave the forest at your leisure.

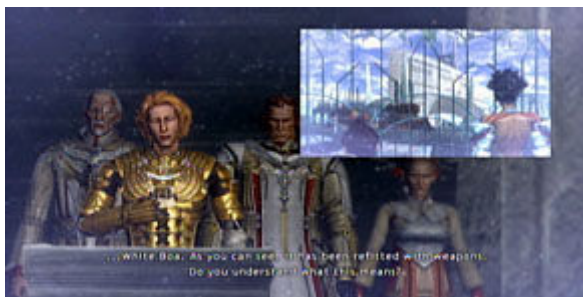
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### Numara, Part 1

With your adventures in the forest complete, head back to Numara. As the party comes into the city, they are surprised by a broadcast. Prince Tolten is on-screen, giving a speech about the "accidental death" of Chairman Roxian.

More importantly however, we see video footage of tanks being loaded into the White Boa. Remember this scene, right before we went into the Crimson Forest? Seems like Jansen has a bug of some sort on himself, and the images were transmitted back to Gongora. Confident that Uhra will be under attack soon, Tolten declares himself king, eliminates the council, and brings in Gongora as his second-in-command.

Jansen seems confused by this, while Kaim is mighty angry. Seth suggests the party ditches Jansen into the nearest cowpie, but Kaim shrugs it off. He says, let Gongora watch them; that will make Gongora sweat all the more as they get closer to him.



As the party tries to explore the city, they come under attack by tanks. Through the smoke, Mack and Cooke escape. The three adults, under Kaim's advisement, simply surrender rather than risk an all-out-war.

The party finds itself being interviewed by General Kakanas. They try to explain, but the general's shaman detects some magic within Jansen. After a spell, magic crystals are ripped out of his pupils. These are the mini-cameras that transmitted images to Gongora. Jansen doesn't know anything about it, but it doesn't convince Kakanas, who orders the allies' deaths.

After the allies defend themselves against the first wave, a smokescreen hits at the area. Somehow, Mack and Cooke reappear, but not until they've stolen all the armor and clothes off the soldiers' bodies. Why and how, we don't ask.

In any event, the party bails with the kids back in. In the next area, rather than encounter random battles, you'll see an occasional enemy run after you. (You'll be able to tell from a quick "There they go!" or similar line.) If you can get around them, great; if not, you'll have to engage. Naturally, if you want some free XP, you may want to engage. There are a couple treasures to be had around there anyway, if you get around or through enough enemies.

Eventually the party gets to a rather luxurious bedroom to regroup. It leads to the halls of the palace, and Jansen leads the way to find her bedroom. She lay on the bed, and is stunned to see them. Seth tries to remind her who she is, but Ming is failing to recognize anyone as anything but an enemy.

Shortly, part of the guard including the General himself are upon the bedroom. The queen is willing to play the captive, letting Jansen threaten to kill her. Ming whispers that there is a secret exit in the back of the bedroom, which the party is all too happy to take.



As the party leaves the castle, have them run south toward the city exit. As they get to Numara Square, unfortunately they are jumped by General Kakanas and a tank. Oh goody!

**Boss: Magic Tank**

This will be your easiest boss yet. The tank is comprised of four parts: the tank itself, the canon, a canon battery, and a tank battery. The batteries are there to charge the respective part for a massive attack.

The thing is, both the batteries are so easy to take down that you may not have to worry about power attacks at all. Have Kaim and Seth use their standard attacks; have Jansen cast any level 1 spell; and have Mack cast Shadow. Mack's weapon is completely worthless here, and it's about time you check out his spell set. (Besides, the Shadow spell will hit all four pieces of the tank at once.) Cooke can run support, healing and shielding as necessary.

In fact, if you cast an All-Shield in the first turn, Cooke can pretty much just cast Zephyr from then on and you'll never have to worry about dying. It's that easy.

After the fight, the party and Ming bail. Ming asks the kids about Lirum, and expresses her condolences. After a moment, Ming asks about Seth, whether they really were friends. Seth affirms, but points out that this isn't the place to discuss it. Ming is down with that, and decides to abandon Numara for the moment to join the party.

Seth also brilliantly realizes that, with Gongora and the entire country of Numara in pursuit, they should probably figure out a way to move quicker than on-foot. Seth decides that they should head to Numara Harbor.

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Numara, Part 2

The port of Numara is calling. The gates of the port are open, so Seth tells you to head in. The port itself is pretty large, but the few people who are around make mention of an emergency. Further investigation turns up nothing (perhaps the "emergency" is just their haste to be armed for Uhra's attack), although the party finds a building in the southeast. It's unguarded, so why not head in?

Seth, who somehow knows how ships are built (maybe from her history of being a pirate?), says that the engine is about to go into the ship. This is lucky, she says, because she can see what the ships are going to be like. After interrogating some of the technicians, the party learns that a "large fish" washed up on the shore, and this powerful engine was in its stomach. This engine sparks a memory in her, that she used it in her pirate ship.



With the engine loaded onto the ship, proceed north along the catwalks. The technicians aren't pleased that the party is aboard the ship, especially when they commandeer it. Told you the building should have been guarded.

Seth hops into the pilot's seat, and it's like putting on a glove. She quickly fires up the engine, gives a little sigh of pleasure, and the ship rams its way out of the dry dock. That's how to make an exit!

You are now in control of the ship, known as the Slantnose. A short tutorial tells you how to pilot it, though you'll need some hands-on experience to get used to it. The first thing you should do, however, is hit the Right Bumper to access the bridge, where the immortals discuss their memories. Or rather, whether why their memories are blanked.

Not a lot is accomplished, although Ming admits that whenever she feels great stress, she feels the pain of possibly her memories, and she passes out. When Kaim drops Gongora's name, a little bit of a memory hits Ming, but it's not enough.

Strangely, Kaim remembers quite a bit. The five immortals—Kaim, Ming, Seth, Gongora, and Sarah—had some sort of agreement for a thousand years. But near it, Gongora betrayed it, he stole "something special" from the rest. Kaim's daughter was "stolen" in the sense that she was lost to Kaim; Seth says that he stole something from her but doesn't specify. Ming thinks that Gongora stole something from her too, but isn't sure what.

Regardless, they want to find Gongora, which means traveling back to Uhra. However, the ship won't be able to get there as it is. Ming suggests visiting the country of Gohtza to request aid, hopefully to make the Slantnose a little more sturdy.

Your target is quite a bit northeast of where you are. As you approach it, a flashing dot on your map will give you a more specific location. Land there, and you'll be good to go.

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Tosca Village

The party finds itself in a mountain village known as Tosca, which you would know if you paid attention to our subsection titles. As they enter, and the kids run off doing whatever kids do, one of the villagers is happy to see Kaim "again." The villagers all celebrate his return, although he doesn't remember ever being there. Hmm...



We get a hint from a random villager that Kaim and Sarah lived here together. In fact, they lived on a particular house "on the cliff side of the Northern Cape." Rather than rush north to take the next turn of the story, explore the city first; treasures and information are your friends, you know.

Jansen is hanging out by the inn, and asks if the party should stay the night. Accept once you've explored the rest of the town. You'll see a cut scene where Jansen and Ming discuss plans to get a better ship from the king of Gohtza. Ming proves she's a lightweight by getting smashed off a shot of some generic liquor.

As he fantasizes about naughty things, Seth interrupts and... well, some awkward dialogue later, Seth is briefed on the plan, although she threatens for Jansen to leave her alone.

You are in control of Kaim after the party stays the night. Head downstairs and you'll initiate a cut scene with the innkeeper. Kaim and the party want to head to Gohtza, but the only way there is a cave, which has been sealed by an evil sorceress taking up residence. Or, to be more specific, the sorceress is holed up in Kaim and Sarah's old house. Time to do a little eviction.

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### Old Sorceress's Mansion

Head out of the inn and head out of the northeast exit, then head into the mansion (via the world map). The mansion is one giant dungeon, which means you might be able to use Ming for the first time.

You are limited to a five-person party; Ming is your sixth, so to use her in battle, you'll need to sub out one of your guys for her. Ming is a mage, and might be able to replace Jansen or Cooke. Ming is also immortal though, so dropping one of the mortals for her means you can't skill link. It's up to you of course, and Ming does bring the heat, magically speaking. In fact, while you don't exactly *need* her, things will be much easier if she's in the party.

If nothing else, you could take her for a test drive, then sub her out once you value her worth. To bring her in, go to your main menu, and select Formation. Simple as that, which means you can sub her in and out between battles, in case one of your others fall and you are too stingy to spend the MP on healing them.

To give you a walkthrough of this dungeon, we have to work slightly backwards. If you take the back door of the first room (I suppose the "lobby" for lack of a better term), you'll be in a small hedge maze. A little gate blocks your way, and before it are four holes in the ground. One hole is filled with a disc; the others are not. Your task here is to find the remaining three discs to fill the holes. One disc is in the hedge maze; grab it now, but don't place it in any of the holes yet.

Head back to the lobby. A little ghost girl will lead you along the path you need to go, which includes running into mirrors and being transported to the past. In the first room she leads you to (the west room in the present), you'll see a treasure box that is blocked by pieces of a statue. When you warp to that room in the past, that statue will be intact. You'll need to grab it from the left side, and push it to the right. This will free up the box so when you re-visit it in the present, you'll be able to claim another disc.

You'll soon find yourself in the lobby of the past as well. Unlike the present, the stairs are intact. Head upstairs, and you'll come to two doors and a clock. The doors are locked for now, but the clock is the key. Check it, and among other things, you'll be able to see a particular order of the plates. To wit:



<b>Celestial Plate</b>	Left
<b>Bow Plate</b>	Top
<b>Pot Plate</b>	Right
<b>Wheat Plate</b>	Bottom

This is probably important. Anyway, once you select each plate once, the doors will unlock for you. The new room on the left will spawn a memory in Kaim; not a DREAM, but just a simple memory of himself and Sarah. You'll also pick up your third plate here. The room on the right gives you another memory as well, but doesn't have as interesting of a treasure.



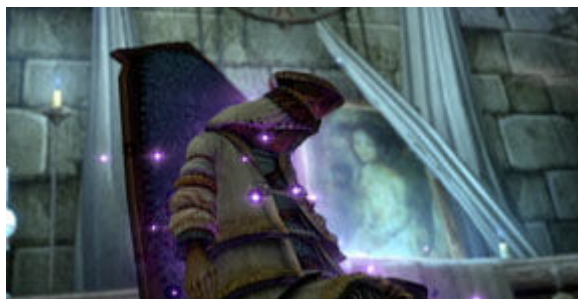
In any event, you've got all three plates now. Keep going along the path to return to the present, save in the lobby, and move on into the hedge maze. If you check your plates, you'll see you have the Celestial, Bow, and Wheat plates. Naturally this means the Pot Plate is the one already in the ground, but it's at the top of the "clock" on the ground rather than the right.

No worries; you just have to mentally rotate the clock. Place the plates in the ground as appropriate: Celestial on the bottom, Wheat on the right, and Bow on the left. If you make a mistake, no worries; you can just pluck the plate back up and put it in the right place.

The gate will open, and a path will appear in the statue in the center of the maze. Head in, and you'll find a small podium that gives a bit of a riddle. In order to unlock the door to the sorceress, you need to visit four more rooms in a particular order. At the floor in front of the podium is another copy of the clock, arranged as it was in the hedge maze. After checking the podium, one of the plates in the floor will light up, naturally showing your next target.

Each of the mirrors in this room can be run through, leading to a room that has a lit plate as well. Naturally, you'll want to run through the mirrors in the order shown on the floor. So say the first lit plate is the bottom one (the Celestial Plate). You'll have to run through the second mirror, which leads to a small room with an identical clock and a glowing Celestial Plate. Stand on it, and you'll hear a click, probably of a distant lock giving way.

Proceed through all four doors like this, and the main door will be available. The sorceress is indeed inside the room, but she freaks out and starts attacking herself. The party doesn't want to kill herself else the seal of the Black Cave won't break, thus allowing them to continue to Gohtza.

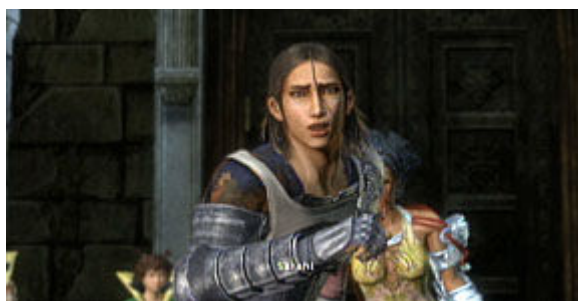


### Boss Battle: Bodies of Thought

The old sorceress has 1100 HP, and if she goes down, your adventure is finished. You need to eliminate the four balls of light, called Bodies of Thought, that surround her. Each Body of Thought has a specific element; the catch however is that the Old Sorceress will randomly scream, which then randomly changes the Bodies' elements. This means your mages can't really risk casting elemental spells, just in case the element changes unfavorably.

Our recommended team is Kaim by his lonesome in the front, with Cooke, Mack, Jansen, and Ming in the back. Mack can continually cast Shadow so, while weak, it will do damage to all Bodies of Thought because it's non-elemental. Ditto Jansen's Force spell, which Ming should hopefully have by now too. If Ming has Shadow as well or Spirit Magic in general, all the better. Cooke won't need to heal anyone (the Bodies don't directly attack you), so have her cast Shine to help out on the damage front. It won't be much, but in this fight, every second counts.

The Bodies of Thought will beat the living crap out of the Old Sorceress, so you don't have time to mess around here. Go RIGHT AFTER those Bodies of Thought, and don't try anything fancy. Let the characters' strength work in your favor.



After the fight, the sorceress freaks out, and her old ragged clothes get shed. No AO-rated parts are revealed, but instead we see the (fully clothed) body of a young woman. We recognize her from Kaim's dreams: It's Sarah. Kaim tries to approach her, but she gives him The Woman's Look of Doom, causing him to flinch away. She rants about how she can't live with herself, with the knowledge that she killed "her."



Sarah puts up a magical barrier around herself and continues her babbling, clearly beyond the reach of reason, and the party doesn't want to harm her. Cooke and Mack, out of ideas, use the power of song to soothe her soul, and calm her down. Their choice of song is the lullaby that Lirum sang to them, which they knew Sarah sang to Lirum when she was a kid.



The song breaks the spell, and Sarah collapses. Kaim rushes to her side, and as Sarah awakens, basically unharmed, she remembers enough of her memories to recognize that Kaim is her husband, and she loves him. Kaim remembers too, and we have one big happy family reunion (aside from Lirum, who is likely feeding fish in the middle of the ocean by

now).

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### Black Cave

With Sarah (who is a very competent white *and* black mage) in tow, head out of the mansion. She agrees to break the seal of Black Cave, which is a new location on the world map. Sarah has no qualms about using her magic to open the door, and you're good to go.



The cave is, ironically, a pretty tame dungeon. You may face more enemies than you have before (the bat-like enemies called Nightfliers have this habit of coming at you in groups of four or five), but you won't have any trouble whatsoever here. Just remember not to cast spells on the Dark Sorcerers (because they will counter-cast you), but otherwise, you'll have fun with the slaughter.

You might get a little lost because there is a bend in the path not so easily seen. As Kaim nears a fallen soldier, he'll get a dream. At that point, there's a path above and to the right of the soldier that leads to upper parts of the cave; a natural catwalk, if you will. It's a little hard to see at first, but once you know it's there, you'll be fine.

You'll come to a room eventually that is full of respawning enemies known as Rough Eaters. The mini-map will show a series of green dots and a singular red. The greens represent the normals, and you have to eliminate several sets of the normals before you can advance. Kaim will remark that the leader of the Rough Eaters needs to be taken down, and the red dot will finally be accessible. Two guesses which one the leader is.

### Boss: Rough Queen

The Rough Queen (and her Rough Servants) are tougher versions of the normal Rough Eaters. They're weak against earth-element spells, and they hit a little hard. Definitely open with an All-Shield, and keep up the magical pressure no matter who else is in your party. We recommend going in with Kaim and Seth in the front, backed up by Sarah, Cooke, and Ming.

The queen's gimmick is that she'll open with a spell called "Pheromone." This will make one of the four servants go into a Frenzied state, something you do not want to let last too long. The frenzied servant will hit for 700 HP damage *every turn*, which is enough to one-hit your mages and two-hit your front line. The other servants will actually give the frenzied one light hits; not enough to really help you, but at least they'll leave you alone. Long story short: when one of the servants is frenzied, focus all your attacks on him.

The queen is in the back row, and whenever her servants are taken down, she executed a command called Cry, which summons more to take their place. Now, this might concern you in regards to Guard Condition, but remember that GC only applies to the original four front-line critters, and it cannot be recovered. This means what you need to do is ignore the queen at first and concentrate on eliminating each of the front-line servants. Even though they will come back, the GC will keep going down. Once the GC is down completely, have your mages cast their most powerful wind spell (probably Winda) on the queen. Despite the fact that servants are still on the field and in front of her, only the GC matters, which is at minimum; the spell will get through and trash her.

Stay strong and go full-power against her, because if her HP drops too low, she might just run rather than die like the good monsters do. If the queen does book it, stand near the large doors in the back and wait. The regular Rough Eaters should leave you alone, and the queen's brigade will appear soon. The queen's servants and GC will all be back to maximum strength, but she will not be; focus your attacks on her anyway while your mages use the strongest wind spells to eliminate the servants again.



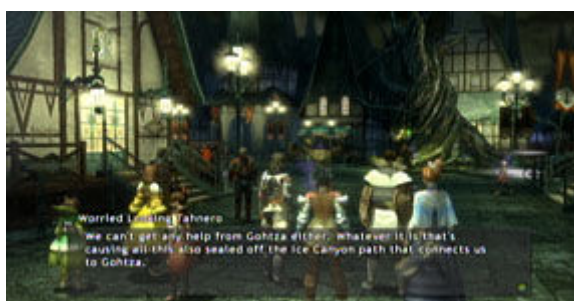
With that done, the doors at the back beckon you. It leads, quite anti-climactically, to the world map. You're done with Black Cave!

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## Saman

Although you have two options for heading forward, the Black Cave probably trashed your items, so may as well stop in the merchant town of Saman. And within a minute of being in this creepy place, you find out that the Ice Canyon, which leads further to Gohτζa, is also sealed. Wonderful.

Whatever sealed the Ice Canyon is causing havoc in Saman as well. Nothing blatant, but it's like a year-long Halloween, complete with creepy houses and children who act like zombies. Which is still perfectly normal compared to the talking cars and birds that also inhabit the town. Jansen complains, but naturally, it's up to Kaim and company to save the day.



Explore Main Street, and be sure to stock up on Mana Capsules and Angel's Plumes (in the last shop before the northwest exit). You're probably using magic more than ever for in-dungeon cures, and it really pays to have obscene numbers of MP and knock-out recovery items. Plus, you can buy some new weapons and accessories there to boot.

Exit out the aforementioned west end of the street when you're ready. Or, at least, attempt to; the guy by the exit will ask you to find the captain of the only remaining ship left in the city. The captain, the workaholic that he is, has locked himself in the bathroom of the inn. Thankfully, you don't have to do anything to convince him to return to the port; just get near the bathrooms, talk to the guy standing in front of the door, and you'll be good to go.

Exit out the west end on Main Street, and you'll find yourself in the Saman Port. The captain is already in his ship, ready to prepare it for the journey to wherever he's going (no one has saw fit to tell us yet). As the party and other passengers get ready, a bright light blinds everyone for a moment. The villagers report that the light usually means something bad is happening in the town. They rush to finish preparing the ship, which they commissioned to find the source of the light and energy.



The party convenes and quickly decides to help out. Before boarding the ship, make sure you have two offensive mages in your party at least. Once you command them to board the ship, it sets out to sea, and it's quickly attacked by... uh... things. You'll understand when you see them.



## Boss: Mantalas

Mantalas is a pushover. The fight is a little annoying because of how Mantalas deals with pressure, but don't fret.

Mantalas himself is in the back row, so as always, your first job is to destroy the enemy GC by eliminating the front-row enemies. Once they're down, the *next hit* on Mantalas himself will make him call for allies, then retreat. He will not reappear until all the minor enemies are down again.

So what you have to do is clear the front line, then hit him with the most powerful attack possible (Grounda probably). If Kaim is being a swordsman only, then have him Defend rather than do anything if Mantalas appears. Otherwise, the moment Kaim's sword connects for a measly 200 HP damage or so, Mantalas will bail. It's much better to have Kaim stand by and let a mage blast him for nearly 1200 HP damage with a good Grounda spell.

If Mantalas is left in the ocean for too long when he bails, he might just leave permanently, and the battle will end. Technically you'll win, but who likes winning by forfeit?

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## Experimental Staff, Part 1

The ship soon gets swept my light, and everyone falls unconscious. When they wake, no one, not even the ship's crew, is injured. However, the ship crashed into a pier. They look, and Ming senses strong magic around. The name of the area is "Experimental Staff," which is a rather ominous bit of foreshadowing.



Before heading up the ramp, look around the ship itself. You can go into the cabin to buy a couple things, rest up, and even save. Take advantage, then continue on to check out the man-made island.

There's no one outside the building; not even enemies. Inside, however, the party discovers Gongora. They taunt him while Kaim (and I) looks on in annoyance. Gongora, oblivious to their presence, goes into an elevator and heads upward. The party is in hot pursuit.

In the next area, the party overhears two technicians chatting about their project here. They imply that the site existed to test the collection of magic energy before Grand Staff was built. Now, this site is being dismantled, with its pieces being sent over to complete Grand Staff itself. Hm... I wonder what Gongora and Tolten are up to.

From here, the area becomes a typical dungeon, complete with random enemies that shouldn't pose too much of a challenge.

There is a catch in this area though, as always. A barricade blocks you from continuing, and the party realizes that you need a gate pass to proceed. Gate passes are not standard items; you must acquire one by stealing from an enemy in-battle. Jansen volunteers himself, which is fine, but it seems that stealing at all works better from the front row, which he clearly is not built for. Of course, one of the immortals could learn the skill instead, which would make things work better in your favor. Regardless, steal also seems to work better against an enemy who has been damaged, so the strategy is to smack a guard around until he is on the brink of death, then steal from him as much as possible until he gives up the gate pass.

There are several barricades, both here and in the next area. Whenever you unlock one, you'll lose the guard pass. That means you'll have to steal several in order to unlock every barricade for every treasure. If you don't want to take the time to do that, you only absolutely *need* only one.

Speaking of the second level, once you get there, you'll hear that this area is springing leaks of magic energy. That would certainly explain the insanity at Saman. Meanwhile, we see a cut scene of Gongora, arguing with some ominous voice. Gongora is clearly exhausted, and the voice says that it's time to "come back." Gongora is resisting, but seems to be breaking. Hm...



Eventually the party gets to Gongora (the dungeon is pretty long, but nothing you can't handle). Gongora knows the party is there, and is fairly benign with his reaction. Seth is not so benign, and even says "I'll kill him for what he did to my son and friend." Which you may not understand if you've been ignoring the dreams, but still.

Kaim reasons with Seth that she just can't kill Gongora since he's an immortal as well. Gongora spins his own tale of how Seth killed her own son instead, which just cripples Seth into dropping her weapon due to emotional stress. Kaim is far more stable, although he and Gongora argue a bit.

Sarah declares that the five immortals must have come to the planet for a reason, and Gongora quizzes her on what that reason was. Sarah can't remember, which Gongora is happy about; it's not like their memories have completely returned.

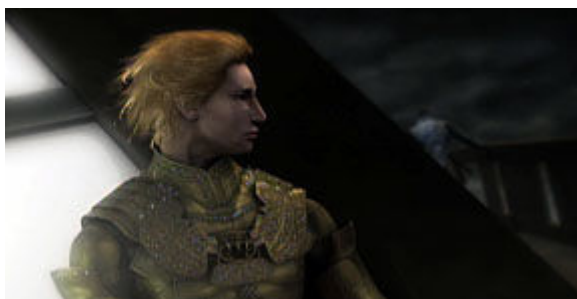
Jansen gets in on the verbal jousting, taunting Gongora and declaring that their business partnership is over. Gongora doesn't care, and says that by Jansen being a traitor, he fits in perfectly with the four allied immortals.

This stuns the allies briefly as Gongora explains on, filling in some details. He says that all five arrived for some noble goal, but the allies started using their immortality to take over the world, so he came to put a stop to it. Seth, picking up her blade again, contests that Gongora has it backwards.



Kaim tells his grandchildren to stay away, which they naturally refuse to do. Gongora makes one last threat that he'll kill them as easily as he did Lirum, and the fight is on. However, this battle is a fixed fight. After about seven rounds, Gongora will execute a spell that immediately kills everybody. Don't fret, it's all part of the story.

Afterwards, King Tolten appears. When he questions why there are seven injured people on the floor, Gongora passes them off as routine assassins. Despite Tolten recognizing the Queen of Numara, he buys Gongora's story, then reports that "the essential components have been loaded." Hmm... Gongora is fine with it, takes Tolten, and departs from the Experimental Staff.

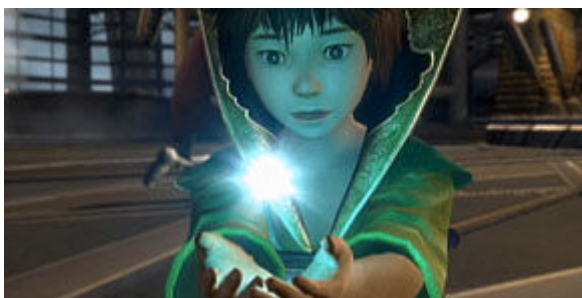


The staff starts to explode and sink, setting off a magical surge that ripples through the sky all over the world. Gongora breaks into a classic villain laugh as his ship sails away, although Tolten overhears and finally begins to get a clue.

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### Experimental Staff, Part 2

Cooke and Mack wake up first, and they see the adults still facedown on the floor. Thanks to Lirum's memory, the kids manage to wrest everyone else into consciousness. It's good timing too, because they become all-too aware that the place is starting to split apart and sink. They have 12 minutes to get out.



The timer continues to tick down during battles, making it in your best interest to equip Kaim or Seth (or both) with the Turn-Tail Shoes, then have them flee from every battle they encounter. While the menu is up, while you're messing with equipment or what-have-you, or while the game is paused, the timer will stay dormant. Feel free to make sure everyone is prepared and you have a comfortable party before continuing.

The area is riddled with debris and many of the paths you have previously taken are blocked or simply gone. However, the barricades have come down, so if you missed some treasure boxes due to not wanting to bother stealing a dozen Gate Passes, you might have a chance to open them. Be quick; that timer doesn't have sympathy for treasure hunters.

There is no boss here, luckily, and the 12-minute time limit is quite generous. We managed to make it out in about 4 minutes flat after skipping all the battles. Once you manage to get back to the ship, you have the opportunity to save, and you are done with the second disc!

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The five immortals are from a different world, and one of them is clearly out to dominate this planet. But Gongora is adamant that *he* is doing the right thing, that the others have simply forgotten their mission here. What is that mission? Why does that much magic energy need to be acquired and use to complete the mission objectives? And seriously, what's up with Ming's dress? At least two of those questions should be answered as we begin the second half of the game.

## Saman

The party arrives back in the town of Saman. Though the ship manages to dock, it sinks shortly thereafter. While the party laments that they can no longer get to Gohtza with the lack of a ship, the townspeople—who are back to their normal selves—report that the Ice Canyon is now clear for travel. Jansen cries that he's tired (of course), so Kaim decides to that they should rest in the town for now.



The city has changed for the better, and is worth re-exploring. If you were unable to afford any weapons before heading to the Experimental Staff, then the first stop you should make is the giant building at the port. Otherwise, just check out the inn.

While the kids sleep off the rough sea ride back to town, the adults gather, with Jansen the question on everyone's inquiring mind: what's up with the traitor label? Unfortunately, though Seth calls Gongora the liar and traitor, Kaim states that they simply can't remember what the original message was.

You may remember that Sarah kept some journals, which were discovered at her mansion. Although the books do not reveal anything about the mission, Sarah has discovered some tidbits about their original world. It was a utopia, at least until something weird happened involving worlds colliding. Then, the minds of the immortals went from their own world to this one, where they "acquired bodies" before starting their lives. Creepy.

According to the journals, Sarah started trying to research just why they were immortal here. Nothing concrete was found, however.

Kaim has a rather grim view on things, stating that all he cares about is his own actions. That is, the science behind his immortality be damned; he wants to know if he was a traitor to anything, and if he was, what sentence it carries. He is ready to accept it, no matter how bad it is, as punishment if he really did cause all the deaths and pain Gongora blames him for.

Regardless, once the meeting is over, the party rests for the night. There's nothing more to do here, so exit the town and we'll head into the Ice Canyon.



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## Ice Canyon

I always thought it was weird that characters in Japanese RPGs had armor that was slightly impractical for battle. And when they're in ice-covered caves with snow constantly falling on them? The armor makes even *less* sense. I guess that immortality always makes them cold-blooded?

Bah, screw it. I need to shut up and stop thinking.

So, the Ice Canyon. This one is a bit of a maze because of the slick slopes. For example, right off the bat, you can just charge straight ahead because you'll just slide backwards. Instead, you have to go to the left and climb upwards, then use the natural icy catwalks to proceed. However, you'll need to stick to the walls, else you'll slip off and just have to get back up.

The second area consists of several slopes, along with cracks in the rock that occasionally spit out strong winds that will send you flying. Time your movements to coincide when the cracks are dormant, and always stick to the wall so you don't accidentally slide down.



## Boss: Dinozaoro

The third area of the dungeon opens up with a boss who has eaten a lot of beef. Sporting over 20,000 HP, he's by far the strongest one you've seen so far.

Dinozaoro is all about physical prowess. He has no magic to speak of (although he has a few abilities that will definitely mess you up, including one that alters your formation), but his melee attacks definitely make up for it. You'll need to cast All-Shield as soon as possible. He also has a chance of counterattacking any physical attack, but you shouldn't let that stop you from trying with your main damage dealers.

We recommend having Kaim, Seth, and Mack in the front; and Sarah and Ming in the back. Rows will stop mattering about halfway through the fight (or sooner if you're unlucky), but it would be silly to change the formation beforehand.

Have anyone who can cast Spirit Magic get Rengenera on everyone as soon as possible. If you haven't played with the spell yet, it's basically a reverse poison: it heals party members a bit after every round (like Regen in a typical Final Fantasy). It's a little expensive MP-wise, but at least your party will slightly recover if the casters go down.

The only mortal in the fight is Mack if you follow our recommendation. As such, don't bother burning an Angel Plume on anyone else if they fall. Taking a turn away from your healers just to revive someone who's going to recover in a few turns anyway will simply lower the chance that anyone else will survive.

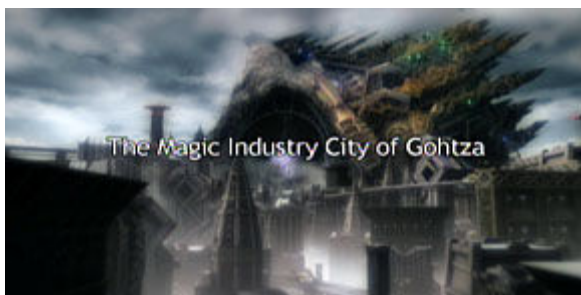
Have one caster, be it Mack or someone else who knows Spirit Magic, be a support mage for the duration of the battle. Use any status-altering magic available on friend or foe, such as Powera to increase Kaim's and Seth's respective attacks, and throw a Slower on Dinozaoro to allow your moves to fire first. Your support mage can also dole out items if the casters need to recover their MP.

The battle is overall a battle of attrition. Dinozaoro will kill off your guys here and there, but nothing you shouldn't be able to handle unless several of your guys are down at once. You just have to keep working on him while keeping your healing up, and he'll be down before you know it.

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## Gohtza City, Part 1

With Dinozaoro down, the Ice Canyon is finished, and you'll be back at the world map. Finally, we're going to Gohtza City!



Gohtza city is divided into several sections, and you start in Middle Town. As the party advances up the street, they see a broadcast of a speech being delivered by the king of Gohtza. He assures his people that Gohtza will survive any military engagement, be it from Numara or Uhra.

Low Town and Middle Town do not have much going for them, but they're both worth exploring for treasure. Middle Town has a lift at the far end of the street that leads to the palace, but you'll want to fully explore both Middle and Low Towns before heading there. Once you do, you'll get a cut scene were some random old guy bumps into Kaim and drops off a coin.

Whoever the old man is, Kaim and Sarah recognize him. They leave the rest of the party guessing, but they move out to follow the old guy. Meanwhile, Cooke and Mack separate from the adults to explore the royal carriage. You retake control then, but only with Seth, Jansen, and Ming. You are indirectly forced to proceed via the far lift to the palace.

The trio is stopped at the gates of the palace due to their not being citizens of Gohtza. Jansen unsuccessfully tries to use his words to enter; the guards don't buy it. Ming however tries a different approach: she tells them her rank, and politely asks to be let in. The guards hesitate, as there is no proof she is the queen. She gives them the proof by removing the pendant on her chest, revealing a glowing birthmark. Jansen and Seth react as if Ming showing that much of her cleavage is in poor taste, apparently blind to the fact that her dress already does that job nicely. Regardless, the party is allowed to enter now that Ming's identity is proven.



Once before the king's presence, he shields himself with a half-dozen magic barriers. He is wary of Ming's identity despite the birthmark, but gives her this test: he knows the real Ming is a capable sorceress, and should be able to breach the barriers. Despite Jansen's protests, Ming agrees.

Ming breaks the barriers with no trouble. As the party approaches the king, he becomes slightly... odd. His voice changes subtly and he starts panicking. He, it turns out, is just an imposter. Perhaps a security measure?

We cut away to Low Town, where Kaim and Sarah are still following the old man. He heads to the Abandoned Apartment, which is in the northwest corner. Use the elevator at the front, and head down to the 7th floor. There, a door on that level will be closing as you arrive. Naturally, you'll want to head into it.

Kaim and Sarah meet the old man, who is the King of Gohtza, named Mars. They discuss current events, including Ming's status as an immortal, as well as how Kaim and Sarah met Mars fifty years before.

In summary, Kaim and Sarah essentially taught Mars the value of truth and how to rule his kingdom. Although Mars basically had for years, he has changed: he believes it is impossible to do much, especially rule a kingdom, by simple advice alone. It is necessary at times, he feels, to use less-than-good means as long as the ends are just.

Mars levels with the immortals that he will be meeting King Tolten soon, but in secret, to discuss what can be done to maintain peace. Not even advisors will be privy to the meeting or its information, but Mars requests Kaim and Sarah's presence for their perspective. However, he warns, if war is unavoidable, he wants the immortals to stay out of it.



Kaim is alright with this, provided that Mars makes it explicitly clear that Gongora is an immortal as well. Mars is shocked by the news, as no doubt Tolten will be as well. Sarah requests that Ming attends the future secret meeting, which Mars does not verbally reply to. Kaim also requests a ship that will carry the party to Uhra.

Mars agrees to all this. He and Kaim shake hands, and Kaim promises that the whole party will be along shortly.

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Gohtza City, Part 2

From the secret meeting with Mars, we cut to Mack and Cooke, who are down at the train station and sneak by the guard. It's a rather odd environment, as all the magic trains have been taken offline due to technical issues. I'd make a joke here involving Microsoft Windows, but I don't want to break momentum.

There is nothing to do in the station itself aside from talk to people. They mention that some agents of the country are having a meeting up on the train platform, so that would be a decent place to head for to get some information.

Each set of escalators leads to a different platform. Take the far one first, and you'll bump into an old lady who rambles about purple auroras being some sort of link between living people and dead souls, or something. It's just crazy enough to be true, so head back down the escalators, then head up the first (southernmost) set of escalators.



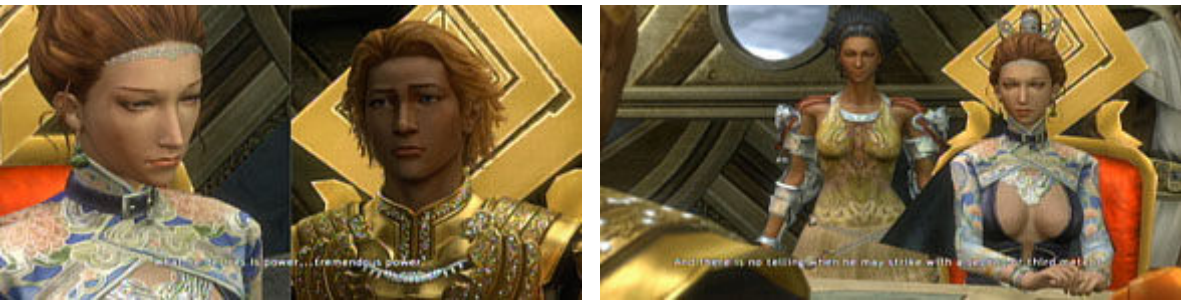
The train on these tracks is unguarded, so make your way inside. Mack is all pumped to commandeer the train and try to find the aurora that might lead to seeing Lirum again. Cooke is convinced this is a great idea, especially when she tells Mack that it's all his fault if anything goes wrong. Cooke plays with the buttons, which naturally leads the train from heading on out of the station.



We cut to Jansen, Ming, and Seth, who are interrogating the imposter. Jansen and Seth play good cop/bad cop, then extort information on the secret meeting between Mars and Tolten. As they leave the imposter to change his pants, Ming comments on how surprised she is that Jansen and Seth were able to work well together.

The trio decide to head to the train station to meet up with (they think) Mars when he boards the train to go to the meeting. They are denied access to the train station due to not having a Gohtza citizen's ID, but at that moment, Kaim and Sarah arrive as well. Kaim does not yet brief the others on why they're allowed into the train station now, but who cares.

Your target location is the second platform, so take that set of escalators upwards. There they learn that the kids took off, and the old woman happens along to report their intentions. The train the kids used went east, and the train that will lead to the secret meeting goes west. The party decides that Kaim and Sarah will mount a rescue operation while the others attend the royal meeting.



Speaking of the royal meeting, a cut scene plays out to show it. Tolten for some reason is not entirely surprised that Ming is still alive and not there to kill him, as Gongora told him at Experimental Staff. Perhaps he never really fully bought Gongora's story?

Ming explains to Tolten that Gongora means harm, which he has trouble buying simply because the claim is rather dramatic. Tolten however essentially buys it, or at least partially, simply because he knows that Ming wouldn't just blather lies for no reason. Mars sends mixed signals, but eventually is in agreement with Ming that destroying Grand Staff and stopping Gongora is in everyone's best interest. Tolten is clearly thinking of his position, working all angles, especially because Grand Staff would be a key tool to help Uhra's people.

However, as he thinks, we see a close-up of Tolten's eyes. He unfortunately has the same Magic Eyes thing that Jansen had, so we know who else is watching this meeting. Gongora, from a remote location, is not only watching the meeting but is able to radio in advice to Tolten as well. Gongora tells the king to agree to an alliance and to give some data on Grand Staff.

Mars, after the meeting, advises his people that despite the alliance, he is wary of a possible trap. With that, everyone sits down for a meal...

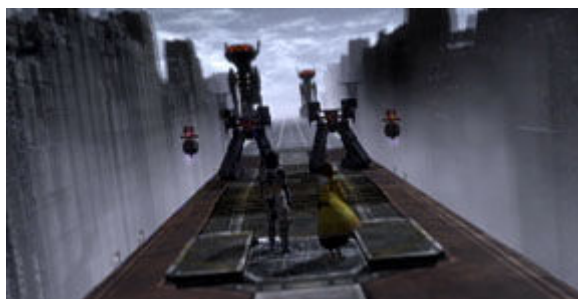
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Gohtza City, Part 3

With the meeting underway, Kaim and Seth are still in the train station, looking for a way to get to Mack and Cooke. Head to the third (northernmost) set of tracks, and Kaim and Sarah will commandeer a train to pursue. Man, nothing's very secure in this train station, is it?

Because they're not cute little kids, the train station actually decides to send an armed response. Two trains with mechanical missile launchers and other weapons soon catch up to Kaim and Sarah, and a fight ensues.





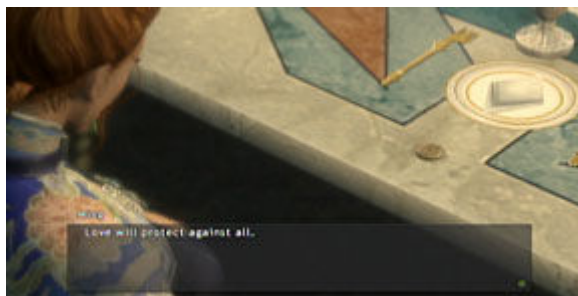
The first wave of enemies is extremely weak, and they pose no threat. The second wave is tricky only in the sense that they cannot be physically reached, so you will have to rely on magic. (At this point, I had Kaim setup so he had no magic whatsoever, making him totally useless.) The third "wave" consists of an armored train that tries to be a boss, but is far too weak to actually be one. Its only catch is the fact that it occasionally turns on a barrier that prevents all physical attacks against it. The barrier lasts only a few turns, then goes away, so it's not like it will hamper your strategy.

We cut back to the dinner, where Tolten and Ming are discussing random events, specifically the fact that Uhra has been ravaged by pirates. Tolten proudly proclaims that many pirates have been killed, and the most dangerous pirate of all, Sed, has been captured.

Wait... SED??? If you have read Seth's dreams, you will know the name: Sed is Seth's son. Seth assumed Sed was killed, but... perhaps not! Seth keeps her reaction minimal so Tolten suspect anything.

Tolten himself moves on to inquire about the security in Khent, where the exchange of Grand Staff data will take place. A bit of tenseness follows as Tolten wants Uhra troops, yet Mars insists things are safe with part of Gohtza's army standing ready. The tenseness melts away when Mars also insists that the data will be safe and will immediately go into the hands of those capable of knowing what to do with it.

Ming asks for clarification, and Tolten reports that Gohtza is planning to build its OWN Grand Staff with the plans. Ming wants to know what precisely is going on, seeing as the purpose of the meeting was to avert war. Mars says that war *has* been averted thanks to this little deal they've made, so the meeting is a success.



Ming is not convinced, so Mars shows her the coin that was the focus of the clandestine meeting between himself, Kaim, and Sarah earlier. The words written on the coin that the others danced about earlier are: "Love will protect against all." Mars says that this second Grand Staff idea comes from his love of his subjects, and that it is in their best interest for a second Grand Staff to be built. The party tries to argue, but it gets them nowhere.

Meanwhile, we see a cut scene that shows Grand Staff, the original, apparently finished. It flies from the Sea of Baus to the courtyard of Uhra Castle, and you get control of Gongora momentarily. You direct him to a podium, where goes on and announces just what it means to the people of Uhra.

Gongora gives respect to the people of Uhra, and how their lives will become better not just because of magic, but because of their collective efforts. And with the sucking up out of the way, Gongora also tells everyone that Tolten is dead, and that he is the new king. Oh boy.

With the state of the union finished, you are back in control of Gongora. Head up the stairs, and you'll come to a teleporter that takes you inside Grand Staff. Inside, Gongora faces seven magic masters with the intention of testing their loyalty. Six of the seven die with no resistance, and are reborn in Gongora's service. The seventh resists slightly, so Gongora fully executes him. Nice guy.

Gongora supercharges the other six with magic, making them even more powerful, then gives them their orders of various targets to attack. These include the train that Kaim and Sarah are riding, and the royal carriage. The Gohtza

fleet is soon under attack by a meteor shower, laying waste to the world's most powerful navy in a matter of minutes.



Gohtza City itself soon becomes a target, becoming frozen rather dramatically. The ice, which encased the citizens as well, expands out to cover the train tracks and more. It finally reaches the royal carriage, where Seth looks out the window and calls the event "the Wohl Highlands all over again."

Tolten starts hyperventilating and insists he doesn't know anything when Ming and Mars demand answers. Mars orders his guards to activate the "contingency plan." In other words, mutual mass destruction. A guard for Tolten appears and gives him a stone that teleports him away. Right before the teleporting field vanishes, Seth dives in to give chase.

The guard manages to slow the flow of ice, but it's not enough. The ice coats the interior of car, and though Mars and his guards suffer, Jansen and Ming use their magic to save themselves. Not forever, but at least for a short time...

The ice crystals break into the train in which Kaim and Sarah are riding, and Gongora appears in one of them. He tells Kaim that they were destined to be gods, and that "no sense of duty can stand before that." Kaim shatters the ice shard in anger, thus putting an end to the conversation.

A large glacier falls onto the tracks, so Kaim and Seth get to the top of the train. They rush to the front and, just as the glacier and train meet, they hop to *another* train (the one being driven by the kids). Their train is destroyed, but at least they caught up to their target.

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Aurora-Bound Train

Ah, finally a dungeon. Or rather, a dungeon-like vehicle. It's just Kaim and Sarah to trace their way through the cars to find Mack and Cooke.



The train is slowly freezing, and even the immortals cannot do much when their bodies are frozen solid. In game terms, their HP will constantly be going down if they remain in the icy parts of the train. Fighting will not make them suffer any additional effects, but whilst in the field, you'll want to keep moving forward quickly.

The final car of the second area has a bit of a puzzle. You need a four-digit password to get into the engine, and it's split up into four different notes. We're not sure if it's random, but our password was 9240.

Inside the engine, they find Mack and Cooke huddled together and using magic to ward off the ice. After a brief fight with

some icy spiders, a happy family reunion occurs. This is cut short by the floating icy glacier zapping all four with pure magic energy, which is strong enough to hurt even the immortals.

Sarah manages to concentrate her power enough to split the very tip of the engine from the rest of the train, sending only herself and Kaim forward to meet with the glacier. The part of the train the kids are on quickly slows down and comes to rest.

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## Uhra, Part 1

We cut to Uhra, where Tolten and Seth have teleported. They are soon confronted by guards who demand their surrender. Tolten is offended that his royal visage is not immediately recognized, and becomes shocked when he learns that he has supposedly died. With no cleavage-revealing birthmark to flash, he (and Seth) decide to make a break for it.



After the fight with the guards, head east, toward the collection of buildings downtown. They overhear some citizens mentioning that there will soon be a public execution of several criminals, including Sed. This of course changes Seth's priorities slightly. With Tolten around her, she knows that too much attention will be attracted, so they decide to take back alleys rather than the main road.

Because the back alleys become a dungeon, and you're going to be using Tolten for a bit, we may as well go into his majesty's abilities. He's a decent fighter, and if you equip him with a ring that increases damage against organic enemies, his strength will be on par with Seth's (also due to his weapon being rather powerful for this level). But, he's slow, and he's probably a good seven to ten levels behind Seth and the enemies (though he'll level up pretty quickly). What's more, with no magic to speak of, you'll be turning to Healing Medicines and the like quite often, especially out of combat.

There are a number of things you can do here. We recommend giving Seth the highest White Magic level she's got, along with the Relax ability (if she's learned it) or the Circlet accessory (if she hasn't). That way she can at least blow her otherwise worthless MP between fights on healing, then defend in-battle to restore it. Or, even better, if you have a surplus of MP-restoring items, you can use those instead.

That's not to say Seth should be casting magic in-battle: she shouldn't be. Both she and Tolten are front-line fighters all the way, especially the king, who comes with several abilities to aid him as a knight. Chief among them is an ability called Persistence, which gives him a chance of surviving a fatal blow (he will be left with 1 HP regardless of the damage received). It's not something to rely on, but at least he's not entirely squishy. Be sure to have Seth Skill Link with at least Persistence if nothing else; it will come in handy later.

The enemies in the area are extremely weak to compensate for the king's weakness. They're not pushovers and may knock Tolten out here and there, but either of your allies can probably one-hit them without much trouble. Be sure to target the sentry dogs first if they appear in random battles, because the dogs can hit for over 1000 HP damage if a guard uses the "Order" command. Otherwise, just get in the guards' respective faces and make them pay for attempted regicide.

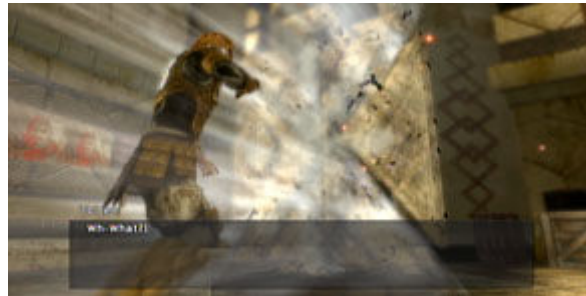
You'll soon find yourself on the main street of Uhra, but above it. You can enter the item shop to restock any items you might need, but your main target here is the inn. Inside, some guy gives you a hint about mystical runes all over the world that only open to the royal bloodline's touch. We can deal with that later; right now, head to the bottom floor of the inn, then take the back door.





Things get stinky as the sewers are the next area for your fighting pleasure. The enemies are the same, and the path is (as always) rather linear with buttons here and moving platforms there. Nothing you can't handle, and the change of environment gives things a fresh feeling.

Once out of there, you'll be in the Uhran back alleys once again. It's a short jaunt from there to castle, but take your time to explore. You'll find the one magic seal in this city that the old guy at the inn was talking about. It looks like a monolith, but far less imposing than the tall black things from most fiction, and it has some neat designs on it. Take a look at our screenshots below.



After breaking it, Tolten reads an inscription. It mentions breaking eight seals and obtaining seven treasures. Hmm... Well, you get a new sword and ring here, and perhaps the rest of the seals will come later. (You may remember bumping into a few already, even if you didn't know what to do with them at the time.) We'll deal with that later; for now, let's keep going.

Tolten and Seth find themselves in the station square, and they see a broadcast of the sacrificial ceremony and Gongora's coronation. With no time to waste, the duo press onward to the palace.

We see a cut scene of Gongora drinking blood that appears out of thin air. One word: Ew. But this way he is being "adopted" into the royal bloodline, and therefore qualifying to be king. Several officials officially name him the king, and Tolten damns himself for allowing this all to transpire. Seth snaps him out of his funk, and they plan on how to assault him.

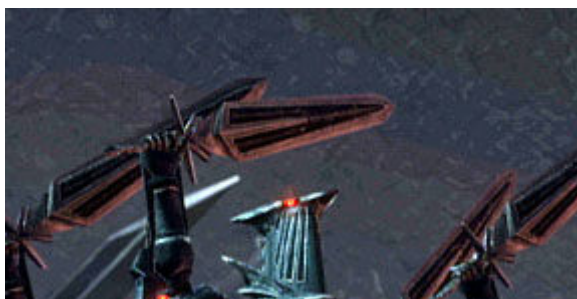
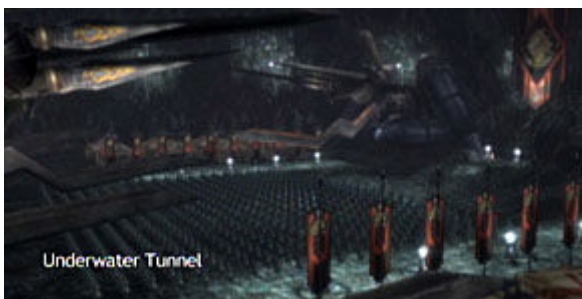
Meanwhile, an elevator raises up holding a couple dozen prisoners. Seth recognizes Sed and draws a bit of attention, but now it's Tolten's turn to snap her out of her trance. He manages to pull her away so they can think of a plan.

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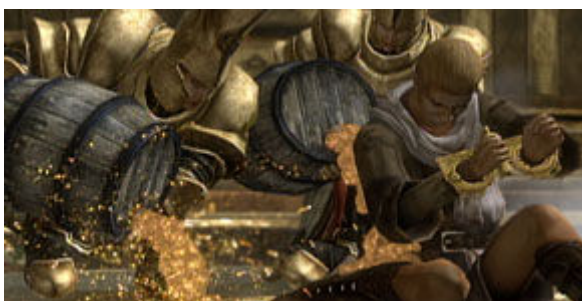
## Uhra, Part 2

We cut quickly to a tunnel where an unnamed Gohtza general is addressing an army. He reports that Mars is dead, and that this army was assembled "just in case." The army rallies itself, and prepares to attack.





Back at Uhra, guards fill the small elevator platform with some sort of liquid. All the prisoners aside from Sed start freaking out, especially when Gongora creates a small fireball in his hand. It's quite obvious that the liquid, whatever it is, is flammable. However, Gongora doesn't get a chance to attack, as the proceedings are interrupted but the Gohtza army.



Vehicles burst from the ground, then fire arrows tethered with steel cable into the walls. Defying physics, soldiers then emerge from near the cables and go upwards onto the castle walls. Gongora makes his escape while Sed looks on, not that I blame him: these are some of the most badass vehicles I've seen outside a game with the phrase "Metal Gear" in the title, and I'd run like hell too.



Anyway, Seth and Tolten hitch a ride on the vehicles (who knows how they managed to get into a position where they could without being spotted by soldiers from one side or the other), and they ride up to the top where the prisoners are being held. A rather intense skirmish is around them, but all they care about is getting to Sed.

Fights in this section are rather interesting. You'll find yourself in a three-way battle, what probably is a first in a Japanese RPG, and very slick idea. You'll have to simultaneously fight a few guys from Uhra and a few guys from Gohtza, and they'll fight *each other* as well. Try to keep the sides even by having Seth go after one group whilst Tolten goes after the other. That way, you encourage them to impale each other rather than the heroes.

Once they reach the platform, Sed loses it and has a rather childlike reaction. Tolten has no idea why a guy who looks fifty years older than Seth would be her son, but there is no time to explain. The three book it as the battle grows more intense.

We cut to Gongora, who is unimpressed with Gohtza's efforts. He calls forth the six acolytes, and orders them to teleport him to Grand Staff. Inside, he does the equivalent of pressing the big red button, which summons giant monsters down onto the castle. These creatures, which may or may not have multiple mouths, lay waste to the Gohtza army as Grand Staff gains some altitude.

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### Snow-Covered Trail, Part 1

Mack and Cooke are by their lonesome, traveling down the train tracks in an unknown direction. Although freezing to death isn't the best idea in the world, the kids are exhausted, and Mack himself falls in a tiny snow bank, unable to keep moving.



Cooke helps him up, and the two are on their way again shortly thereafter. Veer right along the path to get access to a save point. Keep going, and you'll soon fade out.

We fade back in to check up on Jansen and Ming, who are in some undisclosed location near what appears to be ruins of some sort. This scene is accompanied by a song that is either quite beautiful or extremely annoying, probably depending on whether you enjoyed "Eyes on Me" and "Aria de Mezzo Carattere" (and if you have no idea what those titles are, shame on you). Personally? Loved it. But then, I'm a Final Fantasy fiend.

Or rather, you hear half the song. Jansen sings along to it, waking up Ming. Her eyes are a different color, which seems to have something to do with the fact that she has regained her memories. She reports that *she* sealed them off (rather than Gongora, presumably), but doesn't go into details. Jansen doesn't mind, and they have a relatively tender moment, including Jansen showing for perhaps the second time through the whole game that he is not entirely worthless.



We cut to a memory of Ming. Gongora is ordering those same monsters we just saw at Uhra to burn all of Numara's people and buildings. Ming agrees to the terms of Gongora's threats, specifically to give herself amnesia. Yet, though we essentially see her origins of why she becomes queen, we still have no idea what the immortals are doing here in the first place.

As morning breaks, Jansen (whom you control) finds Ming awake early. She is in pretty high spirits, and suggests they look to reunite the entire party. Jansen is down with this, and you have full control through this area.

This is a dungeon, as such with random battles. Magic is essential naturally, but be careful: Jansen defaults to the front line, which is naturally pretty dangerous. Luckily, the enemies here are physically weak to compensate, and both can use just enough white magic (especially Ming) to keep themselves alive. Enemies enjoy paralyzing you, so prepare accordingly.

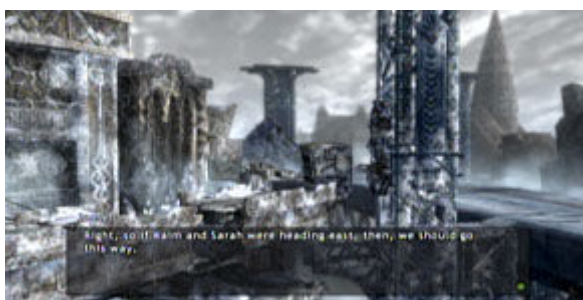
One strategy we've found that works here is to order Jansen to do nothing but defend whilst Ming casts spells. If Jansen is equipped with the Platinum Gauntlet, even better: he'll be constantly healing, keeping GC high and protecting both of them. It's a bit slower this way, but you'll find that you won't burn through as much MP to heal between battles.

Shortly, as Jansen and Ming turn the corner, we see where we are...

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## Snow-Covered Trail, Part 2

Ouch, man, Gohtza City has been hit hard. Some buildings are still functional, but not many; at least, not here in Low Town. Jansen gets the marvelous idea that a good place to start would be toward the east, seeing as that's the last direction Kaim and Sarah were heading. Sounds like a plan, especially because the lifts to Middle and High Towns are frozen solid and inoperable.



Jansen and Ming eventually get to the start of the train tracks, which they continue to follow. After traveling some distance, you'll get control of Mack and Cooke again, who are heading down the tracks as well. Unfortunately, they reach a blockade of debris, and Cooke collapses from the effort. Unlike Mack before her, she cannot gather the strength to stand. Mack calls for Lirum's help, but it's no good.

Ming hears Mack's call, though she can't place the voice nor the words. Still, it energizes herself and Jansen, and they press on. They soon reach the barricade, and they try helping the kids to wake up. Physical efforts do nothing, but Ming draws on Lirum's memory and manages to give them some magical strength.

They have no time to have much of a happy moment, as a giant ice creature is upon them.

## Boss: Living Ice

Despite Mack usually having some semblance of physical power, it's best to treat this one as if you have four casters. Jansen should be on pure attack power, sending Grounda after Grounda after the boss. Cooke needs to do what she does best, giving everyone some healing. Mack needs to just as a support mage, giving everyone Speeda and the like. Ming should concentrate on offense, but she should be used as a healer if need be.

Living Ice does whip out a new trick you haven't seen yet: he will cast Reflect on himself once he approaches death, which bounces any magic back toward its caster. Nothing you can do here but attack, although no one but Mack really has any physical attack power. Have the other three continue healing each other, and let Mack take advantage of his Power Hit and Combo skills if he has any MP remaining.



Mack updates Jansen and Ming on current events. Although Jansen isn't worried about Kaim and Sarah's disappearance, Ming is. She explains that while immortals can't technically die, they still feel pain, and if an explosion is

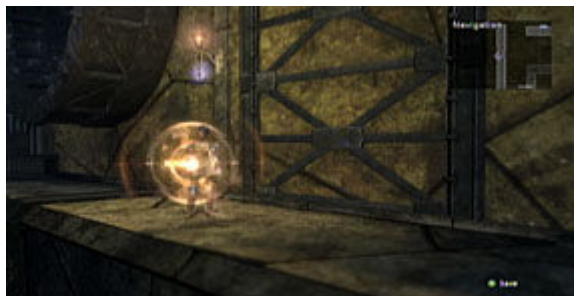


violent enough, immortals might still go totally nuts. Jansen is optimistic, and convinces the kids that they should go looking for them.

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## Uhra

Back in Uhra, Sed, Tolten, and Seth are in the sewers under Uhra. They need to escape, despite Tolten being nervous. At least you have a third party member now!



Sed is placed in the back row despite having a ridiculous strength rating. This is because his weapon is a magic rifle, and let's be honest, there's no need for a ranged attacker to be within the range of a sword. The best thing is, because he's ranged, his attacks actually bypass the enemy GC, allowing him to attack the back row and not suffer a damage penalty. He is mortal, naturally, so equip him as necessary.

Sed's abilities lead him to be a pure supporter. Among other skills, any item he uses in battle doubles its potency. This is not excessively helpful in this dungeon, but I believe once we get to the point where he can start flinging MP-restoring items on the casters, he'll be invaluable.

This section of the sewers is fairly relaxed: no moving platforms, no crazy switch puzzles, nothing but run-and-slash action. The enemies might whip out petrifying attacks, so set up Seth (and the others if you have the equipment) accordingly. You'll have buttons galore once you're past the first section, and things get a little maze-like, but just keep pressing on. You can't really make a mistake with the way things are set up.

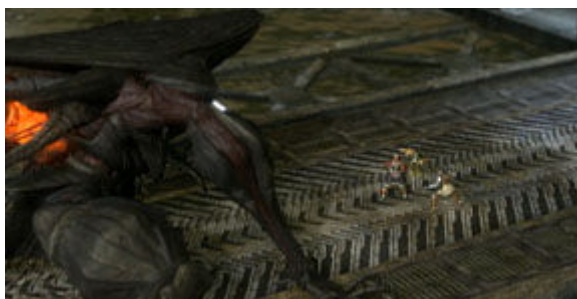


The trio stumbles upon some magic energy storage tanks in the third section of sewers. Tolten doesn't know about these, and all three wonder just what Uhra was planning.

The dungeon itself slows down a bit here, due to the button-happy nature of the storage tanks. Again, you can't really make a mistake here: if you get stuck, just backtrack a bit and try a different combination of buttons.

Once you're through there, the party finds Sed's ship. They want to board it, but they are ambushed by one of the giant creatures that leveled Uhra.





### Boss: Magic Beast

This one is a bit of a gimmick battle. The Magic Beast is too strong to be taken out conventionally, so the party gets the idea to use some nearby machinery. It's dormant at the moment, so the first step is to have Sed fire his weapon at it to charge it and turn it on. Tolten has no choice but to attack the Magic Beast itself, or just defend; it really doesn't matter. Seth can use any spell to help charge the dock crane, but if you did not equip her with any magic skill, just have her defend as well.

When the dock crane gets its full charge, the battle ends explosively. The party jumps aboard Sed's ship, called the Nautilus, and they make their escape from Uhra through the sewer tunnels. Here to play a reactionary mini-game, which is pretty easy to get the hang of. The Nautilus isn't just a "ship," though... it's a submarine and jet all combined into one.

Once the trio escapes, the three have a heart-to-heart, with even Tolten declaring he wants to be brave. Sed says that's all well and good, but you can't just *become* brave, you have to do courageous things. Seth isn't so sure Tolten would be able to handle it.

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### Refugee Camp & Crashed Train Site

We're back with Jansen, Ming, and the kids on the icy railroad tracks. The kids believe the tracks go north; at least, the ones that Kaim and Sarah were on. Rather than continuing to follow the tracks, Jansen decides to head down the stairs to get off them, then continue the trip on the ground.



The group soon finds itself in a camp comprised of survivors from Gohtza. There's not much going on here, aside from a couple side quests you can activate. Rest up and buy items as needed, then head out north through the thin passage to the snowy plains.

Soon, the party is upon the wreckage of the train. Kaim and Sarah are nowhere immediately nearby, but the party does spot a cave. They decide to investigate.

From the magic-spawned cold to a super-heated cave... The party is inside what is known as the "Steam Cave." Geysers are everywhere, and you have to time your movements between the blasts so you don't get burned, else you'll lose some HP.

The geysers are not your only worry, though. The enemies in this place are extremely strong and come out in droves. You can handle them, but you have to take precautions. Do not be afraid to use high-level magic, especially if you're carrying a lot of MP-restoring items. You may also want to slide Jansen into the back row, as the casters become extremely valuable; even though Mack will get knocked around rather severely, it's in the party's best interest.

The enemies also tend to favor physical attacks, especially the Guanas, which sometimes will face you six at a time. If this happens, have Cooke open with the Shine spell. Blinding all your enemies just might make the battle ridiculously one-sided in your favor.

Starting at the second area, the dungeon features green smoke that, like the ice in the train cars, hacks your HP every second that you're within it. There are some treasures to be found in the noxious areas however, so you'll want to brave the trip into it. Once your HP gets to about half, merely open the menu and heal everyone up. Again, not a problem if you're carrying a lot of MP-restoring items.

Eventually, the party comes to an icy part of the cave, which naturally makes no sense considering the heat we just had to deal with. Large chunks of ice are everywhere, and one of them contains the bodies of Kaim and Sarah. Although Ming can't initially sense any life within them, a giant creature breaks out of the ice and engages the party. I guess we'll have to deal with Kaim and Sarah once we get another notch on our body count!



#### **Boss: Ice Magic Beast**

The Ice Magic Beast is a real pain in the butt. Not just because he has high HP: he starts the battle with Reflect active, so your mages can't touch him. And naturally, since your team is basically nothing *but* mages, this is a serious problem.

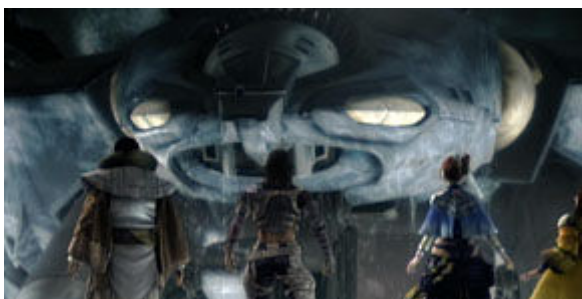
First of all, have Mack do literally nothing but his Power Hit skill for the duration of the battle. All three mages will act in support: Cooke and Jansen need to heal Mack and the rest, and Ming needs to cast several Spirit Magic spells to increase Mack's damage.

The boss uses a spell called Ice Spike, which itself doesn't do much damage. It does however put the party into Frostbite status. Frostbite turns into Freeze if the ally is then hit with another ice spell, and the boss always follows up his Ice Spike with Absolute Zero. The combo can freeze the entire party if you're not prepared. Provided you have the right skills and equipment, at *least* Ming and Mack need to be guarded against it. Cooke should be as well, but she's a distant third. Ditto Jansen, who is basically useless in this battle.

The Ice Magic Beast will take awhile to defeat simply because you don't have the power necessary to make short work of him. Just keep at him, though, and he'll be taken down eventually.

With the monster down, the ice around it shatters. Mack and Cooke cast their sibling healing spell (that I wish was an actual in-battle spell rather than cut scene-only), and Kaim and Sarah are back among the living. Just then, from the floor bursts the Nautilus, with Seth, Sed, and Tolten all in good spirits.





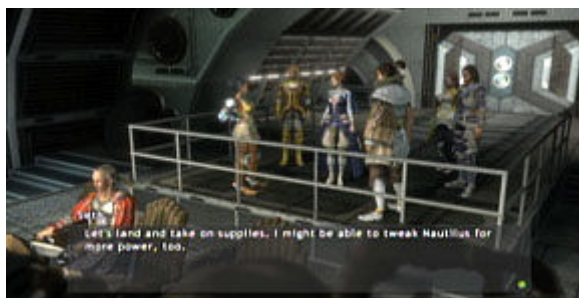
After introductions are made and Seth assures everyone else that Tolten isn't here to cause trouble, they agree that they all share the common purpose of needing to stop Gongora. Ming also shares that she has all her memories back, but we need to change to the final disc before that storyline gets fleshed out!

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It's been a rough ride and a long time, but the entire party is back together. Gongora is more powerful than ever, but so are the allies, and it's only a matter of time before you'll be seeing the end credits roll. Ming's memories, back in full, will be important as she explains the immortals' roles in this world, and why the whole thing started in the first place.

#### Aboard the Nautilus

Once on the ship, Seth brings everyone up to speed on Gongora's movements. Kaim agrees that to find him, it would be better to track Grand Staff than to return to Uhra. They decide to pick up new supplies before looking for Grand Staff itself, which includes a way to make the Nautilus stronger.



Meanwhile, Ming helps jar the memories of the other immortals. There is a place, somewhere, called the Hall of Mirrors where the other four confronted Gongora. The four allies agreed to leave the world, but Gongora insisted on staying. He found out that as long as the mirrors are there, and as long as they are in the world, magic energy will keep increasing. He wants that power, and doesn't want to go.

The allies try to reason with him, but it does no good. He casts a sleeping spell on them, promising them all (especially Kaim) that they would understand eventually. Because Ming passed out then, naturally she doesn't know what precisely Gongora meant either. This was 30 years ago, right around the time of the Magic-Industrial Revolution. Definitely not a coincidence.





You get control of the Nautilus then, and have an incredible amount of freedom for the first time in the game. There are many things you can do here (dreams, side quests, etc.), but we're going to concentrate on the story for this portion of the guide. We'll alert you when the last chance is to finish up all your side quests before the final dungeon, but know that for now, you're pretty free to do what you want.

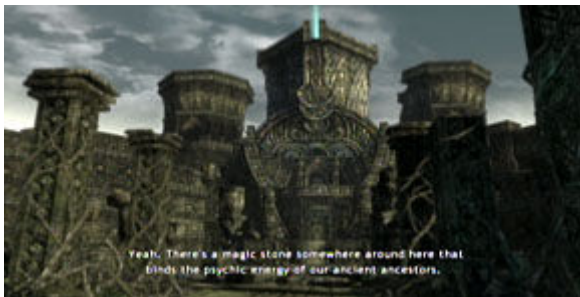
To get to the eastern continent, you need to take a rather roundabout way. If you simply go south as Kaim suggests, you're going to smack into the hypercurrents and be unable to proceed. Instead, you need to southeast to go *around* the hypercurrents, then come back west toward the island. Keep an eye on the map, as the large flashing dot is your target.

You're tasked to get into the inland lake. To do that, go to the northern tip of the island, then dive underwater. A thin passage will lead you to the lake, despite it being landlocked. Surface, then disembark.

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## Great Ancient Ruins

The party comes to some ruins that hold a special stone. This object is, to simplify, condensed magic energy. Sed says that he used one once before to make the Nautilus strong, so we're going to get another one.



With all nine allies, you can start really customizing your party... for now (more on that in a moment). Check their levels: you'll want to put in at least a couple of your weakest guys to catch them up. Kaim and Sarah especially probably could use some training.

Don't neglect the idea of sheer power, though. Personally, I find Ming to be the most useful member on the team overall, so I keep her in the party at all times. However, for her to Skill Link to, say, Jansen and get high-level Black Magic, Jansen himself will need to be in the party as well. You'll basically want to start by putting in the immortals you most want, followed by the mortals with whom they skill link. After that, fill in the rest of the party by your preference. Remember that you can swap characters at will between battles.

Because Kaim is behind and Tolten's abilities are so useful for him, we recommend placing those two in the front for the duration of the dungeon. Otherwise, other than learning new skills, you'll want to keep your mages to a minimum. The enemies here are all pretty strong against magic, so you'll have to rely on physical attacks. That's not to say magic *won't* work, but blades (or Sed's rifle) will do the job better. Jansen especially is fairly worthless here.

Speaking of Sed, once he hits level 37, he gains a skill called Ultimate Analysis. Personally, we love having those Analysis skills (Status Analysis, Treasure Analysis, and Factual Analysis) equipped on someone at all times. Ultimate gives the ability to reveal all information on your enemies. Kaim definitely needs to Skill Link with this one as soon as he



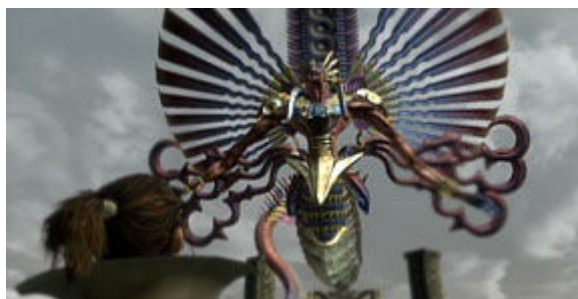
can.

Now, at the top of this subsection, you know how we said that you can customize your party "for now"? Well, once you're in the building itself, due to some issues with switches here and platforms there, your party will have to split in half, and unfortunately, you don't get to pick the teams. You'll be stuck with Kaim, Sarah, Cooke, and Mack (i.e., "The Family") on one team; and the rest (i.e., "The Rest") on the other. The teams will have to operate switches and platforms for each other, but it's all fairly easy. This may actually give you an opportunity to start teaching Sarah how to use Spirit Magic, if you want to make her an uber-mage like Ming.



When the teams reunite at the top, have one of them talk to the other dissolve the teams and become one giant party again. However the formation was when the teams split up before is how it will be again, so you won't have to reset anything aside from Skill Links.

It won't last for a few more battles unfortunately; you'll have to split up one more time before reaching the end of the dungeon. Once the teams reunite again, get everyone healed up; you don't have another save point, and you'll encounter a boss battle after just a few more steps. To prepare for it, you'll want Cooke and your other best White Mage in the back row. Also send in your best three attackers, whomever they may be.



## Boss: Ancient Fiend

Strangely enough, your fight with the Ancient Fiend will be rather straight-forward. He comes to play with two other enemies called Keystones, which protect him on multiple levels: not only are they in front (thus giving him his Guard Condition), but they each give him a counterattack. Eliminating the Keystones first removes the chance of a counter.

After that, the battle gets tough, just because Ancient Fiend has several pain-in-the-butt attacks. First, his Keystones enjoy shuffling up your party's formation, followed up with the Ancient Fiend locking them in place. This is more of a distraction than a serious problem: the point is they're trying to mess up your Guard Condition, which frankly always goes to hell by the end of a boss fight anyway. While you could try to counter it a bit, it might be best to just let them have their way with your formation however they want.

Once the Keystones are down, the Ancient Fiend will try to attack more directly. He hits very hard, and if you don't have two healers going, you're pretty screwed. If Ming and/or Mack is in the party, be sure to fling those Powerus spells to your melee allies, especially Kaim. After that, you just have to keep smacking the Ancient Fiend repeatedly, keeping up with those heals.

Eventually you'll have him on the ropes, and he'll start busting out two spells at once. He always casts Shadowus, plus another seemingly random (but deadly) spell of his own choosing. Once that happens, it's just a matter of time: you must have your attacks going fast, else you'll eventually be worn down and defeated.

If you have Tolten and/or Mack as an attacker, do not use their Power Hit commands once Ancient Fiend gets to this point. Power Hit commands do not delay his magic-casting abilities, and you'll want him continually disrupted.



After the fight, the party grabs the stone. Moments later, they're back in the Nautilus, loading it into the engine. No more fears of hypercurrents!

Before moving on, we have to make a recommendation here. You'll have Sarah learn the skill called "Reduce Casting Time 1," which she can learn from Cooke. If Sarah already knows it, great. If not, stay in this area and fight around until she knows it. Without it, you're going to have some serious issues in the next area.

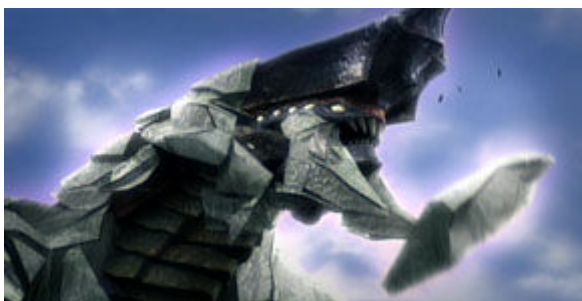
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## Numara Port

After the cut scene, the first thing you need to do is go into the menu screen. Readjust your party as needed, then save. (In case you have not saved from the menu before, just go to the "System" command at the bottom. Usually the "Save" command within here is grayed out unless you're standing at a save point. Luckily, the whole world is a save point when you're in the Nautilus.)

With the Nautilus upgraded, it's time to head toward Numara. For some reason, the flashing dot on the map doesn't indicate your next destination: it leads to an area for a side quest. Click the right stick, and highlight the "Port of Numara" even though it's grayed out. You'll see a red dot on the map in the southwestern continent, and it's among the archipelago of the southeast. *That* is where you'll want to sail.

As you sail over there and approach the landing area, a cut scene will intervene. The Arthrosaurus that was used to harass Numara a thousand years ago breaks free from its stone state, and proceeds to start randomly pillaging the villages nearby. Sarah reasons that the Arthrosaurus was turned to stone because of Ming losing her memories; with her memories back, the beast is free to savage the land.



Drive the Nautilus directly at the beast. It climbs onto the ship, and Kaim for whatever reason decides to just engage it immediately.

### Boss: Arthrosaurus

You don't have a magic-operated crane to play with now, so it's go time. Arthrosaurus has a move that will, in a word, completely obliterate you. It's called Heat Breath, and will hit a row for over 2200 HP. This is enough to take out just about everyone on your team aside from Kaim, and he won't survive a follow-up attack.

Don't be scared: there is a catch in your favor. Arthrosaurus has some serious issues with sleep defense. Have Sarah (or another Black Mage) cast Sleep on him every other round, and he'll be too busy counting sheep to mount any offense. If he manages to get a Heat Breath off, just take a moment to heal everyone up rather than attacking while he's asleep.

This is where our advice for the last section comes into play. If Sarah (or whoever your Black Mage is) has Reduce Casting Time 1, then Arthrosaurus probably won't get the chance to use Heat Breath, because Sleep will fire *just before* it. If Sarah does *not* have Reduce Casting Time 1, then Sleep will fire *just after* Heat Breath. If you're unlucky, Arthrosaurus will target whichever row Sarah is in, and she probably won't survive it.

Now you have to play a mini-game. Four more Arthrosauruses are heading to Numara to level it. If any of them slip through and hit the city, you're finished. You're supposed to drive the Nautilus into each one and defeat them each the same way, but while you're fighting one, the others are still moving.

First, go into your menu, because you need a very specific party formation. You'll need Kaim, Tolten, Sed, Sarah, and Mack. Give Sarah the skill Anti-Petrify, and make sure she can cast Sleep (and hopefully Powerus as well). Remember to have Reduce Casting Time 1 equipped as well.

Now, head to the two north. Engage one, have Sarah cast Sleep on it, then immediately have your guys do a Turn-Tail. Sail the Nautilus into the other one, and repeat. Sail to the southern duo, and cast Sleep on one of them as well.

The fourth one you engage will be fought as normal. Don't waste too much time here, because as you fight, the others will eventually wake up and keep moving. On the first turn, while Sarah casts Sleep, Mack can cast Powerus on Kaim. On the second turn, have Mack and Sarah cast Powerus on Tolten and Seth (or Sed). After that, Mack can start helping out to attack. If all goes according to plan and Sleep fires as it should, you should never have to heal unless someone gets petrified.

As soon as the battle ends, restore Sarah's MP, then engage the other one at the south again. If you're fast, you'll take out both southern ones before the northern ones wake up. Even if you don't, you *should* be in a position where the northern ones are still extremely far away from the city as the southern ones die.

If several are awake, you need to do the same Sleep/Run technique as when you kicked off the mini-game. The idea is to keep all but the one you're currently fighting asleep so none are ever actually moving.



The party is rather nonchalant about taking down five Arthrosauruses in the course of ten minutes, but I guess you get to be a little cocky when you have four immortals in your company. Either way, once the fight is done, you have access to Numara for the first time in a long time!

Once in Port Numara, you'll find that Canal Street is essentially closed. The bridge is out, and they don't want anyone falling off it. For now, head over to Old Town, and stay the night at Mack and Cooke's house (Lirum's old house, you will recall). In the morning, Ming decides to go back to the palace.

...But you shouldn't go, because you would be obliterated in short order. We need to make a quick stop, first.

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### A Couple Quick Treasure Hunts

Normally, as you've noticed, we have not diverted from the walkthrough to do a side quest. However, there is one that is absolutely essential for surviving the next boss battle, and another that makes the final fight much easier. Plus, if you've been tearing through the game, a little extra leveling up never hurt anyone.

For the first one, leave Numara Port, and return to Uhra. From the main gate, take the magic taxi to the Central Station. There, proceed east to Main Street. There is a little boy across the street from the inn, JUST south of where you popped out of. Approach him, and you'll trigger a dream entitled "Beyond the Wall." After viewing it, a hint of a treasure emerges. You can read the hint from the item screen: "Sarah's present is hidden in the mansion courtyard."

Exit Uhra, then return to the Old Sorceress's Mansion. There, the family has a small memory of Lirum, and it's hinted that there might be a treasure somewhere in the building. This is *not* referring to the same treasure we're here for; we'll worry about that one later in the side quest section.

Head into the mansion, and the characters will imply the monsters are gone. They were still there when we got here; you might want to exit the area and re-enter if indeed they're gone, because you'll want to fight them, believe it or not.

Go north through the main door, so you exit to the little hedge maze. Head forward near the statue, but don't go down the stairs. Instead, veer right, so you're in the bottom-right corner of the inner square. You should feel the vibration of the controller, and there will be a treasure right there for you.

Meet your new best friend: the Blazing Fire Amulet accessory. This handy little bracelet teaches you a skill called Fire Proof, which cancels any damage from a fire-elemental attack. I'm sure you see where I'm going with this.

You're going to face a boss soon that, to put it bluntly, will set your face on fire if you don't prepare correctly. This little device gives you the ability to do so. You only have one, of course, but you can teach the immortals the skill. The upcoming boss fight is fairly easy if you have this equipped on everyone.

If you don't mind not leveling up, you can fight around here for now to get those valuable Skill Points. You could also head back to the Ancient Ruins if you want to gain XP as well (because the enemies in the mansion are too weak to give you any), although you may not want to deal with the Trooky enemies, who steal your stuff. Either way, you can get around 10 SP per fight (2 SP per enemy who engages you), so you would only need 12 fights total to teach all four immortals the skill. It's up to you: just make sure at least two or three immortals, if not all of them, know Fire Proof before continuing.

For the other major treasure, you may recall that after you watched the dream entitled "The Hero" (Dream 16), you gained treasure knowledge. If you didn't collect it then, now is the time. Head to Tosca, then approach the river from the south end side. You can hop across the various small decks to get behind the waterfall. There, just in front of the statue, is an accessory called Medusa's Head.

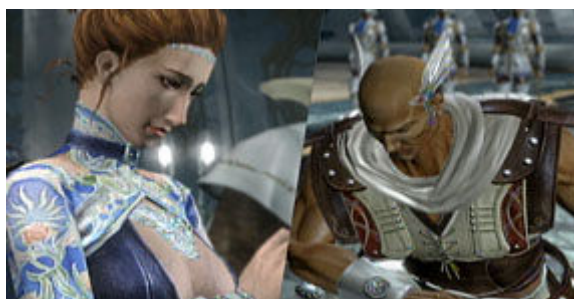
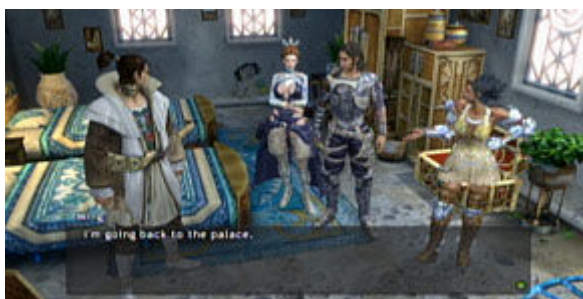
Medusa's Head teaches Anti-Petrify. While Anti-Petrify will not gain you any immediate benefits (as in, it's not going to help you with the next boss), several enemies in the future will indeed enjoy trying to turn you into statues. The sooner you have this accessory, the sooner you can get to teaching it to all the immortals.



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## Numara

Once you have your two treasures, head to Numara City. Once there, go through the square, and save in front of the palace. Put all four immortals in the party with the Fire Proof skill equipped, plus Sed with the Blazing Fire Amulet. Once ready, head into the dungeon proper.



General Kakanas is there, with a small contingent bodyguard. He and Ming make eyes, then... he salutes her and sucks up to her. Huh, really? Jansen and Seth don't really buy it, and Ming seems... indifferent. She accepts his apologies, and he invites her to stay the night, rest, and get refreshed.

That night, several tanks pull up to the palace and open fire. Kakanas is driving one, and he's most pleased with ambushing the sleeping queen. But then, surprise! The party was hiding in the bushes! The ambusher has been ambushed! Kakanas is not pleased at all, and a fight is on.



## Boss: Kakanas Heavy Tank

Kakanas comes to play with two support tanks. While his own tank is comprised of two parts (the tank itself, and the cannon), his support tanks are a single unit each. The support tanks don't do a lot of damage, but they can drain an ally's MP and transfer the power into Kakanas's tank.

Each support tank charges one part of Kakanas's tank. The support tank on the left (Support A) charges the treads. The support tank on the right (Support B) charges the cannon.

Support B is the major threat. If it charges Kakanas's cannon, the cannon will hit every single person on your party for nearly 2000 HP damage. Worse, Support B can actually charge the main cannon *every single turn*. You can't compete with that damage dealing no matter how well off your healers are.

However, the attack is a fire-element attack. "Ah ha!" you say, "That's why you had me get the Fire Proof skill!" Bingo, baby. With all four immortals and Sed set for being Fire Proof, you'll be invincible to the cannon and only have to worry about the occasional physical attack.

Kaim, Sed, and Seth naturally will just use their attacks. Ming and Sarah use whatever magic is appropriate, be it black or white. Hit Support A first, because remember that Support B is basically irrelevant. Then, take out the other support, then hit Kakanas's tank last (starting with the treads). This battle becomes a complete pushover thanks to Fire Proof.



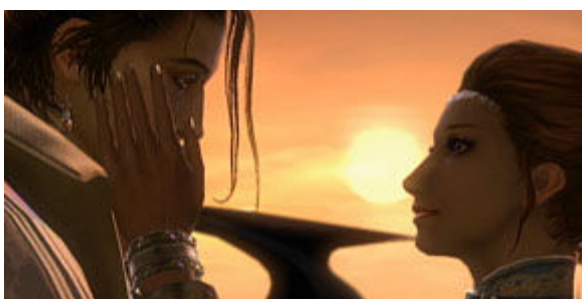
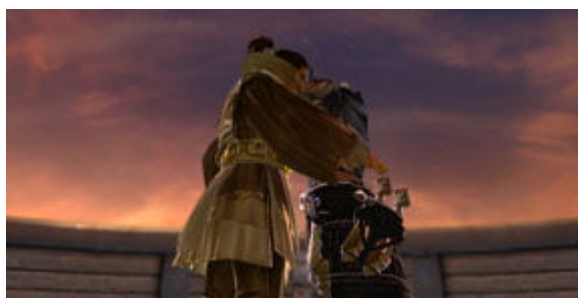
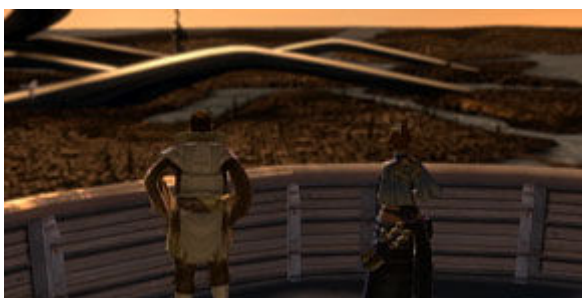
After the battle, Ming is approached by her ladies-in-waiting (lower nobles who serve the royalty but are still far above commoners and servants). After a brief discussion, Ming says that she needs to finish her mission, and places the country in the hands of her ladies-in-waiting until she returns.

Later, the party is within the palace. A plan is made to load the Nautilus into the White Boa, which will be used to destroy the ice guarding their next destination. As Ming leaves, going ahead of the party to give her instructions to her dockworkers, Kaim directly asks her if she is going to stay in this world once Gongora is put to sleep. Ming makes eyes at Jansen (taking both him *and* me off-guard), and implies that she will indeed stay. After she leaves, Sarah asks the same question to Kaim, who does not reply.

Exit the palace, then the city itself, and go back to the Port of Numara. There, go into the port itself, and head to the large area in the northwest. Talk to the guards to have them open the gate, and proceed on. The area is a big area of nothing, except if you follow the fence as it goes north and east, you'll come to a building. Head inside, go up the steps, and board the White Boa.

You get control of Jansen, strangely, and can explore the ship. When you're ready to proceed, head to the Main Deck via the elevator. At the bow, Ming stands looking at the sunset. Jansen apprehensively approaches her, and drops his goofy voice in favor of one more heartfelt and honest. He simply wants to know whether Ming is indeed going to stay in this world once it's all over.

In a shock to both me and Jansen, Ming confirms that her people are worth staying here... but that's not the only thing. To elaborate, she kisses Jansen rather tenderly.



Jansen doesn't quite know what to do. He falls back to his doofus voice tone, blathers, and essentially says he's not worthy. Ming tells him to shut the hell up and kiss her already, which he starts to do, until they are interrupted by Mack and Cooke's presence.

Eventually, in a separate cut scene, you see that the crews of the White Boa have recovered the Slantnose. They place its engine into the Nautilus, giving Sed's ship the ability to move faster *and* jump. We'll play with these features soon.

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## Grand Staff, Part 1

Before setting sail for Grand Staff to confront Gongora, head into the ship and take a look around. There are a couple items of interest, such as a couple rare items to gather and a treasure hunt.

Also, in the pilothouse, there is a merchant who sells every standard item in the game. Load up on those Mana Capsules and Mana Bottles, and you'll definitely be set to fight. He also sells many ring components, so check your Ring Assembly list to see if there is anything you need. Best to make some rings now.

Once you enter Grand Staff, you will not be able to come out. This isn't your last chance to do side quests, but you won't be able to bail from the dungeon if things get rough. Be absolutely sure you have all the items you want before proceeding.

The White Boa moves painfully slowly, but let's be honest: with its size, you shouldn't expect to set sea speed records. Still, because it can tear through ice, and because the Nautilus can turn into an airship, you can access literally the entire world now. This would be a good time to do some side quests, but you don't have to.

Kaim mentioned that he believes Grand Staff is going to recharge its energy at the Sea of Baus, so that's our target. From your starting position at Numara Port, head north, and follow the continent's coastline. As you pass the northern tip and proceed toward the Sea of Baus, you should see Grand Staff sitting there and sparking away. A ring of ice and the hypercurrents protect it, but that's what the White Boa is for.



We're going to go into this one with far more detail than our previous dungeon walkthroughs. The first area is the underbelly of Grand Staff, its engine room. There's not much here aside from a save point, and even the enemies aren't much of a challenge, although they love to petrify your allies. Your immediate issue here is that you have to do a tightrope walk across some metal parts, and there is steam blowing across your makeshift bridge. To get past this, take the second ladder up (the first one after the save point, to the right), and you'll come to a catwalk. Across this is a little computer that will shut down the steam valve, allowing you to proceed. If you have trouble getting across the pipe (it's rounded and therefore hard to maintain footing when you're near the edges), hold the B button to walk across it. Either way, an elevator will lead you to the next area.

The second area, dubbed "Second Boiler," is more straight-forward than the first. Enemies don't get any stronger, and the scenery doesn't change. Be sure to climb the ladder you see on the left (just past the first bend of the catwalk), as it leads to an infinitely valuable Slot Seed.

The next elevator takes you to the third area, the Grand Staff Armory. In here are tanks with enemies called Experiment 1. These guys are practically bosses themselves, but luckily are optional. If you have been blitzing the game so far, then ignore them at all costs; they have constant regeneration that heals them for over 700 HP per turn, and it's hard to do that kind of damage if you're using non-Ultimate Weapons and are around level 42.

Anyway, in the Armory, take the first right you can, and you'll drop back down into the Second Boiler. A computer is just to your left, so trigger it to shut down another steam valve. Now, you can either go back to the right and take a ladder up to a catwalk, or you can hop on some metal platforms to the left of the computer. Either way, they lead to the same place, namely the other part of the Second Boiler. Trace your way through here, then take the next lift up.





You'll find yourself back in the armory. There are more tanks with Experiment 1 in them, if you care to take them on. Take the first eastern path, and you'll drop back down to the Second Boiler, but in an area previously inaccessible. You'll get a nice new weapon for Mack for your efforts. After that, ride the little platform back to the main catwalk, proceed back to the lift, and you'll be back in the armory. Now, ride the small platform *there* to the central area of the armory, where you can pick up a new magic spell from a treasure chest.

Hopefully you're not getting tired, but it's time to double back. Take the platform back to the northern part of the armory, then go toward the elevator that brought you here. You'll see that there are actually two elevators practically next to each other. The one on the left is the one that brought you here from the Second Boiler. Right now, it's time to enter the one on the right, which takes you up to the First Boiler.

Now, when the elevator stops, it will be to the immediate left of another. If you're impatient and want to just get on with the dungeon, take the one on the right upwards, and skip to the next page of our guide. However, we recommend you hang around here for a moment and get all the treasures. If you do, simply follow the rest of this page.

Walk down and to the left, and you'll see a ladder that leads downward. Take it, and you'll be on another long, curved catwalk. You'll see two computers in the back, but you won't be able to reach them yet. Once you're at the end of the catwalk, you'll find yet another ladder that heads back up. Take it, then proceed left to a ladder and computer that disables one of the steam valves; specifically, the one immediately north of you.

Rather than cross the pipe, intentionally drop down, and you'll collect a couple treasures. There is a computer in this small area, but you can't reach it. Climb up the ladder, then cross the pipe. Directly to its right on the other side is a ladder going upward to a catwalk. Ignore it, because we're heading to the same place it leads to, but a much shorter way.

Continue heading north, and you'll come to another pipe with steam blocking it. A ladder is to its immediate left; either climb down by the ladder, or just intentionally fall off like you did the other. There, you'll find a couple treasures, as well as a movable box. Push the box into the ditch to the left, and you can reach the computer there to kill the steam.



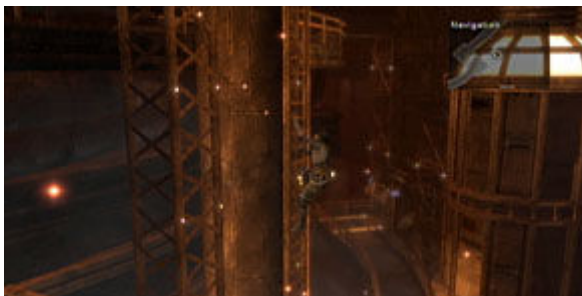
Climb back up, then continue back north across the pipe. You'll be back to the original two elevators. Ride up the one on the right, and you'll be on your way.

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## Grand Staff, Part 2

Okay, so here you are at the First Boiler. You'll find yourself on a long, curved, linear catwalk. If you follow it to the very end, you'll get some treasures. Do that, then double back. About 3/4ths along the catwalk (at about the apex of the first

curve), you'll spot a ladder to your left. Climb this to the top.



To the south is another metal pipe with steam blowing across it, so obviously that's not the way to go. Go north instead, and go past the Experiment 1 tanks. You'll see an elevator shaft, but no elevator within it. Instead, look to the right of the shaft on the other edge of the catwalk, and you'll see a ladder leading downward: that is your target.

Follow the linear catwalks and ladders, and you'll come to another small section with a shaft going down and a ladder going up. Taking the shaft down doesn't lead anywhere with treasure, and is therefore a complete waste of your time. Instead, take the ladder up. You'll be on the other side of the impassible pipe bridge. Go camera-down (northwest), and follow the catwalk around. Three treasures will lie before you in trash cans, but your focus should be the elevator to camera-right (east). However, don't enter the elevator yet: you need to prepare your party.

Because you haven't saved in awhile, you definitely don't want to make a mistake here. Fully heal your party, especially the MP of your mages. We recommend setting up your team so you have Kaim by his lonesome in the front, and four mages in the back. Cooke, Jansen, Sarah, and Ming should fill those roles nicely. Be sure that at least Ming or Sarah (preferably both) know Spirit Magic. Giving everyone Anti-Petrify and Anti-Sleep will greatly help as well; don't worry about any other ailment protection. Once you've prepared everyone, move up the elevator.

At the next area, called the Central Connector, the six Nefarious Saints of Gongora threaten you. Part of Grand Staff gets jettisoned, nearly sending the party into the ocean. Luckily, the White Boa comes along then, and the party hops to the safety of its deck. They have no time regroup however, because the Saints come marching in and declare that Gongora is about to achieve his dream of becoming a god. Kaim calls BS, and a fight is on.



## Boss: Nefarious Saints

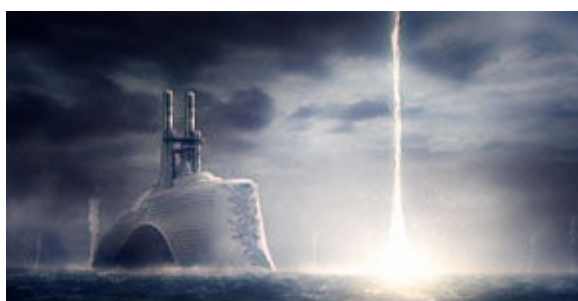
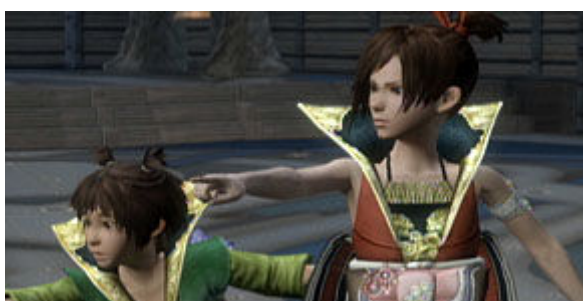
The six Saints are weak, HP wise. However, each one is completely immune to all attacks except for one. They all also have incredible magic offense, and will keep the party on its toes for the duration of the battle. Each Nefarious Saint has a color in their name, which is how we will refer to them in the strategy here.

The easiest one to take out is Gold, who is weak against physical attacks. Have Kaim (and your other attacker if you have one) focus on him. Meanwhile, have one of your mages cast Poison on Black; Black is weak status ailments aside from Seal, and getting him hurt off the bat will make things much smoother as the battle draws to a close. Have another mage cast your best Fire-elemental spell on Red, and you should take him out shortly.

After only a couple of turns, you should be down to three or four. With Gold out of the way, Kaim should do nothing but be an item distributor. As for the other Saints, you'll find that Blue is weak against Water elements, Green is weak against Wind elements, White is weak against Shadow, and Yellow is weak against Earth elements. If you do the math, you'll see that we listed seven colors, even though you're only facing six Saints; which specific one sits out the battle is randomly determined.

If you get into trouble, to the point where you're not going to win, whatever you do, do *not* turn off the 360 or sign out or whatever. Losing the fight here will send you back to the Central Connector, where you can perhaps rearrange your team and skills to be suited better. You definitely do *not* want to quit or anything, because you'll be sent back to the save point at the beginning of the dungeon, and I'm sure you don't want to go through all that effort again.

Once the battle is over, the party decides to chase after Grand Staff, which flew to the exact center of your map. As the party gets ready to leave, Cooke notices lightning burst up from the ocean. This beam is pure magic energy, which Jansen finds odd, considering that he didn't think magic spawned from underwater.



This jars Sarah's and Ming's logic, and it's determined that if it truly is pure magic energy, it's coming from "the mirrors," or specifically the hall of mirrors that we first saw at the beginning of this disc. They deduce that Gongora is, for whatever reason, planning to obliterate the hall of mirrors for some purpose. Doing this would probably obliterate all of creation, including Gongora himself. Although they do not yet know his exact motives, they definitely want to find out what he's up to.

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## Grand Staff, Part 3

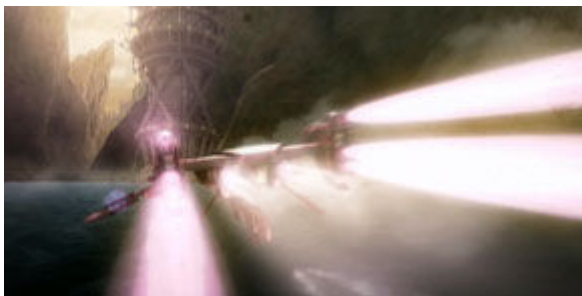
Ladies and gentlemen, you only have one more dungeon to go. Things are coming to a closer rather quickly, and it's time for a world-class beat down of Gongora. We've got him cornered: we know he's going after the Tower of Mirrors, and he's cocky enough to think that he can beat us no matter what we try. It's time to set him straight.

The Tower of Mirrors is sitting over a lake surrounded by mountains. Ditch the White Boa in favor of the Nautilus, and sail toward the dot on your map. If you look at the map carefully, there is a small inlet of water just to the west of the Tower, but on the other side of the mountains. Approach this inlet in the Nautilus (you don't have to be underwater or flying), and a popup box will ask if you're ready. Remember, once you enter, you cannot return, and this is the absolute final area: be sure you've done everything you've wanted to do.

Grand Staff cuts its way through the mountains, and the Nautilus follows closely. With no other way to stop its progress to board it, Sed gets the brilliant idea to just hit the jet engine and slam it into the side of Grand Staff. I certainly hope the Nautilus has airbags, not that Ming would have anything to worry about.



The party, all unscathed, reassembles inside the damaged area of Grand Staff. A save point greets you, and once that's done, it's time to tackle the final dungeon.



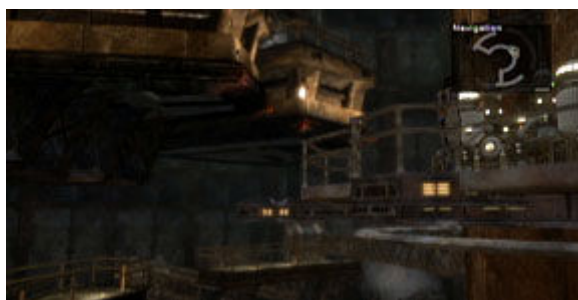
First, a bestiary report. The enemies in this area are slightly stronger than you faced moments ago. However, they also have an annoying habit of counter-attacking anything you do with status-altering attacks. Be sure your party is guarded against a variety of ailments, or you'll have to issue Cure-All spells constantly. Poison is a popular choice it seems, but it's by far not the only one they use. This is especially true for the enemy called Experiment No. 25, which counters literally every hit against it with a Toxin spell.

This also includes those bloody Experiment 1s back from the first visit, although you can run away from them this time. Again, if you're under-leveled (because you're blitzing), it's probably next to impossible to actually beat one. You might want Kaim to have Turn-Tail on him just in case you have to bail.

Okay, now for dungeon directions, and again remember that we'll go into this one a bit more thoroughly. Follow the catwalk around, then descend the ladder. The elevator won't work right now, so keep going south. Head down the next ladder you see, and operate the terminal down there. This powers up the elevator, so return to it and take it up.

On the second floor, follow the catwalk about halfway. A ladder taunts you, just being out of reach, but across from it is a machine. Interact with it, and the catwalks will shift around. Go right first, as you'll pick up some treasure, then head up the previously inaccessible ladder.

Now you'll come to an area with a moving central platform. Before doing anything else, trace your way across the platform to the other side, where you can pick up an Enchanted Necklace from a treasure box. Now return to the platform in the center, and select interact with the machine that sits in the middle.



Depending on how you raise the platform and rotate it, you can get treasures. To get everything and ascend to the top, follow these commands, and stop to explore where we mark with parentheses...

- Rise (one item on the west path)

- Rotate left
- Rise
- Rotate left (activate computer on the northeast path)
- Rotate right (one item on new path to the southeast)
- Rotate left
- Rise

Now you're at the top, surrounded by a catwalk. Leave the platform from the camera-right (southwest) arm, and you'll be in front of a ladder. Before you head up, trace your way around the catwalk and grab the item out of the treasure box there. Now start heading back to the first ladder; about halfway there, at the apex of the curve, you'll find another ladder. This one is the one you want go up for now.

Up there will be a treasure chest to the left, and a computer to the right. Interacting with the computer activates a piston to the right. Press the computer again when the piston is high. This will cause the piston to stop, but now it's in a position where Kaim can jump on it. (If it doesn't work the first time, try again.) Now you can run around the top part of this catwalk and get the Reflect spell.

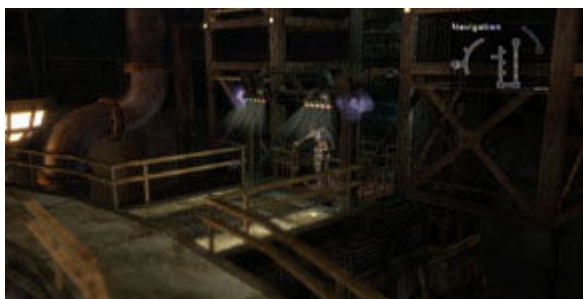
Hop back over to the computer and interact it with it twice more. You may see when the camera cuts away a treasure box that may or may not be blocked by a wheel, which is turning based on you computer actions here. You'll want to make sure the box is not blocked, but you won't be able to get to it for a moment.

You're done in this mini area. Head back down the ladder, then run counterclockwise around the large central catwalk until you're back to the first ladder you saw when you rode the platform up here. Climb that, and you're moving to the next area.

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#### Grand Staff, Part 4

In this next area, activate the computer that you see, then go up the ladder beside it. You'll come to a machine with a big red button, and we all know what to do with big red buttons. Press A to grab it, then use the left stick to press it forward. Press B to let go, and a piston will slide into place. Keep following this catwalk, and you'll see a treasure box and an elevator. The treasure box hold a nice item, while the elevator... doesn't do anything. Sed reasons that all the pistons must be in place before it will work.



Descend back to the computer, then go right. Trigger the button there to get the wheel turning, then descend the ladder to your right. Another button, another piston activates. Head back up, then go right to another ascending ladder. Up there is the path to that treasure box we saw a bit ago, the one with rotating wheels that block the way with their "spokes." Use the computers to freeze the wheels, and if you mistimed it so a spoke is in the way, merely use the computer again (to turn the wheel back on) and try again. Trust me, the item is worth it, especially if you're blitzing.

Once you're done playing with the wheels, go back to the computer, but keep going left along the catwalk. You'll find yet another big red button, the last one you need. Return to the elevator at the other side of this section, and you'll be able to ride up. Follow the next catwalk forward, and a short cut scene takes place. The kids see the portal to the immortals' home world, and Jansen asks if Ming is going back again. Ming assures him, indirectly, that she's here to stay.

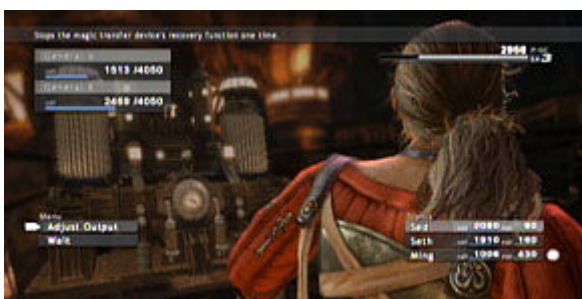


The next area is up the stairs, but the path is blocked with a magic barrier. It's too strong to break through, so we'll have to shut off the power to it. Go north, and you'll find a save point, something I'm sure you're glad to see. Look a bit to its right, and you'll see a ladder leading down.

Descend, and the party will see the magic engine. In the center of this room is a control device that, when activated, opens up the guts of the machine. Sed reports that the machine is running on emergency mode, so it simply can't be shut down with a press of a button. This will take *TWO* buttons! Problem is, the buttons are on opposite sides of the room. D'oh!

You have three issues here beyond the inevitable boss fight. First, Sed is unavailable because he's dealing with the main controls. Second, you are only allowed two members per team. Third, the teams have to finish their respective battles on the same turn, or the engine overloads and blows up everyone. Fun, huh?

In each team, it's best to place one strong attacker and one strong mage. Each team faces an identical general, so you don't have to necessarily make one team better than the other. We went with Kaim and Sarah for one team, and Seth and Ming for the other.



## Boss: Generals

The generals are fairly weak, but they will pose a threat if your levels are below 50. That's not to say they're unbeatable, just a little tough. They both are of the Earth element, and are therefore weak against wind.

The catch here, again, is that you have two teams of two allies, each team fighting its own general. If you don't defeat them at the same time (i.e., on the same turn), then the machine overloads and everyone dies. The game helpfully displays the HP of both generals in the top-left corner of the screen.

Now, each general is near a pylon that heals him every turn. Prior to each turn, Sed can press a button to shut off the pylon for that turn only, but only for one of the creatures. The idea is that you want to cause as much damage as possible, but if one general is taking more damage than the other, you'll want to leave the pylon on so the HP stays relatively the same.

Just keep coordinating the teams back and forth, and be sure to cast Powerus in the first turn so the attacker can do massive damage. With some luck and some more skill, you'll have them down within a few turns.





Check out both sparking sub-units (as Sed called them) for a couple of treasures. Go to the west elevator, and descend to the lower floors. All that's down here right now is a catwalk with a single machine you can activate. Do so, then go back up a floor. Now, head to the east elevator (after going past the machine Sed was operating), and descend floors again.

It's the return of the moving, rotating platform! Follow the steps below again to get everything...

- Rotate right (one item on the southwest path after you go up a ladder)
- Rotate left
- Rise
- Rotate left (one item on the northwest path)
- Rotate left
- Rise
- Rotate right (one item on the northwest path)
- Rotate right
- Rise (one item on the northeast path). Be sure you get this item! It's an accessory called Crystal Fragment, and it gives its wearer automatic MP recovery after EVERY TURN.

Let me state that again for the record: once your ride is done, be sure to get that Crystal Fragment. Your best casters, especially Ming and Sarah, will absolutely need the power of automatic MP recovery before we're done here.

Now exit out the west path and you'll find yourself at the elevator you first took to this room. That is, once you go up the elevator, you'll be back in the magic engine room where you had your two-team boss fight. Granted that the whole last 20 minutes of your adventure was pretty much only spent on getting that Crystal Fragment, but that's how important it is.

Ride the same western elevator you took up here to the upper floors. You'll encounter a piston with platforms on it. Wait until the piston is low, then hop onto it and ride it up. At the top, hop off, and follow the catwalk to the ladder. Fully heal your party (including MP), then head back up.

As the party comes up from the ladder, they run face-first into a Magic Beast. Crap.



#### **Boss: Magic Beast**

It might look like the Arthrosauruses you took out forever ago, but it's much friendlier. Oh sure, he's strong, and he's not exactly going to go down in one turn. But, this fight is about as straight-forward as they come. Just have the mages use Powerus on the attackers, have a mage use Mindus on your best attacking mage (even if it's himself or herself), and just unload your attacks.

Once it's down, go back north and save. Head up the stairs to the central pillar, then take the elevator to the top. Head forward, and you'll talk to Gongora directly. He explains the power of this world, the power that runs through the emotions of people. It's that strength, that willpower, which gives mortals the ability to keep living their lives. I suppose

they do not have such emotions in their home world (which would certainly explain Kaim's behavior at the beginning of the game), and Gongora wants that power for his own.

Sarah protests that controlling people's emotions is no good, but Gongora doesn't care. Jansen sides with Sarah, but is blasted in the face with magic. Jansen's skin turns green, and he becomes the "puppet" of Gongora. Despite Ming's best efforts, the spell does not break. Jansen then turns and attacks the party.



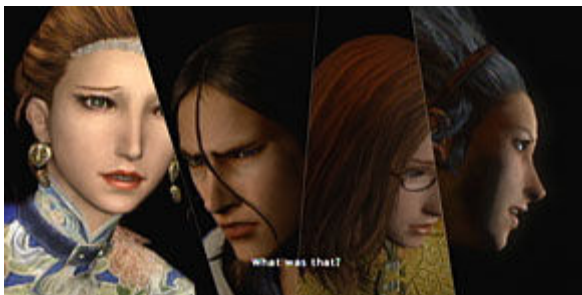
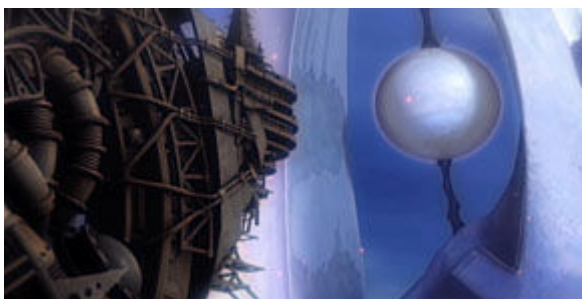
Although you will engage Jansen, this is a gimmick battle: killing Jansen just results in a game over. Have your entire party defend every turn, because Jansen won't bother launching anything but a level 1 spell. It won't even be strong enough for you to bother healing.

During the "fight," Gongora will taunt that he can still feel Jansen's emotions, and that they are independent of Gongora's control over him. That is, though Jansen is unwillingly launching spells at the party, he is still worried for the party and wants to stop himself.

After a few turns, Gongora decides to take matters into his own hands and bombards the area with a meteor shower. The party is down, and Gongora releases Jansen from his contract, making him collapse as well.



While Gongora taunts, Grand Staff smashes into the side of the Tower of Mirrors. Gongora then starts to head into the Tower, but a cryptic voice demands "they all return immediately." The four allies don't know who the voice belongs to, or at least don't let us know. Gongora seems to recognize it, but defies it, and goes into the Tower.



Meanwhile, Grand Staff is collapsing, and the path to the Tower became sealed. The party, which somehow quickly recovers from the meteor shower, decides that this wouldn't be the best place in the universe to die.

You have 8 minutes to escape, and you'll probably only need 3. The timer works just like it did when you escaped Experimental Staff, and we offer the same advice: put Turn-Tail on Kaim, and bail from every battle. You don't need to be wasting time here.

The first section is fairly straight-forward (although you'll notice your save point is gone). You'll eventually reach your first rotating and moving elevator. Again, follow these steps (especially because we don't have to worry about picking up items):

- Descend
- Rotate right
- Descend
- Rotate right
- Descend

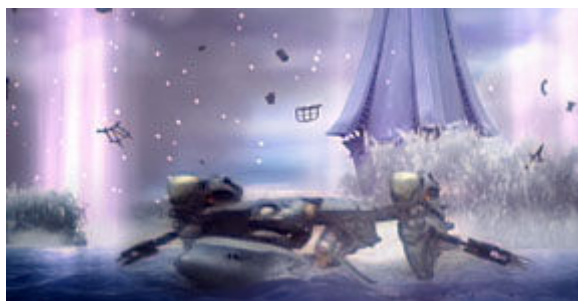
Cancel out now, and leave via the left arm. Follow the catwalk south to the ladder that leads back down. Go north when you can, and take the elevator down. One more ladder takes you up to where the Nautilus crashed into the side of Grand Staff. Approach it, and you're on your way.

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### Tower of Mirrors, Final Bosses

The destruction of Grand Staff is simultaneously violent and relieving. Seeing Gongora's monstrosity take a dive into the lake whilst Sed expertly pilots the Nautilus around the debris is a cool scene.





On board the ship, Kaim tries to reason with the others that they cannot stay in this world. Their mission is to return home, he says, and their mere existence here brings chaos and violence. He chastises Ming for wanting to stay. She and Sarah directly ask him if he really *wants* to, if he really *wants* to leave behind this world. He concedes that there are things he loves here too and doesn't want to go, but that it is still his mission to jet. Seth joins the others in trying to persuade him to stay, that this world still has something for him. Kaim questions her silently, and perhaps himself as well.



You find yourself in the Nautilus a short distance from the Tower or Mirrors. You are prompted to save, and although you can press on immediately, you can choose to sail backwards and go back into the ocean.

This is the absolute last time you can save at all, because you're about to deal with the final bosses. At minimum, the four immortals and your favorite mortal (we recommend Sed) should be at level 50 or higher before advancing, although the higher the better as always. Be sure both Ming and Sarah know Auto MP Recovery.

Be sure to equip everyone with their best skills and equipment. Someone (probably Kaim) needs to have Ultimate Analysis equipped. Even if you aren't planning on doing any side quests, you may want to take a little side trip and pick up the Medusa's Head accessory if you haven't already done so, because the final boss will be very petrify-happy. Be sure to teach and equip all four immortals with the Anti-Petrify skill, but don't worry about giving the accessory to a mortal, because the mortals won't need it.

Also, remember how helpful the Fire Proof skill was against Kakanas's tanks? The final bosses love throwing elements at you, so if you have something that nullifies or absorbs them, you'll be pretty good to go. The first final boss (how's that for an oxymoron?) will randomly pick two elements to launch at you, so you'll need to prepare for all four because you won't know which ones he picks. The absolute final boss will launch ALL the elements at you, so you might just want to have the immortals equip all four Proof skills anyway. Sed, assuming he knows the 3 Accessories skill, can at least cancel out three of the four elements.

If you're in a hurry, three of the four Proof accessories don't take very long. One you should already have; the Wind Proof accessory (High Wind Amulet) is received by beating Cubic Music Score 7; and the Water Proof accessory (Ice Water Amulet) is received by having Sed fix the broken jukebox in Saman.

If your levels are low (below 50), there's a nice place you can go to level up. Head to Uhra, then take the magic taxi to Central Station Square. Go west onto Main Street, then north to the Residential Area. Enter Gongora's mansion, turn

#### Last Chance

**If you want to do some side quests, do so now. This is your LAST CHANCE.** Once you enter the Tower of Mirrors, you will not be able to return. We will continue the walkthrough as if you did *not* do any side quests, but know that if you do them (especially the Ultimate Weapon quests), this final area will be significantly easier.

If you choose not to do any side quests now and just want to get the story over with, but you hate leaving games unfinished, never fear. After beating the entire game, you'll get a chance to save, and you'll be able to completely finish anything you may have left behind. Of course, it won't help you win the final fight if you get stuff afterwards, but (for example) don't fret about missing a Dream or two. You can get them afterwards and finish scoring your Xbox Achievements.

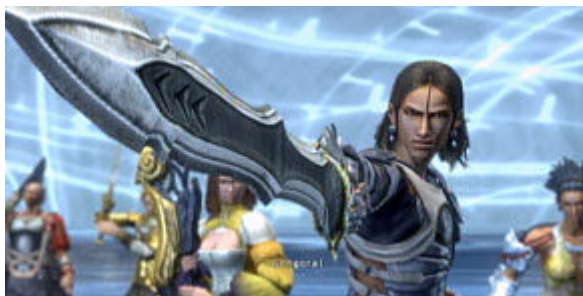
left, and take the far left door. Have Tolten break the Royal Seal in the courtyard there, then move past it to enter a place called Secret Cave. There's not much to it, and fully exploring it will probably get you to level 50. Although the final fights will be tough, you can best the final bosses in the 50-53 range without *too* much trouble.

(Also, Gongora's mansion itself is useful for something else. If you go into his study, you'll find a magic journal of sorts where Gongora lays out his whole plan. If you were ever confused as to what his ultimate plan was, just check that out: it summarizes everything nicely.)

Once you're ready, head toward the Tower of Mirrors with the Nautilus, then dive. A cut scene will show the Nautilus head into one of the cooling tanks, then breach into the Tower of Mirrors proper.



The party finds Gongora standing before a mirror. It blasts a light over the party, which causes some internal burning for the mortals, so they scatter. The immortals feel it too, and Kaim recognizes the feeling, whatever it is, from his home world. They know the light can hurt them too, and Gongora declares he's here to obliterate the immortals, who can die in this place. Then, he plans on destroying the mirrors, cutting off the path to his home, and becoming a god here.



Gongora does not wish to fight the party directly, however. Like the true coward he is, he summons a beast to do his dirty work. This thing is big, and Gongora promises that nothing we can do will destroy it.



## Boss: Luminous Magic Beast

Is it just me, or does the music for this fight sound like something out of a James Bond movie?

Your trouble with the Luminous Magic Beast is its high HP, because ironically enough, he's not exactly *difficult*. Don't get me wrong: he hits really, *really* hard. If your guys are under 50, you'll be absolutely at your limit in terms of survival. The thing is, the fight is actually pretty straight-forward.

The trouble comes in when you realize that he absorbs all elements thrown his way, making black mages totally worthless. Also, despite his constant magic attacks, you can put up Reflects, because you'll wind up healing him when the spells bounce back. You simply have to take the magic attacks and live with the consequences.

We recommend a team of Kaim, Seth, and Toltan in the front, and Ming and Sarah in the back. Give the immortals any elemental proof or absorption you can, because the LMB will send magic attack after magic attack against you of varying elements. He seems to favor Wind- and Earth-elemental spells, but he might fire off the occasional Fire- or Water-elemental spell too.

LMB also has a move called Ultimate Ray, which does a tremendous amount of damage to everyone. It's non elemental, and turns your Guard Condition into pudding. He needs to charge this move first, which you'll see by the message that he is "absorbing energy from the other world." That doesn't mean he'll use it immediately though; he normally waits about five turns before busting it out. Once he does, he normally follows it up with Forceus, then an All spell of some element, then on the *third* turn after the spell, he'll recharge (and give you a quick chance to heal).

After boosting attack power with Powerus or All-Powerus, Ming should do nothing but heal. Sarah should do nothing but heal as well from the outset. You'll probably have to start burning items when LMB busts out his Ultimate Ray, as your healers (especially Sarah) will have trouble surviving it. Just try to hang on during these turns, and heal the others as soon as you are able.

Remember that this is essentially the final fight. Don't hesitate to use any item you're carrying if it helps you out, no matter how rare it is.

Once the fight is over, the party looks on at Gongora, who is not entirely surprised at the outcome. They tell him not to underestimate their abilities, which he merely scoffs at. He uses his super magic wand he received in Grand Staff just before the explosion, augmenting his powers and looking pretty flippin' cool.





## Final Boss: Gongora

Ah, now we've got some classic Final Boss music going on, even including the crazy chants in the background! Awesome!

Your party is predetermined for this one. Specifically, you are only allowed to use the four immortals. Your mortal friends are on the sidelines, and will automatically give you some support early, and will counter the effects of all the attacks that Gongora busts out.



The first part of this is essentially a gimmick battle, in fact. Gongora will attack you with a variety of spells, but anytime he does something truly horrific (like Meteor Impact, which instantly kills everybody), one of your mortals will heal everyone up.



After about a dozen turns (less if you hit him incredibly hard), Gongora will turn to the mirror and absorb its light, giving himself infinite power. Jansen figures that the only solution is to block the light, so he rushes forward, protects himself the best he can, and creates a dome of darkness. The other four mortals help, and they successfully cut his power somewhat. Though Sarah protests and wants them to stop, Kaim is more pragmatic and presses that this is their chance.

Again you engage Gongora, and you don't get to see his HP, but you should be all right. Don't bother increasing the attack strengths of Kaim and Seth this time, as Gongora fires off a spell called Reset All as a counter that nullifies all enhancements.



Sarah or Ming should do nothing but heal. We recommend using both to heal, actually, but if you want one to occasionally fire an offensive spell at Gongora, so be it. Just make sure you watch Gongora's element type, as he changes it randomly after every single turn; you definitely don't want to wind up healing him.

Gongora will use a spell now and then called Manipulate, which converts an ally to an enemy temporarily. Unfortunately, there is no way to reverse this, not even a Cure-All. It wears off after a few turns, but depending on who he manipulates, it could do some serious damage. Be sure to have both mages healing whilst one of your guys is manipulated; you can damage Gongora later.



Definitely be sure to keep up your healing efforts, because in this place, the immortals will not wake up after they've been taken down. You'll have resort to items or spells, rather than time alone, to get them active again.

Gongora actually does less overall damage than the Luminous Magic Beast. As long as everyone has Anti-Petrify on and won't be disrupted by All-Stonus, you shouldn't have any trouble. Any difficulty against him comes from simply losing your healing rhythm because of being petrified. Keep that healing rhythm, and keep pressing the attack, and he'll go down in relatively short order.

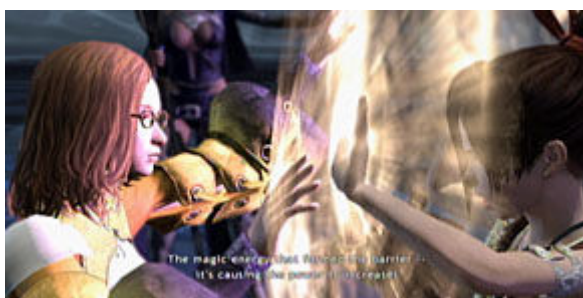
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### Lost Odyssey Ending

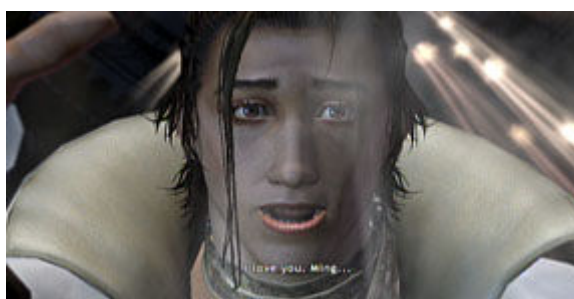
After the fight, Gongora loses all his crazy dark enhancements. In a final desperate act, he tries going after the mortals to stop Jansen's barrier. Seth cuts him down and puts a stop to that.



Kaim is pleased with things, and tells Jansen to lower his magic barrier to allow the light to come in. Jansen tries, but his barrier absorbed all that magic energy, fed from it, and is now pretty much impenetrable. Except for the light itself, that is, which breaks through the barrier and starts cooking the mortals alive. They all eventually succumb to the pure magical energy, and fall.



Though dying, they all manage to get their last words in. Jansen declares his love for Ming, Mack and Cooke are happy they'll get to see Lirum again (they certainly have had a one-track mind throughout the adventure, haven't they?), and Sed jokes about how he's going to die before Seth does.

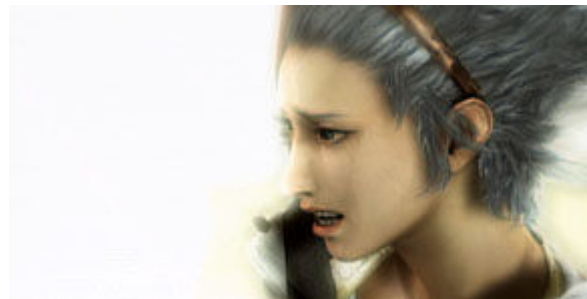


Tolten, with no one to have emotional moment with, simply looks past the immortals and notices that Gongora is waking up. Gongora brags that he has ultimately won, because in order to save the mortals, they must destroy the Tower of Mirrors. And of course, once they do so, they can never return home. Gongora will get what he wants, especially with his storage tanks of energy that are all over the world. He laughs maniacally, as only a true arch-villain can.



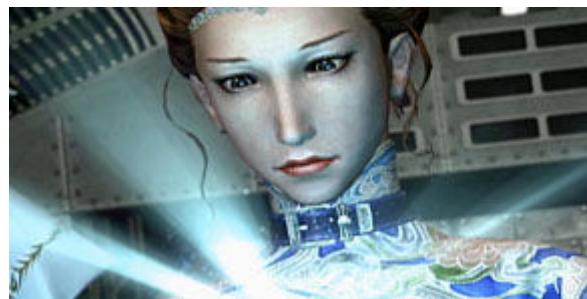


Seth has an alternate suggestion. She runs over and pins Gongora directly against the mirrors. She tells Kaim to break them. He hesitates, knowing what's going on, but finally does so. The mirrors shatter, but before the light to the immortals' home world fades, Seth pushes Gongora (and herself) through. The light fades, and the path is forever sealed: Kaim, Ming, and Sarah remain in this world, while Seth and Gongora are stuck in the other.

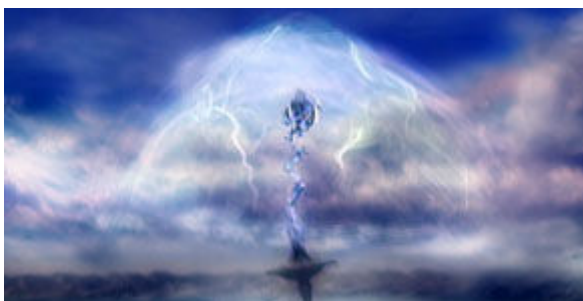


The party recovers itself after the smoke clears. Jansen suggests they return to the Nautilus and leave. There's no reason not to, so they depart. It's a rough ride, and Seth's energy (much like Lirum's healing energy) is needed to help steer the Nautilus out of the tower. The Tower implodes, then shatters into pure magic energy; the Nautilus is safe however, and the energy seems to disperse without repercussions to the world.

Once safe, the party gives well-wishes to Seth's health.



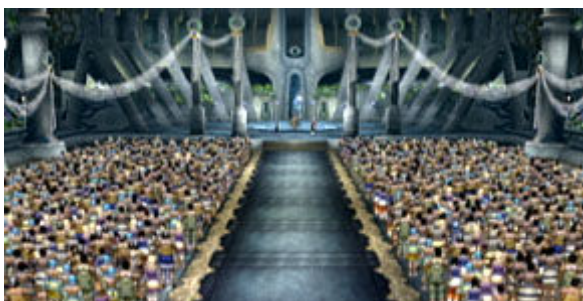




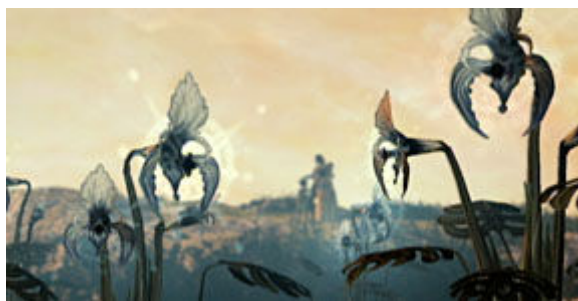
We fade out and come to the epilogue, where Sarah is writing a letter to Seth. She reports that she, Kaim, Mack, and Cooke have taken up residence in Lirum's old house in Numara Port, and bought a farm. They intentionally turned down advisor roles offered by Tolten, who retook the throne of Uhra. The family decided to live a common life than one within governments and royalty.



That is not to say they ignore their former friends, however. Soon, the family heads via Nautilus to Numara, where Jansen and Ming marry. Tolten recites the words to make the marriage official, then busts out a political promise. I guess wedding aren't enough to stop politicians from trying to win the hearts of the people.



Kaim and Sarah look on happily at Mack and Cooke, and they decide to "go for another millinium." They're both quite pleased with the way things have turned out, and cannot be happier. As the sun sets near their home, they have one more tender family moment...



After the credits roll, you are given the chance to save one more time. Be sure to save over a different slot than your last one, especially if you want to go back and complete your side quests. The new save here activates New Game+, which basically starts the whole game over (from Disc 1 no less), but your party keeps all its abilities, levels, items, and so on. It's designed to let you power your way through the game if you just want to re-live the story in the future.

Well guys, thanks for reading the walkthrough. Naturally this isn't the end of the whole guide, but it's certainly the end of the longest section I've ever written. I hope you enjoyed reading it as much as I enjoyed writing it, because while doing guides for RPGs tends to be a little exhausting, having fun with the plot and laughing at and with the developments is what digital entertainment is all about. Good luck with getting achievements, and congratulations on beating Lost Odyssey!

I can think of no better way to conclude the walkthrough than with this screenshot...

THE END

## Lost Odyssey Boss Strategies

Disc 1 Bosses	Disc 2 Bosses	Disc 3 Bosses	Disc 4 Bosses	Side Quest Bosses
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For those of you who do not want a full walkthrough and just need some help with bosses, this section is for you. No screenshots here, just pure information pulled from the main part of the guide.

The boss strategies here are broken down by disc, plus a fifth subsection of bosses found in side quests. Those optional bosses will only be available on Disc 4 once you get total freedom.

### Boss: Magma Tank

Your first boss is comprised of two turrets as targets. When you smack one, it activates a defense so a follow-up attack would be worthless. However, if the other turret has a defense going, it drops. So you have to attack the right turret, then left, then right, then left, and so on.

Occasionally, its giant serrated blade will rise. When it does so, order Kaim to "Defend." The follow-up Blade Attack is extremely powerful, and by defending, you'll lessen the damage. Classic RPG stuff.

You will probably need to heal a few times before you can beat it. Kaim carries 10 Healing Medicines that recover 100 HP a pop, so feel free to use them as needed.

### Boss: Grilgan

Grilgan is extremely strong, and frequently does a move called Down Burst that obliterates the majority of hit points for ALL your allies.

Despite the fact that Grilgan flies, don't waste your time trying to gather components for a new ring. Although the Sharp Beaks dropped from the Dagger Birds can be turned into a ring called Aerial Killer, which will greatly increase your damage against flying enemies, Grilgan is not considered to have any "creature type." Ergo, you're on your own with the rings; you may as well just use the plain-vanilla Bruiser Rings.

If you're not quite at level 13 or 14, putting Seth in the back row might be a good idea. Granted she'll do a bit less damage, but at least she'll survive longer and you won't have to keep throwing Angel's Plumes at her. Plus, if things get dicey, she can double as a healer (especially if she knows White Magic Level 1).

Grilgan also has this thing about attacking Jansen specifically. If he tries a heal spell, typically he'll wind up going last in the order. If he's somewhat hurt, you'll want to command Seth to give him a Healing Medicine. It may not make him 100%, but at least that way he'll be healed up BEFORE Grilgan's attack.



### Boss: Bogimoray

This worm has a serious attitude problem, as you can tell by his pincers. Ironically though, he wants to take you out with magic rather than force. His only spell, Para-Flare, smacks all three of your allies rather stiffly *and* paralyzes them. Being paralyzed means that the character has a chance of being unable to execute his battle command; even if he does, he's got a high chance of missing. Hopefully all three of your guys have Anti-Paralysis; Kaim and Seth should have learned it from the Yellow Band, while Jansen is wearing the Yellow Band itself.

Bogimoray only attacks when his MP gauge is full, and he gathers MP by absorbing it from his buddies if they charge themselves with magic power. Obviously you see the dilemma: do you go after the little ones or after Bogimoray himself? One problem is that the bugs reappear after a few turns once you killed them. The other problem is that Bogimoray is actually stronger than he appears; after you "kill" him once, another one appears. Cheating bastards.

We tried a number of different ways to do this, and they all had their pros and cons. There are two methods we found to be useful.

**METHOD A:** This is the safer way to do it, because you control the pace of the battle a bit better. It takes longer, however.

The idea here is to whack the little bugs so Bogimoray doesn't have a chance to absorb spells and attack. For this to work, have Kaim and Seth double-team one bug, and have Jansen cast Ground on another. Kaim and Seth combined can eliminate a bug in one turn, and Jansen's magic is powerful enough to eliminate one on his own.

Eventually, there will be only one bug left. Have Kaim and Seth double-team it, and have Jansen cast Ground on Bogimoray itself. The next turn should see no bugs at all, giving all three the chance to hit the boss in their respective ways. Then, the bugs will start to reappear, so repeat the process.

Jansen's MP probably won't be able to hold out the entire battle this way, but he can just use a Mana Herb on himself once he runs low rather than casting Ground. This will mess up your rhythm for a bit, but at least you won't be killed.

When the second Bogimoray appears, don't worry about healing after he makes his Para-Flare. If you've got all three guys guarded against paralysis, the damage won't be too bad, and you'll be able to kill him before he fires off the attack a second time.

**METHOD B:** Faster and far more cowboy than Method A, this one will only work if Jansen has Prism (which he should by now). It's riskier because if things get dicey, it will be hard to recover everyone's HP and still keep up the offense.

For this one, the idea is just go full-force against Bogimoray. Have Kaim and Seth double-team him in every turn. Have Jansen attempt to cast Prism. This spell will hit all enemies, although it probably won't eliminate the bugs on the first cast. Also risky is the fact that the spell will take at least two turns to cast, so there are plenty of chances for the allies to be disrupted.

Still, if you luck out and Prism continually fires on time, the bugs will all be dead pretty much constantly, giving you the chance to single-focus on Bogimoray. Plus, Prism hits it as well, giving added damage to Kaim's and Seth's efforts.

### Boss: Obsidian

Obsidian is comprised of four tentacles and the core. Cooke starts off being held by one of the tentacles, which constantly drains her power. Naturally, your first target will be that tentacle. Have Jansen cast an All-Barricade, then start heaving offensive magic at it. The tentacle should go down in few turns, giving Cooke back to the party. Have her cast All-Shield if her health is fairly high; otherwise, concentrate on healing the party first.

The other three tentacles will go down in short order. Obsidian then drops Mack, who will directly engage your allies. Kaim's conscience prevents him from just bringing the pain, so they decide to try a different approach. You'll need to cast Sleep on him, and he'll be moved out of the way, allowing you engage the Obsidian core. Mack may not simply go to sleep however; the lower his hit points, the easier he is to knockout, so you may need to beat on him a bit. Just be careful you don't kill him.

The core is extremely strong defensively. You'll pretty much have to rely on offensive magic here. Once you take your turn, Mack will awaken, and you'll have to put him to sleep again.

Disc 1 Bosses	Disc 2 Bosses	Disc 3 Bosses	Disc 4 Bosses	Side Quest Bosses
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### Boss: Magic Tank

This will be your easiest boss yet. The tank is comprised of four parts: the tank itself, the canon, a canon battery, and a tank battery. The batteries are there to charge the respective part for a massive attack.

The thing is, both the batteries are so easy to take down that you may not have to worry about power attacks at all. Have Kaim and Seth use their standard attacks; have Jansen cast any level 1 spell; and have Mack cast Shadow. Mack's weapon is completely worthless here, and it's about time you check out his spell set. (Besides, the Shadow spell will hit all four pieces of the tank at once.) Cooke can run support, healing and shielding as necessary.

In fact, if you cast an All-Shield in the first turn, Cooke can pretty much just cast Zephyr from then on and you'll never have to worry about dying. It's that easy.

### Boss Battle: Bodies of Thought

The old sorceress has 1100 HP, and if she goes down, your adventure is finished. You need to eliminate the four balls of light, called Bodies of Thought, that surround her. Each Body of Thought has a specific element; the catch however is that the Old Sorceress will randomly scream, which then randomly changes the Bodies' elements. This means your mages can't really risk casting elemental spells, just in case the element changes unfavorably.

Our recommended team is Kaim by his lonesome in the front, with Cooke, Mack, Jansen, and Ming in the back. Mack can continually cast Shadow so, while weak, it will do damage to all Bodies of Thought because it's non-elemental. Ditto Jansen's Force spell, which Ming should hopefully have by now too. If Ming has Shadow as well or Spirit Magic in general, all the better. Cooke won't need to heal anyone (the Bodies don't directly attack you), so have her cast Shine to help out on the damage front. It won't be much, but in this fight, every second counts.

The Bodies of Thought will beat the living crap out of the Old Sorceress, so you don't have time to mess around here. Go RIGHT AFTER those Bodies of Thought, and don't try anything fancy. Let the characters' strength work in your favor.

### Boss: Rough Queen

The Rough Queen (and her Rough Servants) are tougher versions of the normal Rough Eaters. They're weak against earth-element spells, and they hit a little hard. Definitely open with an All-Shield, and keep up the magical pressure no matter who else is in your party. We recommend going in with Kaim and Seth in the front, backed up by Sarah, Cooke, and Ming.

The queen's gimmick is that she'll open with a spell called "Pheromone." This will make one of the four servants go into a Frenzied state, something you do not want to let last too long. The frenzied servant will hit for 700 HP damage *every turn*, which is enough to one-hit your mages and two-hit your front line. The other servants will actually give the frenzied one light hits; not enough to really help you, but at least they'll leave you alone. Long story short: when one of the servants is frenzied, focus all your attacks on him.

The queen is in the back row, and whenever her servants are taken down, she executed a command called Cry, which summons more to take their place. Now, this might concern you in regards to Guard Condition, but remember that GC only applies to the original four front-line critters, and it cannot be recovered. This means what you need to do is ignore the queen at first and concentrate on eliminating each of the front-line servants. Even though they will come back, the GC will keep going down. Once the GC is down completely, have your mages cast their most powerful wind spell (probably Winda) on the queen. Despite the fact that servants are still on the field and in front of her, only the GC matters, which is at minimum; the spell will get through and trash her.

Stay strong and go full-power against her, because if her HP drops too low, she might just run rather than die like the good monsters do. If the queen does book it, stand near the large doors in the back and wait. The regular Rough Eaters should leave you alone, and the queen's brigade will appear soon. The queen's servants and GC will all be back to maximum strength, but she will not be; focus your attacks on her anyway while your mages use the strongest wind spells to eliminate the servants again.

### Boss: Mantalas

Mantalas is a pushover. The fight is a little annoying because of how Mantalas deals with pressure, but don't fret.

Mantalas himself is in the back row, so as always, your first job is to destroy the enemy GC by eliminating the front-row enemies. Once they're down, the *next hit* on Mantalas himself will make him call for allies, then retreat. He will not reappear until all the minor enemies are down again.

So what you have to do is clear the front line, then hit him with the most powerful attack possible (Grounda probably). If Kaim is being a swordsman only, then have him Defend rather than do anything if Mantalas appears. Otherwise, the moment Kaim's sword connects for a measly 200 HP damage or so, Mantalas will bail. It's much better to have Kaim stand by and let a mage blast him for nearly 1200 HP damage with a good Grounda spell.

If Mantalas is left in the ocean for too long when he bails, he might just leave permanently, and the battle will end. Technically you'll win, but who likes winning by forfeit?

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### Boss: Dinozaoro

The third area of the dungeon opens up with a boss who has eaten a lot of beef. Sporting over 20,000 HP, he's by far the strongest one you've seen so far.

Dinozaoro is all about physical prowess. He has no magic to speak of (although he has a few abilities that will definitely mess you up, including one that alters your formation), but his melee attacks definitely make up for it. You'll need to cast All-Shield as soon as possible. He also has a chance of counterattacking any physical attack, but you shouldn't let that stop you from trying with your main damage dealers.

We recommend having Kaim, Seth, and Mack in the front; and Sarah and Ming in the back. Rows will stop mattering about halfway through the fight (or sooner if you're unlucky), but it would be silly to change the formation beforehand.

Have anyone who can cast Spirit Magic get Rengenera on everyone as soon as possible. If you haven't played with the spell yet, it's basically a reverse poison: it heals party members a bit after every round (like Regen in a typical Final Fantasy). It's a little expensive MP-wise, but at least your party will slightly recover if the casters go down.

The only mortal in the fight is Mack if you follow our recommendation. As such, don't bother burning an Angel Plume on anyone else if they fall. Taking a turn away from your healers just to revive someone who's going to recover in a few turns anyway will simply lower the chance that anyone else will survive.

Have one caster, be it Mack or someone else who knows Spirit Magic, be a support mage for the duration of the battle. Use any status-altering magic available on friend or foe, such as Powera to increase Kaim's and Seth's respective attacks, and throw a Slower on Dinozaoro to allow your moves to fire first. Your support mage can also dole out items if the casters need to recover their MP.

The battle is overall a battle of attrition. Dinozaoro will kill off your guys here and there, but nothing you shouldn't be able to handle unless several of your guys are down at once. You just have to keep working on him while keeping your healing up, and he'll be down before you know it.

### Boss: Living Ice

Despite Mack usually having some semblance of physical power, it's best to treat this one as if you have four casters. Jansen should be on pure attack power, sending Grounda after Grounda after the boss. Cooke needs to do what she does best, giving everyone some healing. Mack needs to just as a support mage, giving everyone Speeda and the like. Ming should concentrate on offense, but she should be used as a healer if need be.

Living Ice does whip out a new trick you haven't seen yet: he will cast Reflect on himself once he approaches death, which bounces any magic back toward its caster. Nothing you can do here but attack, although no one but Mack really has any physical attack power. Have the other three continue healing each other, and let Mack take advantage of his Power Hit and Combo skills if he has any MP remaining.



### Boss: Magic Beast

This one is a bit of a gimmick battle. The Magic Beast is too strong to be taken out conventionally, so the party gets the idea to use some nearby machinery. It's dormant at the moment, so the first step is to have Sed fire his weapon at it to charge it and turn it on. Tolten has no choice but to attack the Magic Beast itself, or just defend; it really doesn't matter. Seth can use any spell to help charge the dock crane, but if you did not equip her with any magic skill, just have her defend as well. When the dock crane gets its full charge, the battle ends explosively.

### Boss: Ice Magic Beast

The Ice Magic Beast is a real pain in the butt. Not just because he has high HP: he starts the battle with Reflect active, so your mages can't touch him. And naturally, since your team is basically nothing *but* mages, this is a serious problem.

First of all, have Mack do literally nothing but his Power Hit skill for the duration of the battle. All three mages will act in support: Cooke and Jansen need to heal Mack and the rest, and Ming needs to cast several Spirit Magic spells to increase Mack's damage.

The boss uses a spell called Ice Spike, which itself doesn't do much damage. It does however put the party into Frostbite status. Frostbite turns into Freeze if the ally is then hit with another ice spell, and the boss always follows up his Ice Spike with Absolute Zero. The combo can freeze the entire party if you're not prepared. Provided you have the right skills and equipment, at *least* Ming and Mack need to be guarded against it. Cooke should be as well, but she's a distant third. Ditto Jansen, who is basically useless in this battle.

The Ice Magic Beast will take awhile to defeat simply because you don't have the power necessary to make short work of him. Just keep at him, though, and he'll be taken down eventually.

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### Boss: Ancient Fiend

Strangely enough, your fight with the Ancient Fiend will be rather straight-forward. He comes to play with two other enemies called Keystones, which protect him on multiple levels: not only are they in front (thus giving him his Guard Condition), but they each give him a counterattack. Eliminating the Keystones first removes the chance of a counter.

After that, the battle gets tough, just because Ancient Fiend has several pain-in-the-butt attacks. First, his Keystones enjoy shuffling up your party's formation, followed up with the Ancient Fiend locking them in place. This is more of a distraction than a serious problem: the point is they're trying to mess up your Guard Condition, which frankly always goes to hell by the end of a boss fight anyway. While you could try to counter it a bit, it might be best to just let them have their way with your formation however they want.

Once the Keystones are down, the Ancient Fiend will try to attack more directly. He hits very hard, and if you don't have two healers going, you're pretty screwed. If Ming and/or Mack is in the party, be sure to fling those Powerus spells to your melee allies, especially Kaim. After that, you just have to keep smacking the Ancient Fiend repeatedly, keeping up with those heals.

Eventually you'll have him on the ropes, and he'll start busting out two spells at once. He always casts Shadowus, plus another seemingly random (but deadly) spell of his own choosing. Once that happens, it's just a matter of time: you must have your attacks going fast, else you'll eventually be worn down and defeated.

If you have Tolten and/or Mack as an attacker, do not use their Power Hit commands once Ancient Fiend gets to this point. Power Hit commands do not delay his magic-casting abilities, and you'll want him continually disrupted.

### Boss: Arthrosaurus

You don't have a magic-operated crane to play with now, so it's go time. Arthrosaurus has a move that will, in a word, completely obliterate you. It's called Heat Breath, and will hit a row for over 2200 HP. This is enough to take out just about everyone on your team aside from Kaim, and he won't survive a follow-up attack.

Don't be scared: there is a catch in your favor. Arthrosaurus has some serious issues with sleep defense. Have Sarah (or another Black Mage) cast Sleep on him every other round, and he'll be too busy counting sheep to mount any offense. If he manages to get a Heat Breath off, just take a moment to heal everyone up rather than attacking while he's asleep.

This is where our advice for the last section comes into play. If Sarah (or whoever your Black Mage is) has Reduce Casting Time 1, then Arthrosaurus probably won't get the chance to use Heat Breath, because Sleep will fire *just before* it. If Sarah does *not* have Reduce Casting Time 1, then Sleep will fire *just after* Heat Breath. If you're unlucky, Arthrosaurus will target whichever row Sarah is in, and she probably won't survive it.

Now you have to play a mini-game. Four more Arthrosauruses are heading to Numara to level it. If any of them slip through and hit the city, you're finished. You're supposed to drive the Nautilus into each one and defeat them each the same way, but while you're fighting one, the others are still moving.

First, go into your menu, because you need a very specific party formation. You'll need Kaim, Tolten, Sed, Sarah, and Mack. Give Sarah the skill Anti-Petrify, and make sure she can cast Sleep (and hopefully Powerus as well). Remember to have Reduce Casting Time 1 equipped as well.

Now, head to the two north. Engage one, have Sarah cast Sleep on it, then immediately have your guys do a Turn-Tail. Sail the Nautilus into the other one, and repeat. Sail to the southern duo, and cast Sleep on one of them as well.

The fourth one you engage will be fought as normal. Don't waste too much time here, because as you fight, the others will eventually wake up and keep moving. On the first turn, while Sarah casts Sleep, Mack can cast Powerus on Kaim. On the second turn, have Mack and Sarah cast Powerus on Tolten and Seth (or Sed). After that, Mack can start helping out to attack. If all goes according to plan and Sleep fires as it should, you should never have to heal unless someone gets petrified.

As soon as the battle ends, restore Sarah's MP, then engage the other one at the south again. If you're fast, you'll take out both southern ones before the northern ones wake up. Even if you don't, you *should* be in a position where the northern ones are still extremely far away from the city as the southern ones die.

If several are awake, you need to do the same Sleep/Run technique as when you kicked off the mini-game. The idea is to keep all but the one you're currently fighting asleep so none are ever actually moving.

### Boss: Kakanas Heavy Tank

Kakanas comes to play with two support tanks. While his own tank is comprised of two parts (the tank itself, and the cannon), his support tanks are a single unit each. The support tanks don't do a lot of damage, but they can drain an ally's MP and transfer the power into Kakanas's tank.

Each support tank charges one part of Kakanas's tank. The support tank on the left (Support A) charges the treads. The support tank on the right (Support B) charges the cannon.

Support B is the major threat. If it charges Kakanas's cannon, the cannon will hit every single person on your party for nearly 2000 HP damage. Worse, Support B can actually charge the main cannon *every single turn*. You can't compete with that damage dealing no matter how well off your healers are.

However, the attack is a fire-element attack. "Ah ha!" you say, "That's why you had me get the Fire Proof skill!" Bingo, baby. With all four immortals and Sed set for being Fire Proof, you'll be invincible to the cannon and only have to worry about the occasional physical attack.

Kaim, Sed, and Seth naturally will just use their attacks. Ming and Sarah use whatever magic is appropriate, be it black or white. Hit Support A first, because remember that Support B is basically irrelevant. Then, take out the other support, then hit Kakanas's tank last (starting with the treads). This battle becomes a complete pushover thanks to Fire Proof.

### **Boss: Nefarious Saints**

The six Saints are weak, HP wise. However, each one is completely immune to all attacks except for one. They all also have incredible magic offense, and will keep the party on its toes for the duration of the battle. Each Nefarious Saint has a color in their name, which is how we will refer to them in the strategy here.

The easiest one to take out is Gold, who is weak against physical attacks. Have Kaim (and your other attacker if you have one) focus on him. Meanwhile, have one of your mages cast Poison on Black; Black is weak status ailments aside from Seal, and getting him hurt off the bat will make things much smoother as the battle draws to a close. Have another mage cast your best Fire-elemental spell on Red, and you should take him out shortly.

After only a couple of turns, you should be down to three or four. With Gold out of the way, Kaim should do nothing but be an item distributor. As for the other Saints, you'll find that Blue is weak against Water elements, Green is weak against Wind elements, White is weak against Shadow, and Yellow is weak against Earth elements. If you do the math, you'll see that we listed seven colors, even though you're only facing six Saints; which specific one sits out the battle is randomly determined.

If you get into trouble, to the point where you're not going to win, whatever you do, do *not* turn off the 360 or sign out or whatever. Losing the fight here will send you back to the Central Connector, where you can perhaps rearrange your team and skills to be suited better. You definitely do *not* want to quit or anything, because you'll be sent back to the save point at the beginning of the dungeon, and I'm sure you don't want to go through all that effort again.

### **Boss: Generals**

The generals are fairly weak, but they will pose a threat if your levels are below 50. That's not to say they're unbeatable, just a little tough. They both are of the Earth element, and are therefore weak against wind.

The catch here, again, is that you have two teams of two allies, each team fighting its own general. If you don't defeat them at the same time (i.e., on the same turn), then the machine overloads and everyone dies. The game helpfully displays the HP of both generals in the top-left corner of the screen.

Now, each general is near a pylon that heals him every turn. Prior to each turn, Sed can press a button to shut off the pylon for that turn only, but only for one of the creatures. The idea is that you want to cause as much damage as possible, but if one general is taking more damage than the other, you'll want to leave the pylon on so the HP stays relatively the same.

Just keep coordinating the teams back and forth, and be sure to cast Powerus in the first turn so the attacker can do massive damage. With some luck and some more skill, you'll have them down within a few turns.

### **Boss: Magic Beast**

It might look like the Arthrosauruses you took out forever ago, but it's much friendlier. Oh sure, he's strong, and he's not exactly going to go down in one turn. But, this fight is about as straight-forward as they come. Just have the mages use Powerus on the attackers, have a mage use Mindus on your best attacking mage (even if it's himself or herself), and just unload your attacks.



### Boss: Luminous Magic Beast

Is it just me, or does the music for this fight sound like something out of a James Bond movie?

Your trouble with the Luminous Magic Beast is its high HP, because ironically enough, he's not exactly *difficult*. Don't get me wrong: he hits really, *really* hard. If your guys are under 50, you'll be absolutely at your limit in terms of survival. The thing is, the fight is actually pretty straight-forward.

The trouble comes in when you realize that he absorbs all elements thrown his way, making black mages totally worthless. Also, despite his constant magic attacks, you can put up Reflects, because you'll wind up healing him when the spells bounce back. You simply have to take the magic attacks and live with the consequences.

We recommend a team of Kaim, Seth, and Tolten in the front, and Ming and Sarah in the back. Give the immortals any elemental proof or absorption you can, because the LMB will send magic attack after magic attack against you of varying elements. He seems to favor Wind- and Earth-elemental spells, but he might fire off the occasional Fire- or Water-elemental spell too.

LMB also has a move called Ultimate Ray, which does a tremendous amount of damage to everyone. It's non elemental, and turns your Guard Condition into pudding. He needs to charge this move first, which you'll see by the message that he is "absorbing energy from the other world." That doesn't mean he'll use it immediately though; he normally waits about five turns before busting it out. Once he does, he normally follows it up with Forceus, then an All spell of some element, then on the *third* turn after the spell, he'll recharge (and give you a quick chance to heal).

After boosting attack power with Powerus or All-Powerus, Ming should do nothing but heal. Sarah should do nothing but heal as well from the outset. You'll probably have to start burning items when LMB busts out his Ultimate Ray, as your healers (especially Sarah) will have trouble surviving it. Just try to hang on during these turns, and heal the others as soon as you are able.

Remember that this is essentially the final fight. Don't hesitate to use any item you're carrying if it helps you out, no matter how rare it is.

### Final Boss: Gongora

Ah, now we've got some classic Final Boss music going on, even including the crazy chants in the background! Awesome!

Your party is predetermined for this one. Specifically, you are only allowed to use the four immortals. Your mortal friends are on the sidelines, and will automatically give you some support early, and will counter the effects of all the attacks that Gongora busts out.

The first part of this is essentially a gimmick battle, in fact. Gongora will attack you with a variety of spells, but anytime he does something truly horrific (like Meteor Impact, which instantly kills everybody), one of your mortals will heal everyone up.

After about a dozen turns (less if you hit him incredibly hard), Gongora will turn to the mirror and absorb its light, giving himself infinite power. Jansen figures that the only solution is to block the light, so he rushes forward, protects himself the best he can, and creates a dome of darkness. The other four mortals help, and they successfully cut his power somewhat. Though Sarah protests and wants them to stop, Kaim is more pragmatic and presses that this is their chance.

Again you engage Gongora, and you don't get to see his HP, but you should be all right. Don't bother increasing the attack strengths of Kaim and Seth this time, as Gongora fires off a spell called Reset All as a counter that nullifies all enhancements.

Sarah or Ming should do nothing but heal. We recommend using both to heal, actually, but if you want one to occasionally fire an offensive spell at Gongora, so be it. Just make sure you watch Gongora's element type, as he changes it randomly after every single turn; you definitely don't want to wind up healing him.

Gongora will use a spell now and then called Manipulate, which converts an ally to an enemy temporarily. Unfortunately, there is no way to reverse this, not even a Cure-All. It wears off after a few turns, but depending on who he manipulates, it could do some serious damage. Be sure to have both mages healing whilst one of your guys is manipulated; you can damage Gongora later.

Definitely be sure to keep up your healing efforts, because in this place, the immortals will not wake up after they've been taken down. You'll have resort to items or spells, rather than time alone, to get them active again.

Gongora actually does less overall damage than the Luminous Magic Beast. As long as everyone has Anti-Petrify on and won't be disrupted by All-Stonus, you shouldn't have any trouble. Any difficulty against him comes from simply losing your healing rhythm because of being petrified. Keep that healing rhythm, and keep pressing the attack, and he'll go down in relatively short order.

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#### Boss: Blue Dragon

The Blue Dragon is the weakest of the optional bosses, and pretty much a wuss in the grand scheme of things. If you spent too long in the Snowfields, your MP is probably drained; hopefully you kept up the MP restoration during the trek.

Before the fight commences, you are opted to shuffle your formation. This is because Jansen interjects himself upon this battle, so hopefully he's roughly as strong as the rest of your party.

BD has less than 10,000 HP, but he is completely immune to all elemental spells. He will still suffer damage from Forceus and Shadowus, though. Just have your mages whip those out after powering up your attackers, and you should be fine. BD will demonstrate Leveler against you, but it only strikes one ally. If you keep up with your heals, BD will not be much of a challenge.

#### Boss: Cave Worm

The Cave Worm has about 11,000 HP and a decently strong attack, but he's a bunny rabbit compared to some of the fights you've had to deal with. The CW's main way to hurt you is by fear. Specifically, he busts out an attack now and then called Stench, which hits your entire party with a variety of status ailments.

Now, while that might sound bad, it's actually a mind trick. He doesn't hit you with any exceptionally bad status ailment, and he won't do Stench enough to cause you severe problems. As long as your mages are guarded against Seal, you can just use Cure-All spells, and you'll be fine.

Seth is locked into your party for this one. We also recommend taking with you Kaim, Ming, Sarah, and Cooke. Cooke will naturally do nothing but heal, while the fighters do their thing. Ming and Sarah will cast black magic (the CW is more vulnerable to magic than physical attacks anyway) if they can, and white magic if needed. When CW does Stench, it's recommended that all three mages use Cure-All to fix the problems.

CW will use Complete Defense toward the end of the fight. Because items are forbidden in this area, just have the front-line fighter defend, and order the mages to heal the party. After a couple turns, Complete Defense wears off, and you can resume the battle.

Again, although the CW tries primarily using status ailments to win, the status ailments are less harmful than you may think. Just heal them as needed, and otherwise attack with as much power as you can. You'll kill him rather easily and pick up a nice reward (and an Xbox Achievement) to boot.

#### Boss: Elmon Leader

The Elmon leader only has 6000 HP. He's in the back row, so you'll need to hack away at his four friends to kill the Guard Condition. Still, he's a marshmallow, and you should be able to kill him with very little effort regardless of who's in your party. Simply treat him as a standard enemy.

#### Boss: Golden Knight

Tolten has to fight this one by himself, but it's a gimmick battle. You'll be forced to do an ordinary attack for the first couple rounds. Then, GK will say "show me your power," and you'll get access to all of Tolten's abilities. Use Power Hit in response to this. GK will then imply he's going to cleave you in half, so use the skill Complete Defense.

GK will use a move called Ultimate Hit, which will kill you instantly, aside from the fact that you just used the Complete Defense skill. After it essentially fails, GK will give you the skill instantly. Use it right back on him, and the battle is yours.

#### Boss: Holy Beast

The Holy Beast is a weakling despite his size. You will find this battle remarkably easy if you have the four immortals and Jansen in the party. Don't even bother with a Powerus; just go right after the Holy Beast with earth-elemental spells. Several shots of Groundus will obliterate the HB faster than you can imagine.

### **Boss: Immortal One**

Let me assure you of one thing: If you can beat this freak, you can take out the final boss of the game. Immortal One has 175,000 HP. Yes, nearly a fifth-of-a-million. Scary, huh? Be sure to come in with 99 Angel's Plumes, and don't be surprised if you wind up using a good 50 or more by the time you're done.

We need an extremely unusual setup for this one. The party members that will fight are the four immortals and Sed. Sed needs to equip Angel Guard so he stays safe from status ailments. He will do nothing but heal with distribute items as necessary.

The immortals, meanwhile, *all* need HP Max 4 (or whatever your highest one is), Evade Up, Weapon Guard, Absorb Attack, Absorb Magic, Level 8 White Magic, Level 7 or 8 Spirit Magic, Double-Cast, Double-Item, and Persistence. Because the Immortal One is so powerful, physical attacks are useless, and you'll need a different strategy. This comes in the form of the spells called Divide and Reversa. Divide (a White Magic spell) will strike IO for your current HP, and Reversa (a Spirit Magic spell) will strike IO for how much HP you've lost in the battle.

This means that every turn, have the immortals Double-Cast Divide. If they get hurt, have them Double-Cast Reversa instead.

Cooke will more than likely die somewhat early. If she does, don't fret; just have Kaim or Seth start using items to get her back to her feet. Don't worry too much about going all-out with healing HP, because as long as you have Reversa going, taking damage isn't the worst thing in the world.

Luck will play a part in this battle. IO will cast several doses of Shadowus here and there, and if your guys are hit rather than absorb the spell, you may be unable to keep up and wind up dying. Just keep trying though; this is basically the only strategy that can possibly work on him.

If you don't have the required stuff, you can get the Anti-Curse accessory (called Curse Blocker) as Treasure #3, Reversa as Treasure #15, and Divide from finishing the Kelolon Village side quest.

### **Boss: King Kelolon**

Thankfully, unlike the rest of the Kelolon tournament, you can use the full party (although Cooke is forced into it). The King has about 11,000 HP, and not helping matters is the King's propensity to use Coverus. Still, this one should be fairly simple.

Come into the fight with Kaim and Tolten in the front, and Ming and Sarah joining Cooke in the back. Use Powerus on the front-line fighters, then pound away at KK with Groundus. Have Cooke keep up with heals, and KK will die within five turns or so.



### **Boss: Legendary Spirit Sorcerer**

The LSS has over 22,000 HP, and many tricks up his sleeve. First off, you'll get to adjust your party, and unfortunately Mack is locked into it. It's best to have Kaim by himself in front, and Mack, Ming, Sarah, and Cooke in the back.

Now, from the start, LSS summons Obsidian to protect him. This isn't just a matter of front row/back row: LSS is unable to even be targeted when Obsidian is in play. Naturally, for Kaim and Mack, it really shouldn't matter: have Kaim attack, and have Mack cast Shadowus. Ming and Sarah should launch Forceus at the Obsidian, and Cooke should do nothing but heal. Don't bother with Powerus or any other buffing spell, because if you do, LSS will immediately cast a spell to negate it.

Obsidian is fairly weak itself. Granted it has 15,000 HP, but its attack is not that impressive. LSS, on the other hand, busts out an attack every turn called Triple Waves, which inflicts three hits on random party members. As long as Cooke is firing off Zephyrus every turn, you should be all right. Even if you start to fall behind, just have either Ming or Sarah cast it also rather than attack. (Or even better, if they have Double-Cast, have them cast Zephyrus for one spell and an attack spell for the other.)

Once Obsidian goes down, the LSS is available to be targeted. LSS will summon a pair of more guards called Reverse Souls, and it becomes a front row/back row situation. LSS himself will start to directly attack a bit more, including whipping out a ridiculously strong attack called Halberd of Heavens that, in all probability, will kill Mack and at least one of your mages. Have *everyone*, including Kaim, concentrate on healing the party for at least a turn to get everyone back in shape afterwards.

Once you stomach that, you will need to deal with the Reverse Souls together. If you only kill one of them, then the other will use an ability called Sacrifice Self that not only revives the first one, but also totally heals the LSS. If you have Double-Cast on Sarah and Ming (which you should), you have options. One is to cast Flarus or Leveler on one Reverse Soul followed by the same spell on the other Reverse Soul. You could also just cast Divide twice. Alternatively, you could do the same strategy you used with the Generals in Grand Staff: that is, beat the living hell out of one, but hold off the final attack until the other one is close to death too.

If you make a mistake and only one Reverse Soul goes down, you're not exactly screwed, but you have made things tough on yourself. You will have to go nuts with spells and attacks to try to take the remaining Reverse Soul down before it gets a chance to Sacrifice Self. Remember that the Reverse Soul is weak against Fire, although Leveler will do more damage. Double-Cast it every turn until it goes down. Have Cooke use Casting Support if necessary to speed Ming's or Sarah's casting time.

Either way, once both Reverse Souls are dead, it comes down to just you and the LSS. Go balls-out with Wind-elemental offense against him. His physical defense is quite high, so it may behoove you to just use Kaim for items and/or Casting Support to help out the mages. Mack should do nothing but distribute items if necessary, seeing as he's otherwise extremely pointless.

You may have noticed already, but at this point, LSS has a very definite pattern. He does All-Fall (which becomes pointless after the first cast), then Shuffle (which becomes pointless once your GC is zero), then All-Rise (which also becomes pointless after the first cast), then Halberd of Heavens and a Triple Waves. Prepare for the attack only (since the other three moves of his won't hurt you) by being sure you have Zephyrus queued up.

### **Boss: Money-Money**

Money-Money, the boss form, has just under 9000 HP. He's also a complete wuss that can be taken down quite easily. Come into the battle with Sarah, Ming, and Jansen, and just use the strongest fire-elemental spells. Let Kaim and someone else (Sed or Tolten, whichever you prefer) help out. You should be able to take him down in a single turn.

### **Boss: Persona**

Prior to the fight, you'll want the four immortals and Sed, all with Anti-Petrify at least. It would be better to have Anti-every status ailment, but you can only do so much, especially with Sed. The boss looks like and acts like the infamous Medusa, except about a million times more creepy. This means that without Anti-Petrify, you'll be turned to stone rather quickly.

Persona's gimmick here is that she will either absorb all physical attacks or all magic attacks. If her human-like face is forward (the one with a purple glow), then she will heal with any magic attack. If her helmet-like face is forward (the one with the green glow), then she'll heal whenever hit with a physical attack. Switch up your offense accordingly, and you'll take her down in no time.

### **Boss: Trooky Queen**

Like the Elmon Leader, you'll have to fight the queen with four of her little friends. She's got fewer HP than the Elmon Leader, and the battle is basically just as uncomplicated. Go after her and her Trooky subjects with your best attacks and water-elemental spells.

### **Boss (sort of): Veteran Soldier Galis**

While technically not a boss battle, this is a fight in the Backyard that requires a special setup. We include the fight in this subsection just for the sake of its annoyance.

Now, Kaim is required, but all non-attack commands are disabled. This means you'll need to throw in Kaim, Sed, Seth, Tolten, and Mack into the battle. Sed can be in the back row, I guess, but it doesn't really matter. Before starting this battle, equip Mack with a ring that has a high chance of causing poison or toxin (you're best off giving him the Master Ring), and equip your other front-line fighters with rings that encourage critical hits and increase damage. Also, be sure that everyone is protected against Fear.

Now, you're against two enemies: Veteran Soldier Galis, and Subel the Hound. Galis is in the front row, and Subel is in the back. The battle is over when you kill Galis, but the hidden condition is to kill Subel, who has over 80,000 HP. So, as you can see: you need to wipe out Subel first despite him being in the back, which makes things long.

If you attack Subel, he'll counter-attack for ridiculous damage. You need to have Mack open by smacking Subel with a perfect on the Target Ring to induce toxin. This sets the dog on a quick path to death.

Once the dog is infected, have everyone go after Galis. Remember what order Galis gives you for your target rings, but don't actually kill him yet. Subel should die within a few turns.

Now, there might be a glitch. Galis *should* get all pissed off at the loss of his dog and go nuts. If he does, then you no longer have to worry about his orders, and just need to fight hard. Just send all five guys against him, and try to hit your perfects when the rings come up.

If the game glitches, he might not realize that Subel is dead. If that happens, then you'll need to follow Galis's orders. Be sure to do so, because if you fail too many times, he'll cast a spell that will instantly kill everyone.

Either way, whether the game glitches or not, concentrate on Galis once Subel goes infected. It will take awhile, but you'll eventually get him as long as you do plenty of hard hits. If any of your guys are not doing much damage (our Tolten was doing 1 HP damage per attack once Galis had cast Shieldus), just order them to defend. Even though they won't be contributing, at least they won't be convincing Galis to fling counterattacks.

If you have trouble with this one, be sure that Kaim and Seth have the ability called Absorb Attack, as well as every single counterattack-type skill you've got (such as Counter Up and Double Back) equipped as well. If you don't have Absorb Attack, you'll need to make a little side-trip.

Go to Ice Canyon, enter from the north, and go back to the previous area (called Blizzard Peak). Navigate the area until you get to the northeast, through a cave and where a penguin stands. As you approach him, he'll jump off the ledge. Now you need to run back through the cave, then go southeast along the path. If you can catch up to the penguin and check him, he'll cough up an accessory called the Amulet. This teaches Absorb Attack, which has a chance of turning physical damage into healing. For this fight against Galis, you absolutely need to teach both front-line immortals this skill.

# Lost Odyssey Side Quests

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## Side Quests

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- 19. Odds and Ends

There is much to do in Lost Odyssey aside from the main quest. This section will list the various side quests, what you can get from doing them, how it benefits you in the big picture, and some tips on tougher, optional fights. Unfortunately, we still don't know who designed Ming's dress or why they placed a queen in such revealing attire, but I guess some mysteries will never be solved.

Making things easier on Disc 4 is the fact that various blips will appear on your map once you're in the Nautilus or the White Boa. These blips are white with a gray center, and slowly pulse. Each one marks a bonus area for you to visit, and each bonus area is typically the site of at least one side quest.

When we give directions to a new area in this section, we'll more than likely use the blips for references. Remember that once you find a bonus area, its blip disappears, but you can directly go to it by using the standard world map screen. This way, if you need to bail from a side quest, or merely want to return later, you won't have to take any complicated path the subsequent times.

It's suggested that you glance over *all* the side quests before starting any of them. It will save you time if you activate several at once. For example, starting Sed's Pirate Fortress, Tolten's Royal Seals, Magic Research Errands, and Hidden Treasure Chests all at once will keep you from having to revisit some of the areas multiple times. Of course, that's just a time-saving suggestion; it might be easier to keep track of what you're doing if you do side quests one-at-a-time.

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## Backyard

The Backyard is an underground fight club in Low Town of Gohtza City. To get there, enter Gohtza from the east once the city freezes over. Head to the abandoned apartment in the northwest corner (where Kaim and Mars had a meeting), and check the elevator: it should give you an option to descend to the Backyard. If the option isn't there, the game considers you under-leveled.

Fights in the Backyard are done under a select set of circumstances. Provided you win, you are rated on your performance, from one to three stars. In order to score three stars, you have to follow some additional, hidden, arbitrary rule. We at IGN will take all the guesswork out of it for you!



Fights are divided into four classes: Light, Medium, Heavy, and Super Heavy, indicating their difficulty. The first time you come to the Backyard, the Light Class is automatically unlocked. To access the other three, you need items called Magical Lock Keys. They are located thusly:



- **Ancient Ruins** — At the very top of the Astral Square (the first room where the party gets split).
- **Secret Cave** — To the left of the third ladder is a hidden path, which leads to a treasure box with a key inside.
- **Temple of Enlightenment** — In the Valley of Loneliness, head to the southwest corner of the first platform to find a ladder. Take it down, go south down some stairs, and you'll find the third Magical Lock Key in a chest.

Let's take the easiest fight as an example of the conditions. The first fight of the "Light Class" is against a trio of Kelolons. The standard condition, which you can see on the right side of the screen, is "Defeat all enemies." Well, that sounds easy enough, doesn't it? Later fights will have such conditions as "Win within 10 turns" or "Use Tolten only." Scary.

For this first battle however, it seems like there's no additional condition. However, there is indeed a hidden one: you must allow the Kelolons to perform their trio attack three times before killing them all. If you *don't* allow this, don't fret; you can always try again. For this example, you'll want to order all five guys to defend until you see the combo attack three times, then go all-out with your offense.

There is a guy in the Backyard who will give you hints about these hidden conditions, but again, if you use our list, all the guesswork will be taken away, and you can concentrate on fulfilling the conditions and claiming your prizes (which includes the ever-elusive Slot Seed item)!

Light Class
<p><b>Light Class 1: The Kelolon Battalion!</b> Win only after seeing the Kelolons execute their combination attack at least three times. Simply have all your guys defend or heal until the third combination attack, then go all-out with offense.</p>
<p><b>Light Class 2: The Festival of Magic</b> Come into this battle with Anti-Seal on your casters. The "hidden condition" is to kill all your enemies, which is a minor challenge because this is a three-sided battle. Simply grab two strong casters (Ming and Jansen for example) and rain Black Magic hell on your foes. Take down one enemy team first, so the other team has no choice but to attack you.</p>
<p><b>Light Class 3: Pure Gluttony</b> The hidden condition is to allow the Explosive Bugs to absorb a total of at least 10 Magic Insects. Like with the LC1 fight, just have your guys defend and heal until the condition is met (only five turns if you're lucky), then bring the pain.</p>
<p><b>Light Class 4: Two Eyeballs</b> Come into this one with Anti-Petrify. You're supposed to defeat the Evil Eye more than the Cyclops enemy, but the Evil Eye is in the back row. The hidden condition here is to kill at least five White Dogs. Though only two start on the field, the Cyclops brings one into the fight every turn. So, start off by eliminating one (or both) dogs right off the bat. Control your aggression so the Cyclops doesn't die in the process. Then, after four or five turns, once you've claimed five White Dogs, take out the Evil Eye.</p>
<p><b>Light Class 5: Puppet Master</b> The hidden condition here is to kill the Puppet Masters within three turns, although the enemy Guard Condition might make it tough, and you're not allowed to kill the Controlled Ones in the front. Sed's weapon ignores GC, remember, and he should be strong enough to one-hit the Puppet Masters. Just make sure Sed has an Anti-Dizzy accessory equipped.</p>

## Medium Class

### Medium Class 1: Poor Little Kelolon!

This one is a cinch. You're tasked to save the Kelolons, which is extremely easy. If you have three black mages (say, Ming, Jansen, and Sarah), just have each of them use their strongest elemental spell against the appropriate Wild Ball. You can have this one done in one turn.

### Medium Class 2: Art of Inner Sight

You'll want Anti-Poison on your guys for this one. Immediately in this fight, your team is hit with Seal and Blind. The statuses stick regardless of what accessories you have equipped, and they cannot be cured. Because of this, you'll want all five fighters and no mages in this fight. The hidden condition here is to kill King Owl first, a challenge because he's in the back row. Use Sed's weapon and Tolten's Break Hit skill if you can. Once King Owl is down, finish off his cronies to end the fight.

### Medium Class 3: The Mantalas's Return!

This one is pretty straight-forward. The hidden condition is to keep every single member of your party alive throughout the battle. Mantalas himself is in the front row—or more precisely, there is no back row—so just focus all your attacks on him. A nice Groundus or two might end the fight on the first turn.

### Medium Class 4: Against All Odds

Tolten is by his lonesome here, and the hidden condition is to avoid using items or magic. Skills are still fair game, so use those if necessary. The single enemy will not use any status ailment attacks, so don't worry about any accessories on Tolten other than those that can boost his attack power.

### Medium Class 5: Fireworks Night

This fight is weird. The enemies against you will self-destruct if hit with any fire spell. As soon as the fight starts, equip Ming or another caster with the ability to cast composite magic level 1, and cast an All-Flare. The hidden condition is to win within a couple turns, and making them all explode with All-Flare will do that. Of course, if none of your guys have Fire Proof, you're in for some heat once they do so.

## Heavy Class

### Heavy Class 1: Meat Eaters

You only get three party members for this one, and your fight needs to be controlled. The hidden condition is to take out the Raptor Boss, but he's not there at first. As the Raptors start dropping, they'll use a move called Cry which summons more allies as reinforcements. Eventually, one of the Cries will produce the Raptor Boss. Take him out, and you'll three-star this one too. It might take awhile, but just keep at it, and don't kill them all until that Raptor Boss appears.

### Heavy Class 2: A Germ of Annoyance

As soon as the fight starts, all members of the party will be hit with a variety of status ailments, including Seal, so like Medium Class 2, mages are worthless. The hidden condition is that no front-line fighter can go down. What you can do is put Kaim in the front row, then put your other fighters (Tolten, Seth, Mack, and Sed) in the back. This way, it all hinges on whether Kaim (the least likely to die) goes down, which gives you less to worry about.

### Heavy Class 3: Shared Frontline

The hidden condition here is to eliminate at least 15 Doll Queens. The dolls are created by the Neo Generators, so leave them alone until you wipe out the Doll Queens. After that, rip apart the Eastern Sage to end the fight.

### Heavy Class 4: Enter Kelolon Commander!

These poor Kelolons just don't know when to quit. The hidden condition for this one is pretty simple: take out the Kelo Brigadier Captain first before any of his cronies. Use Break Hit and Sed to get past that Guard Condition, and use mages to heal the others up.

### Heavy Class 5: Absence of Immortals

You are restricted to the five mortals in this match, which I'm sure you gathered from the title. The hidden condition is that you're not allowed to use skills. However, with items and magic still fair game, this battle (despite being against a former boss) should be simple.

## Super Heavy Class

### Super Heavy Class 1: Ah, Fireworks Forever!

This one is pretty simple, seeing as there are no restrictions. The hidden condition is to simply avoid having any of the party fall. As long as everyone is protected against Fire, you'll be fine.

### Super Heavy Class 2: Master Ring User

Kaim is required, but all non-attack commands are disabled. This means you'll need to throw in Kaim, Sed, Seth, Tolten, and Mack into the battle. Sed can be in the back row, I guess, but it doesn't really matter. Before starting this battle, equip Mack with a ring that has a high chance of causing poison or toxin (you're best off giving him the Master Ring), and equip your other front-line fighters with rings that encourage critical hits and increase damage. Also, be sure that everyone is protected against Fear.

Now, you're against two enemies: Veteran Soldier Galis, and Subel the Hound. Galis is in the front row, and Subel is in the back. The battle is over when you kill Galis, but the hidden condition is to kill Subel, who has over 80,000 HP. So, as you can see: you need to wipe out Subel first despite him being in the back, which makes things long.

If you attack Subel, he'll counter-attack for ridiculous damage. You need to have Mack open by smacking Subel with a perfect on the Target Ring to induce toxin. This sets the dog on a quick path to death.

Once the dog is infected, have everyone go after Galis. Remember what order Galis gives you for your target rings, but don't actually kill him yet. Subel should die within a few turns.

Now, there might be a glitch. Galis *should* get all pissed off at the loss of his dog and go nuts. If he does, then you no longer have to worry about his orders, and just need to fight hard. Just send all five guys against him, and try to hit your perfects when the rings come up.

If the game glitches, he might not realize that Subel is dead. If that happens, then you'll need to follow Galis's orders. Be sure to do so, because if you fail too many times, he'll cast a spell that will instantly kill everyone.

Either way, whether the game glitches or not, concentrate on Galis once Subel goes infected. It will take awhile, but you'll eventually get him as long as you do plenty of hard hits. If any of your guys are not doing much damage (our Tolten was doing 1 HP damage per attack once Galis had cast Shieldus), just order them to defend. Even though they won't be contributing, at least they won't be convincing Galis to fling counterattacks.

If you have trouble with this one, be sure that Kaim and Seth have the ability called Absorb Attack, as well as every single counterattack-type skill you've got (such as Counter Up and Double Back) equipped as well. If you don't have Absorb Attack, you'll need to make a little side-trip.

Go to Ice Canyon, enter from the north, and go back to the previous area (called Blizzard Peak). Navigate the area until you get to the northeast, through a cave and where a penguin stands. As you approach him, he'll jump off the ledge. Now you need to run back through the cave, then go southeast along the path. If you can catch up to the penguin and check him, he'll cough up an accessory called the Amulet. This teaches Absorb Attack, which has a chance of turning physical damage into healing. For this fight against Galis, you absolutely need to teach both front-line immortals this skill.

### Super Heavy Class 3: Manny Fever

Here you're against a team of Moneys. One of your conditions is to witness "3 successful coin tosses," and the hidden condition is to see at least 10 successful coin tosses. To make a Money do a coin toss at all, you have to hit them but not kill them.

So, come into the fight with Sarah and Ming both knowing composite magic. Also have Kaim, Seth, and Cooke equipped with accessories to teach them composite magic as well. Have absolutely everyone cast All-Flare; for whatever reason, you'll never see a "successful" coin toss if you're not using fire-elemental spells. After you make your casts, hope you get coin tosses from the Moneys. Once you see 10 of them, just go all-out with your offense, and you'll have 'em.

This one is about luck, unfortunately, so may have to attempt it several times.

### Super Heavy Class 4

You'll take on a few Kelolons here, and the hidden condition is to take out the Kelo-Thug before it bails. Come into the match with Kaim and Seth in the front, with both of them equipped with Casting Support. Have your mages (Ming and Sarah) cast Gamble on Kelo-Thug, and have the front two supporting them. Once the silver one is down, just whack the others to win the fight. They'll be offensively tough, but a couple rounds of Forceus Double-Casted will bring them down.

Don't have Gamble? You'll need to head back to Tosca and beat the stupid Kelolon mini-game where you have to run around and check each statue.

After this, if you have a 3-star rating for all the other fights, you get to try a bonus one.

## Boss: Immortal One

Let me assure you of one thing: If you can beat this freak, you can take out the final boss of the game. Immortal One has 175,000 HP. Yes, nearly a fifth-of-a-million. Scary, huh? Be sure to come in with 99 Angel's Plumes, and don't be surprised if you wind up using a good 50 or more by the time you're done.

We need an extremely unusual setup for this one. The party members that will fight are the four immortals and Sed. Sed needs to equip Angel Guard so he stays safe from status ailments. He will do nothing but heal with distribute items as necessary.

The immortals, meanwhile, *all* need HP Max 4 (or whatever your highest one is), Evade Up, Weapon Guard, Absorb Attack, Absorb Magic, Level 8 White Magic, Level 7 or 8 Spirit Magic, Double-Cast, Double-Item, and Persistence. Because the Immortal One is so powerful, physical attacks are useless, and you'll need a different strategy. This comes in the form of the spells called Divide and Reversa. Divide (a White Magic spell) will strike IO for your current HP, and Reversa (a Spirit Magic spell) will strike IO for how much HP you've lost in the battle.

This means that every turn, have the immortals Double-Cast Divide. If they get hurt, have them Double-Cast Reversa instead.

Cooke will more than likely die somewhat early. If she does, don't fret; just have Kaim or Seth start using items to get her back to her feet. Don't worry too much about going all-out with healing HP, because as long as you have Reversa going, taking damage isn't the worst thing in the world.

Luck will play a part in this battle. IO will cast several doses of Shadowus here and there, and if your guys are hit rather than absorb the spell, you may be unable to keep up and wind up dying. Just keep trying though; this is basically the only strategy that can possibly work on him.

If you don't have the required stuff, you can get the Anti-Curse accessory (called Curse Blocker) as Treasure #3, Reversa as Treasure #15, and Divide from finishing the Kelolon Village side quest.

As far as the Backyard is concerned, there is a hidden condition here to beat the IO within 30 turns. However, using this strategy, you pretty much either *will* beat IO within 30 turns or die in the process. Also, after the fight, be sure to check in with the Backyard prize distributor to collect some goodies for all your hard work.

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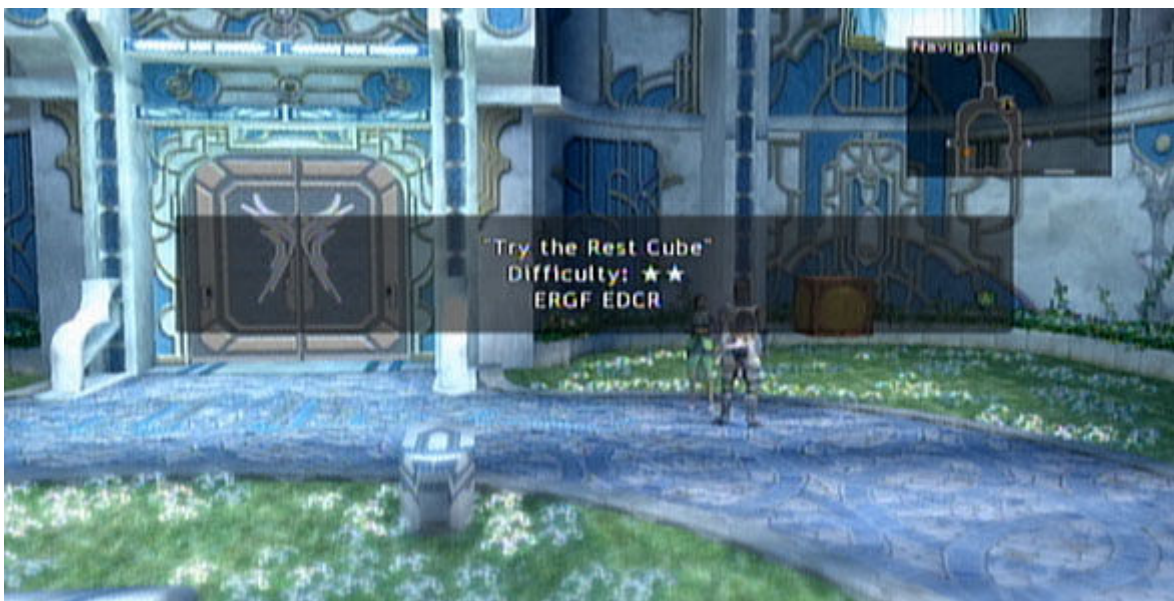
## Cubic Music

Cubic Music is a little mini-game (though we use the term loosely) that you will first find upon your first visit to Numara City. The game hops around a bit, but once you possess the White Boa, you'll have constant access to the mini-game in the Guest Area of the ship.

To play the mini-game, you first need a sheet of Cubic Music, the first of which is given to you for free at Numara. Speak to the person near the music cube, and then select a song to play. The song itself will be displayed for you; essentially, this becomes a game of Simon Says.

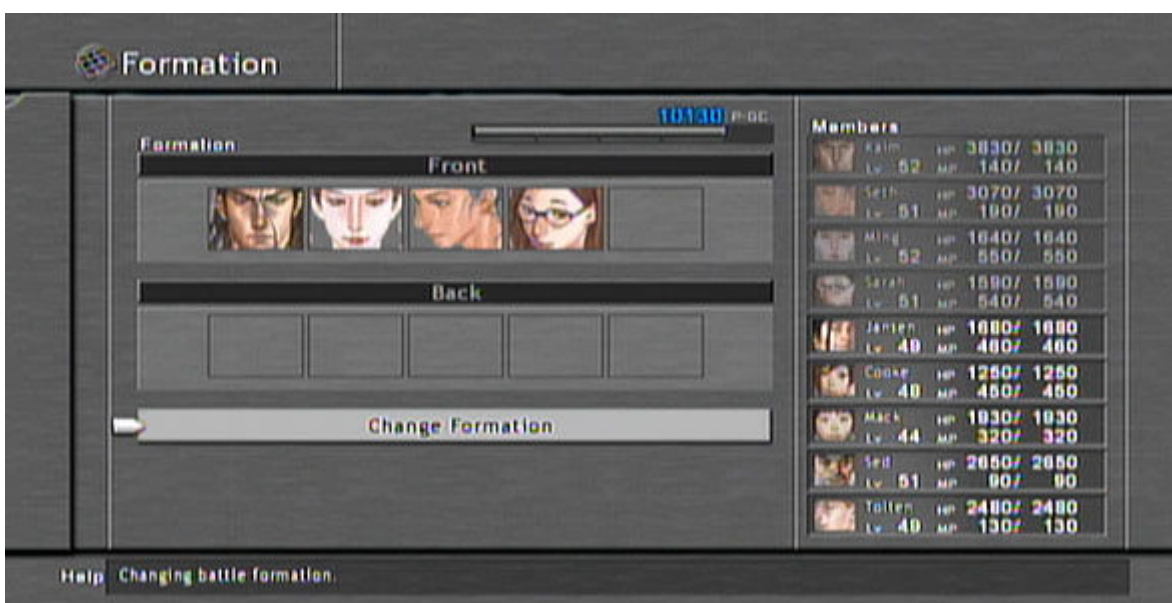
We'll just launch directly into an example to show you how the game is played. Check out the screen shots below as you follow along. First you need to select the song you want to play; seeing as how this is the end of the game. We'll go with Song 3, "Try the Rest Cube," for the example. After selecting the song, the game shows you the pattern you must play.





As you can see from the screen shot, the pattern is "ERGF EDCR." Now, note that each group of letters is only four letters long. This means each "turn" we take in battle with the music cube must have four attacks.

After confirming your song choice, you're taken to the formation screen. Because the letters are in groups of four, we need four people in the party. It doesn't matter who they are or what their position in the formation is.



After you confirm your formation, you'll be sent into battle against a variety of the cubes. Each one has a name, indicating its note. You merely have to play the same pattern you just saw, and you'll win the "fight."

Now, the order of your commands for the party will be the same way they actually attack. That is, Seth will not necessarily get the first attack off just because she has a high attack speed. In our example here, the order of attacks is Kaim, Ming, Seth, and Sarah. We have to play the patterns in order, so I command Kaim to attack Notes Box E; Ming to attack Rest Cube; Seth to attack Notes Box G; and Sarah to attack Notes Box F.



After the first round, if we made a mistake, then the "battle" is over as a failure. We can try again, of course.

If we didn't make a mistake, we'll have to deal with a second round. This time, Kaim attacks Notes Box E; Ming attacks Notes Box D; Seth attacks Notes Box C; and Sarah attacks Rest Cube.

With no mistakes made, the entire song plays for us. The "battle" ends, and we get a prize, which in this case is a Kelolon Badge. Hooray!



Each song only produces a prize the first time it's completed perfectly. Some of the later songs are a bit long, and they require groups of five notes (ergo, five party members) rather than four, but it's no more complex. Either write down the order of notes, or print out this page of our IGN Guide and keep it handy. You'll conquer this "mini-game" with ease.

The nine songs, their locations, and their notes are:

<p><b>CMS 1: First Steps</b>  Automatically given to you in Numara by the guy who introduces you to the game.  <i>CEGC</i></p>
<p><b>CMS 2: Four Beats</b>  Located as a treasure in the Sorcerer's Shrine in the Crimson Forest.  <i>DAAD</i></p>
<p><b>CMS 3: Try the Rest Cube</b>  Found in the White Boa after being captured by Kakanas.  <i>ERGF EDCR</i></p>
<p><b>CMS 4: Five-Person Challenge</b>  Found in the Northern Cape, accessible once you can also access the Old Sorceress's Mansion. You may need Sarah in your party before you can actually collect CMS 4.  <i>GEGBA GFDCR</i></p>
<p><b>CMS 5: Making It Longer</b>  Found in the Ice Canyon. In the third area (Blizzard Peak), follow the path as normal until you come to an area where three air jets try to blast you down the slope. Once you're just past the three air jets, intentionally slip off the slope, and you'll come to a small ledge. Follow it back to the previous room, and you'll collect CMS 5 from a chest.  <i>DAEF DRAR GEDR</i></p>
<p><b>CMS 6: Twinkle Twinkle Little Star</b>  Found among the poison in the Burning Limestone Cave.  <i>CCGG AAGR FFEE DDCR</i></p>
<p><b>CMS 7: Go Tell Aunt Rhody</b>  Found in a treasure box in Terrace Cave.  <i>EEDCC DDEDC GGFE DCDEC</i></p>
<p><b>CMS 8: Try to Remember</b>  In Ming's palace in the City of Numara, take the exits behind the throne, take an elevator up (doesn't matter which one), and exit through the south door to enter Ming's private room. Look for the chest on the south side (camera-right) of the room.  <i>GBAD GABG DRGD EAGA BEBE</i></p>
<p><b>CMS 9: Cubic Maestro</b>  At the Pirate Fortress, take the first intersection to the right. Once you find the penguin, follow it along the thin path, and you'll find CMS 9 in a treasure chest.  <i>REER DRCD EGAB FEDE BAGE CCDE ARED</i></p>

Your prize for finishing CMS 9, by the way, is called Sunderch Glasses. These allow you to see a series of treasure chests that are otherwise invisible (and unobtainable). See our Hidden Treasure Chests subsection here for more information.



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## Dream Locations

This subsection, I'm sure goes without saying, lists where to get Kaim's dreams. We won't describe the dreams here other than their titles so you can be surprised (or nauseated depending on your tastes) at the tales themselves.

<b>Dream 1: Hanna's Departure</b> Automatically achieved early in the main story.
<b>Dream 2: A Hero's Return</b> Virno's Tavern (Uhra), after staying at the Uhra Inn once. Automatically initiated when Kaim approaches the bar.
<b>Dream 3: White Flowers</b> Revealed in Uhra Park just north of the inn, after staying there once.
<b>Dream 4: In the Mind of a Captive</b> In Virno's Tavern (Uhra), approach the men at the first table upstairs, after unlocking Dream 2. You might have to exit the tavern and reenter it to trigger the dream.
<b>Dream 5: A Mother Comes Home</b> In Virno's Tavern (Uhra), approach the man at the bar again after you trigger Dream 4. This is the same guy who gave you Dream 2. Like for Dream 4, you might have to exit the tavern and reenter it to get Dream 5 to trigger.
<b>Dream 6: Little Liar</b> In Uhra, take the magic taxi to Central Station Square. Leave via the west path, and you'll come to the Monorail Central Station. There, take the lift up, and you'll come to another waiting area. At the south edge are a father and daughter sitting on a bench. Approach them to trigger this dream.
<b>Dream 7: The Upstreamers</b> Automatically activated on your first visit to the northern part of the Ipsilon Mountains.
<b>Dream 8: They Live in Shells</b> Automatically activated after initially visiting Grand Staff.
<b>Dream 9: The Talkative Mercenary</b> Revealed when you approach a kid on the Numara Main Street bridge.
<b>Dream 10: Don't Forget Me Now, You Hear?</b> Approach and examine the fruit stand near the bend of Canal Street in Numara.
<b>Dream 11: Letters from a Weakling</b> Approach the conversation between two soldiers and a young woman on Numara Main Street. They're standing at the water's edge, near a fruit cart.
<b>Dream 12: Evening Bell</b> As you leave Ghost Town after Lirum's send-off, this will automatically come to you as you pass by the bell tower.
<b>Dream 13: Portraitist of the Dead</b> Triggered as you cross the large bridge on Canal Street (Numara), but only <i>after</i> Lirum's send-off.
<b>Dream 14: Elegy Island</b> Automatically received when leaving the Crimson Forest after advancing to Disc 2.



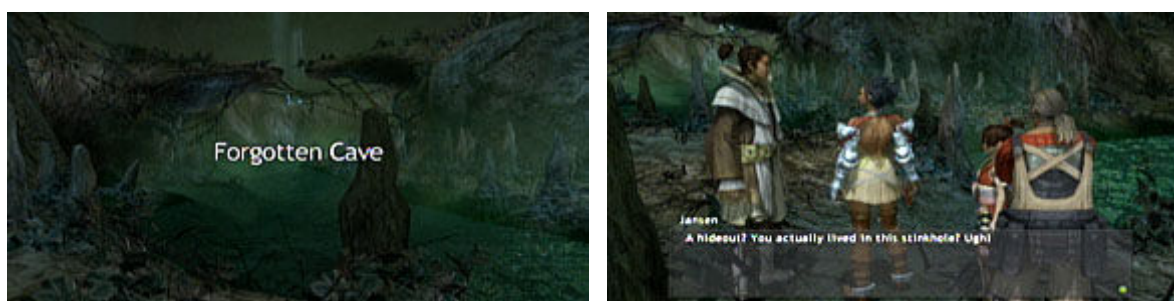
<p><b>Dream 15: Seth's Dream Part 1</b> Automatically received when you disembark the Slantnose at Gohtza.</p>
<p><b>Dream 16: The Hero</b> Cross the small bridge in Tosca (South) and approach the baker on the right side.</p>
<p><b>Dream 17: The Bread of Grandma Coto</b> In Tosca Village, approach the man and woman just south of the bridge on the right side. You might have to have cleared the Old Sorceress's Mansion to be able to access the dream.</p>
<p><b>Dream 18: So Long, Friend</b> In Tosca Village, enter the inn, and head up the steps. You should trigger the dream when you approach two guys talking at a table just up on the landing. If the dream doesn't trigger, like with Dream 17, you might have to clear the Old Sorceress's Mansion first.</p>
<p><b>Dream 19: The Tragedy of the Butcher General</b> Approach the fallen soldier in the northern part of the Black Cave.</p>
<p><b>Dream 20: The Story of Old Man Greo</b> Approach the shoemaker at the left side of Audun's Item Shop in Saman.</p>
<p><b>Dream 21: Seth's Dream Part 2</b> Automatically revealed after the fight with Mantalas.</p>
<p><b>Dream 22: Bright Rain</b> In Saman, only <i>after</i> returning from the Experimental Staff, approach the guy in the merchant stand in the middle of the street.</p>
<p><b>Dream 23: The Ranking of Lives</b> In Disc 4, visit Gohtza (East). You'll find yourself in Low Town of Gohtza. Go west, then north along the western paths. Two kids will be standing by some benches in front of the marketplace. Approach them to trigger this dream.</p>
<p><b>Dream 24: The Village Closest to Heaven</b> After the party is reunited in Disc 4, visit the Gohtza Refugee Camp. Approach the tent just north of the center of the camp to activate the dream.</p>
<p><b>Dream 25: Stones of Heaven</b> After triggering Dream 24, approach the fire in the center of the Refugee Camp.</p>
<p><b>Dream 26: Signpost</b> After triggering Dream 25, enter the medical tent (the northern most green tent) of the Refugee Camp. Approach the boys on the cots at the end of the tent to get Dream 26.</p>
<p><b>Dream 27: Beyond the Wall</b> Approach the little boy across from the inn on Uhra Main Street, after upgrading the Nautilus in Disc 4.</p>
<p><b>Dream 28: A Chorus of Cicadas</b> In Disc 4, return to Ipsilon Mountains (North). Travel north along the path through the forest. After a short distance, just before the first turn to the left, you'll get Dream 28.</p>
<p><b>Dream 29: Return of the Native</b> Approach the man and old woman on Numara Main Street, just in front of the fruit cart. This will only unlock once you reach Disc 4.</p>
<p><b>Dream 30: Lottery of Life</b> On Disc 4, head to Canal Street in Numara, then approach the boy and shopkeeper just to the right of the turn in the street.</p>
<p><b>Dream 31: The Queen's Loneliness</b> Automatically activated after beating Kakanas on Disc 4.</p>

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## Forgotten Cave

If you read Seth's dreams, you'll know that she was chained to a rock and left to stagnate for all eternity in some cave. This is that cave!



To get there, sail the White Boa to the north-central blip of the northern continent. You'll have to tear through ice, and then you'll come to a small inlet of water that the White Boa just cannot fit into. Once you're as far as you can go, press B to launch the Nautilus. It will appear forward of the ice, despite the side of the White Boa still within the ice. In the Nautilus, merely submerge, and the entrance to the cave should be just in front of you.

The Forgotten Cave is a fairly small area with a twist: you're not allowed to use any items whatsoever. Still, you should be strong enough to deal with it, so don't fret too much. There are a few treasures to be had here, but the main draw is an optional boss called the Cave Worm.

## Boss: Cave Worm

The Cave Worm has about 11,000 HP and a decently strong attack, but he's a bunny rabbit compared to some of the fights you've had to deal with. The CW's main way to hurt you is by fear. Specifically, he busts out an attack now and then called Stench, which hits your entire party with a variety of status ailments.

Now, while that might sound bad, it's actually a mind trick. He doesn't hit you with any exceptionally bad status ailment, and he won't do Stench enough to cause you severe problems. As long as your mages are guarded against Seal, you can just use Cure-All spells, and you'll be fine.

Seth is locked into your party for this one. We also recommend taking with you Kaim, Ming, Sarah, and Cooke. Cooke will naturally do nothing but heal, while the fighters do their thing. Ming and Sarah will cast black magic (the CW is more vulnerable to magic than physical attacks anyway) if they can, and white magic if needed. When CW does Stench, it's recommended that all three mages use Cure-All to fix the problems.

CW will use Complete Defense toward the end of the fight. Because items are forbidden in this area, just have the front-line fighter defend, and order the mages to heal the party. After a couple turns, Complete Defense wears off, and you can resume the battle.

Again, although the CW tries primarily using status ailments to win, the status ailments are less harmful than you may think. Just heal them as needed, and otherwise attack with as much power as you can. You'll kill him rather easily and pick up a nice reward (and an Xbox Achievement) to boot.

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### Hidden Treasure Chests

Your prize for correctly playing Cubic Music Score 9 is a special item called Sunderch Glasses (see our subsection on Cubic Music for more information). This is not an equipable accessory, but rather just a so-called Valuable Item that is constantly active. Possessing it allows you to "see" a series of treasure chests that are otherwise invisible and unobtainable. The 11 hidden treasure chests are located thusly:

- **Crimson Forest** — From the starting point, turn east and follow the path all the way as it bends north. Take the large elevator down to the Altar of the Abyss (where you fought Obsidian). Go all the way north, and the chest is right next to the wall.
- **Gohtza** — Enter from the east, and you'll be in Low Town. Go west, and go north along the west path. Take the second right, and you'll come to some stairs that lead up to the upper level of this area. Near the stairs is a ladder leading down to a tiny ledge. That tiny ledge holds the chest.
- **Ice Canyon** — Enter from the north, and you'll be on the plateau where you fought Dinozaoro. To the east (camera-right) is a thin path that leads upwards. The chest is up there, near the Royal Seal.
- **Ipsilon Mountains** — Enter from the north, and proceed forward. The first hidden chest in this area is just before the small hut. Look for a thin path to the southeast (camera-bottom-right) of the hut before entering it.
- **Ipsilon Mountains** — After getting the last chest, go through the hut and exit out the other side. Proceed on until you get to the plateau where you fought Grilgan. The chest is right next to the save point.
- **Northern Cape** — At the end of the northeast path.
- **Old Sorceress's Mansion** — Outside the building, to the east at the intersection.
- **Refugee Camp** — Enter from the east, and take the ladder near you downward next to the hot springs. Take a few steps south, then climb up the other ladder up to find the chest sitting on a ledge.
- **Sea of Baus** — At the end of the east (camera-right) path.
- **Uhra** — Go to Central Station Square, head east, then north on Main Street. You should be in the Residential District. Go into the small park area, then head to the small alcove that's at the southeast end (camera-top-right).
- **Uhra** — After getting that chest, go northeast (camera-top-left) to Gongora's mansion. Go left in the main hall, then take the first door on the left. Break the Royal Seal in the courtyard, and you'll get access to the Secret Cave. The chest is just inside the first "room."

There is no blatant reward or cue once you have all 11 chests, but the awesome items and spells you get from it should be enough.

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### Kelolon Village

Kelolon Village is located essentially in the exact center of the map. Even before you get there, you should see a blip on the map once you earn the White Boa on Disc 4. To get to the village, fly the Nautilus to the ocean just north of the blip, then submerge. You'll see a thin underwater cave leading south; follow it with the Nautilus, then surface. You'll be at a lake, and can land on the shore.

The village, home to all the Kelolons in the world or something, is hosting a tournament. The champion is King Kelolon, who possesses some great white magic. Cooke wants the magic too, but the Kelolons tell her that the king will only teach the spell to someone who can best him. Cooke thinks she can handle it, so she decides to enter the tournament.



After the cut scene, go ahead and explore the village a bit, as there's some nice stuff around the place that will help you out. When you're ready to start the tournament, head to the large plaza at the north end. There's a shop and an inn there if you have the need to buy some really expensive crap, as well as an always-helpful save point. Do what you need to do, then speak to the Kelolon in the middle of the plaza.

You will have several fights to deal with here. The first, the qualifying round, pits Cooke against a short gauntlet of Kelolons. Magic and skills are illegal, so you can only use your crappy weapon. Cooke should still be able to one-hit the enemies, however.

The next fight, or rather series of fights, brings magic back into play. The first fight (vs. Kelo-Kelolon) pits you against an enemy who likes to cast Kelolon on you, so you might want to change your equipment to protect yourself against it. After taking a few shots, the enemy will split up into five normal Kelolons. Switch your accessory in mid-battle to allow Spirit Magic, then wipe out your enemies with a Shadowa.

The second fight (vs. Uncle Kelolon) of the series puts you against a human. Start by casting Coverus or Covera on yourself. Follow that up with a Powerus, then use regular attacks to take him down.

The third fight (vs. Self-Claimed Lv. 99 Kelolon) is essentially the same as the second. Cast Coverus or Covera first. If you wish, change your equipment out so you have access to black magic, and cast the strongest earth-elemental spell you've got.

The fourth fight opponent is a bit of surprise: it's Mack! I guess sibling rivalry is pretty strong after all. Same deal though: cast Coverus or Covera, then change your equipment so you can cast black magic. Send a Forceus or Forcea his way, and Mack will cry.

After that, you'll finally get to take on King Kelolon. If you had any qualms about killing him, note that he winds up being a pedophile and a polygamist. Just saying, is all.



#### Boss: King Kelolon

Thankfully, unlike the rest of the Kelolon tournament, you can use the full party (although Cooke is forced into it). The King has about 11,000 HP, and not helping matters is the King's propensity to use Coverus. Still, this one should be fairly simple.

Come into the fight with Kaim and Tolten in the front, and Ming and Sarah joining Cooke in the back. Use Powerus on the front-line fighters, then pound away at KK with Groundus. Have Cooke keep up with heals, and KK will die within five turns or so.

By winning, you pick up the spell Divide, a white magic spell that does damage to all enemies.



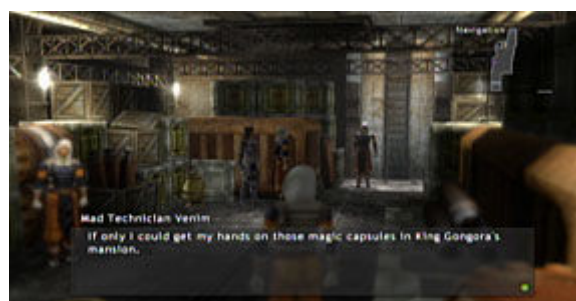
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## Magic Research Errands

There are two side quests that task you with collecting magic energy. Or rather, at least that's the storyline reason, when in fact you're on a couple glorified fetch quests. The rewards are almost not worth it, but still, you'll want to do these side quests if you're a completionist.

You're going to activate both side quests at the same time. Head to the Grand Staff Construction Base, and enter from the northwest. Enter the first building you see (camera-left), and speak to the guy on the right.

Then, leave that building, and go to the warehouse. If you remember, that's the area where you had to slip past the researchers and go down a long ladder. You can use the shortcut in the barracks if you need to. One guy in there will complain about needing Magic Capsules, which he thinks can be found in Gongora's mansion.



Let's get the second one over with, just because it's so quick to do. Head to Uhra, take the Magic Taxi to Central Station Square, go east to Main Street, north to the residential area, then northeast to Gongora's mansion.

Inside the mansion, head down the right hallway. One magic capsule is at the end of the hall on some metal things. Double back and take the nearby door to enter the magic lab. The second capsule is in this room, near the elevator on the left side. To get the third one, exit out the lab via the left door (not the elevator), and you'll be back in the hallway. Take the door to the left in the hall to exit to the courtyard. Break the Royal Seal there if you haven't already, and head down into the Secret Cave. The capsule is in the little room on the far east side of the cave.

Now that you have all three, we're going to do the other side quest before returning to the construction area. The four places you need to drop the magic gauges are:

- **Black Cave** — Enter from the north, then head south until you come to a large metallic structure. Just north of it is a metal pole with a glowing blue stone inside it, which you must approach to lay down the gauge.
- **Great Ancient Ruins** — Go through the Astral Square (the first room where the party splits), and go all the way through it. In the next small area is the blue sphere and a save point. Just past those is the next cite for the magic gauge.
- **Ice Canyon** — Enter from the south, and proceed forward. Once you're past the save point, bear right, and Jansen will point out a spot for another gauge.
- **Ipsilon Mountains** — The magic site is the plateau where you fought Grilgan. It seems to take just as long to get there no matter which side you entered from, though if enter from the north, you'll probably have to deal with fewer enemies.

Afterwards, return to the Grand Staff Construction Site and speak to both quest givers again. You'll earn some components for rings for your trouble.

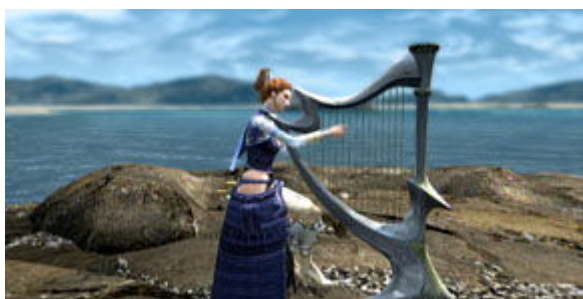
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## Numara Atoll

To fully exploit Numara Atoll, you need a special item that's very easy to get. Inside the White Boa, go down to the Guest Area, and enter Ming's room. In the center is her harp. Check it, and you'll get it as valuable item.

After you have it, it's time to head to Numara Atoll itself. Unlike many of the side quest locations, Numara Atoll is available to you without any special requirement or action on your part. Simply select it from the menu once you get access to Numara City and Numara Port. Once you're in Numara Atoll, Ming mentions something about a Holy Beast, whom she can summon with her harp music. I didn't think her playing was that bad, but maybe my taste in harp music stinks.



Numara Atoll is basically straight-forward and not substantial. There are only two treasure chests, one on each side, and neither contains anything you need at this point. The draw however is the rocky area at the north end. Approach it, and Ming will summon the Holy Beast via her harp. The Holy Beast, in a surprise to everyone but us, is hostile and engages you.

## Boss: Holy Beast

The Holy Beast is a weakling despite his size. You will find this battle remarkably easy if you have the four immortals and Jansen in the party. Don't even bother with a Powerus; just go right after the Holy Beast with earth-elemental spells. Several shots of Groundus will obliterate the HB faster than you can imagine.

After the battle, you'll get a very nice item called 1000 Year Memories. This is an accessory that teaches the skill Slot +10, which adds 10 skill slots! Every single immortal should have this skill; it makes the final fights ridiculously easy.

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## Persona

Persona is an optional boss who resides in the Old Sorceress's Mansion. To access her, you need to fully explore the dungeon and collect all four poem fragments, then go to the room where you rescued Sarah from the Bodies of Thought.

Prior to the fight, you'll want the four immortals and Sed, all with Anti-Petrify at least. It would be better to have Anti-every status ailment, but you can only do so much, especially with Sed. The boss looks like and acts like the infamous Medusa, except about a million times more creepy. This means that without Anti-Petrify, you'll be turned to stone rather quickly.

## Boss: Persona

Persona's gimmick here is that she will either absorb all physical attacks or all magic attacks. If her human-like face is forward (the one with a purple glow), then she will heal with any magic attack. If her helmet-like face is forward (the one with the green glow), then she'll heal whenever hit with a physical attack. Switch up your offense accordingly, and you'll take her down in no time.

Beating Persona nets you an item called Sarah's Notebook. This accessory teaches Absorb Fire, quite handy for some future fights.

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## Sed's Pirate Fortress

The Pirate Fortress is represented by the blip in the very northeast corner of the northern continent. Merely sail the White Boa into the thin ice there, and a prompt will come up that you press A to land. Just like that, the fortress will be unlocked.

Upon arriving, Sed meets up with a single member of his pirate crew, named Gar. Gar reports that the imperial navy was rather persistent, scattering the crew; Gar himself is the only one who has made it back. Sed promises to find the others.

There are six other pirates on the crew. To get them back to the hideout, you merely have to go to find them; a cut scene will do the talking for you. Their locations are as follows:

- **Kelolon Village** — Be sure to put Sed in the party, then run around looking for random battles right around the village. You'll find the pirate surrounded by Kelolons, and they'll beat him down if you're not quick enough. Just take out the four Kelolons and you'll have him.
- **Old Sorceress's Mansion** — Inside the room camera-left of the main lobby.
- **Saman** — Near two kids beside the large tree in the middle of Main Street.
- **Sea of Baus** — At the end of the path directly north from the starting spot.
- **White Boa** — Guest Area, in Ming's personal room.
- **World Map** — This one is a little complicated to get. He's actually underwater in the giant lake in the middle of the northern continent. Either use the White Boa to cut through the ice, or use the Nautilus's jump function to get into that lake. Either way, once you're there, dive underwater and head to the northwestern corner of the lake. You should see a stream of bubbles as if it's a treasure, but it's actually one of Sed's pirates.

Once you've found all six pirates, return to the Pirate Fortress. Take the gondola down, and trace your way through the fortress proper. Once you get to Gar's workshop, you'll earn a new ring and Sed's ultimate weapon, the Magic Rifle of Aneira. While you're in there, examine the table on the left, and you'll upgrade your treasure locator to its highest level.

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## Snowfields of the Northern Land

The Snowfields of the Northern Land is the easiest optional area, and contains the easiest optional boss, of the game. Once you're in the White Boa, sail to the very northwestern corner of the northwestern continent. You'll cut through the ice and be able to land.

Once you disembark, Jansen will mention how horrible the place is, but also says that there is a powerful black magic spell in the area called Leveler. Though he protests, the party decides to look for it.

The Snowfields are a pain because the wind is constantly draining your MP, and you can't do anything about it other than heal occasionally (though you should have so many MP-restoring items by this point anyway that it's not a problem). The Snowfields are also collectively a maze, similar to the Lost Woods of the Zelda games where you always

have four paths in each "room." To figure out where to go, you need to find the source of the glowing blue spheres that are blowing in the wind. For example, if the blue spheres are blowing west to east, you want to take the west path.

After about a dozen rooms, the party finds the dragon itself.



### Boss: Blue Dragon

The Blue Dragon is the weakest of the optional bosses, and pretty much a wuss in the grand scheme of things. If you spent too long in the Snowfields, your MP is probably drained; hopefully you kept up the MP restoration during the trek.

Before the fight commences, you are opted to shuffle your formation. This is because Jansen interjects himself upon this battle, so hopefully he's roughly as strong as the rest of your party.

BD has less than 10,000 HP, but he is completely immune to all elemental spells. He will still suffer damage from Forceus and Shadowus, though. Just have your mages whip those out after powering up your attackers, and you should be fine. BD will demonstrate Leveler against you, but it only strikes one ally. If you keep up with your heals, BD will not be much of a challenge.

Winning the battle will net you the Leveler spell and the Blue Dragon Eye accessory, which teaches Absorb Water.

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### Temple of Enlightenment, Part 1

Finally, a true bonus area! The enemies in the Temple of Enlightenment are ridiculously strong. Be sure this is your last stop when you're running around doing side quests, else you'll see the game over screen a few times too often than you'll want. You'll be here a long time, several hours, even if you follow our steps and don't get lost. The benefit of course is the fact that your party will gain levels quickly here, perhaps even breaking 70 by the time you're done.

To save yourself some sanity, we recommend you take two side trips before stepping to the Temple. First, you'll want to trigger the tip for Treasure #17. Treasure #17 is inside the T of E, but it's rather deep; if you don't get it on your first trip inside, you might not want to deal with going into it again. To trigger the tip for Treasure #17, go to the City of Numara, and visit Canal Street. You can enter a house on the west side of the area near the market stands (check the screenshots below); it's called Katyla Family House. Speak to the boy directly in front of the mom, and you'll get the tip.

The second side trip is to Saman. Enter the store (the last building on Main Street before going to the port), and you should see a cut scene where the shopkeeper gives you an item called the Enchanter's Mask. That goes extremely deep in the T of E as well, so you'd best get it now. If the shopkeeper does NOT offer the item, he considers you under-leveled for the T of E; you might want to fight around in the first room until you gain a few levels, then leave and see if he'll give it to you.





The T of E is the blip on the western end of the southeastern continent, and it's a little bit of a pain to get to. Hop in the White Boa, then sail your way into the small inlet of water that is blocked by ice. Once the White Boa is completely in the inlet, launch the Nautilus, then dive underwater. From there you can take an underwater cave to the west, and surface up into a landlocked lake. Dock there, and you'll be at the Temple's doorsteps.

The Temple is huge, and it's a little confusing to get through. It operates like the Great Ancient Ruins with moving platforms and so forth, but on a much grander scale. You'll also probably gain levels like crazy here because of all the fights you will assuredly get into, not to mention the strength of the enemies. This place, truly, will challenge your party's abilities. On the plus side, you'll get plenty of skill points for your immortals.

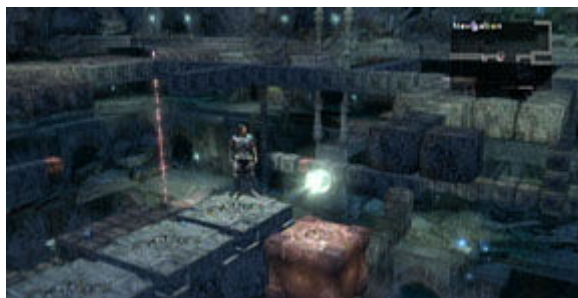
Okay, let's start with directions here. **Note that we'll only give cardinal directions because the camera moves around so much. Pay close attention to your radar at all times when you follow our directions.** Also note that our directions will have you get everything in here, so our path is a little longer than it needs to be.

#### Area 1: The Square of Eternity

Once you get into the building (called the Square of Eternity), you'll have a linear path. Ignore the first platform you see and continue past it to the west. You'll come to a red block that has a switch; pressing the switch rotates a portion of the level. The first rotation doesn't help you out, so hit the switch a second time. This makes a platform accessible near you just to the south. Ride it down, and you can open a chest.

Ride the platform back up, hit the switch twice. (Yes, this resets the rotating part; the only point of the switch in the first place was getting that chest.) Head back east to that first platform we told you to ignore; now is the time to take it up.

Go west, then south to the dead end, and ride the platform down. Follow the path south, east, then north to get another chest. Go back the way you came, and go west rather than back north to the platform you took to get here. Instead, continue west, and you'll find a platform that you can ride up. There is a chest immediately to the west; grab it, then go all the way east on this new path. You should find a red block with another switch if you're in the right spot.



Hit the switch, then follow your new path east. At the split, go south, and follow that path to a platform that goes down. Go north until you find another switch. Hit it, then go east onto a plateau with a chest. After you've claimed it, go west again, head past the switch, and you'll come to a slightly smaller plateau. A chest there will net you a slot seed! Go back east to your switch, and hit it again.

Head south and ride the familiar platform back up. Go west, north (even at the intersection), then back east a few steps to a new switch that you need to ignore for now. Go north, skip the first two paths (they both lead to dead ends) and instead take the second path west.

You'll cross over two empty plateaus. Go south and west (the only way you can), ignore the first platform you see, go north at the intersection, then right *that* platform down. Go northeast, ignore the platform, and you'll soon find another switch. Hit it, follow the linear path south to a chest, go back north and hit the switch again. Go west, and now ride up the first platform you see (the one you just skipped).

The platform spits you out right next to a new switch. Ignore it and just go west, following the linear path. Your mini-map will show an exit from this area to the west. Seeing as that you have all the chests in this area, go ahead and exit west now.

### Area 2: The Precipice of Hopelessness

Head west, and when the camera shifts, you'll see a platform to the north. Ride it up, then step off to the east. Follow the path around, head down the set of stairs, and grab the chest at the landing.

Now you have to do something that feels pointless. Ride your platform down, then immediately back up; the point is that you now have to step off it on the west side now. (Too bad Kaim couldn't just jump the gap or something.) Once you're off the platform, go a step north, and look at the ground: you'll see a small gray stone in the floor. Step on it to make a switch appear. Trigger it to make the platform in the background rise.



Okay, go back down your platform again so you're back on the ground (as it were). Take the step south to the main path, then continue west. Bear south, and you'll come to some stairs leading upwards south. Take them up, and you'll find the door to the next area.

### Area 3: The Corridor of Timelessness

The path is linear until you come to a save point that you cannot initially reach. Near the save point is a red block with a switch. Hit it, and you'll be able to save, thank goodness.

From the save point, go back north through your switch (don't hit it a second time), and take the path north. At the intersection, go east. Ride the platform up, ignore the switch, go north, and ride *that* platform up as well. Go south, take the singular block west when you get to it, follow the path north (south is a dead end), and you'll come to a chest that contains Orichalcum. This is what Lau needs to forge either Kaim's or Seth's ultimate weapon. See Note 2 in our Odds and Ends subsection here for more information.

Return to the last platform you rode, and ride it back down. Head south to the switch, hit it, continue south, and ride the platform up. All that's up there is a chest for you to grab. Ride your platform back down, go back north through the switch without hitting it, and go up the platform at the end of the path again.

The path up here has changed because you hit the switch, so step off the platform and go south. The path is linear here, and you'll see an exit to the southeast. Ignore the exit for now, and go north through the side room to get to the chest, which contains Angel Guard (an accessory that blocks all status ailments). With that in hand, return to the exit, and head out to Area 4.



## Temple of Enlightenment, Part 2

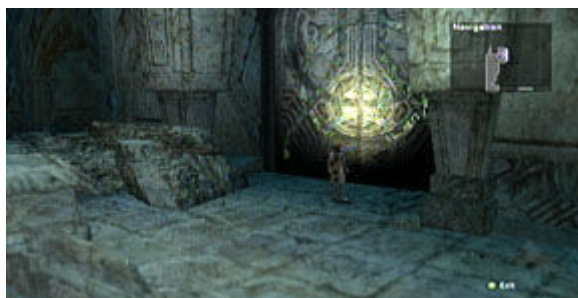
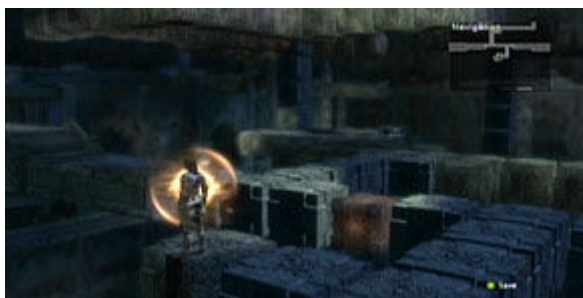
This is a pretty big dungeon for a side quest, isn't it?

### Area 4: The Valley of Loneliness

Start by going west and bear south. It might be a bit hard to see, but there's a ladder that you can take down. Head south down the stairs and open the chest there for a Magical Lock Key, which grants you access to the Super Heavy Class in the Backyard. Once you've got it, head back up the stairs, and back up the ladder. Go east, and you'll see a platform sitting on some rocks. Ram it, and you're done here: go back through the door you took to get here.

### Area 5: The Corridor of Timelessness (2)

Go north, then west down the little set of stairs. Continue along the path and ride the platform down. Head south to the switch (don't hit it), and ride down the platform adjacent to it. Head west, south, east through the switch (save if you wish at the save point again), then north down the stairs. Keep heading north, and exit out the door there.



### Area 6: The Valley of Loneliness (2)

You'll have a completely linear path here that leads to three platforms. While you can't actually get on the platforms yet, you can press switches near them to activate them. Activate all three, then double back and re-enter the Corridor of Timelessness. (The exit to the west of the platforms returns you to Area 1, the Square of Eternity.)

### Area 7: The Corridor of Timelessness (3)

Take the path one more time to the save point, and save if you desire. Head north, east, up the platform, north, up the next platform, south, east, and exit out the east door. Getting annoyed, yet?

### Area 8: The Valley of Loneliness (3)

Go southeast and take the ladder down. Head east; the platforms you activated earlier will help you get across. You'll come to a jewel that sits in the middle of a plateau. Grab it: it's called the Jasper of Loneliness. Strange name, indeed. With the jewel in hand, go back to the ladder, climb up, and go back through the door.



### Area 9: The Corridor of Timelessness (4)

Take the same trip you've taken a couple times, until you get to the switch. Hit it, then ride the adjacent platform down. Go to the save point and save, then go back north. Rather than going back to the east to take the same bloody platform we've been riding for a half-hour, you need to go west instead.

So yeah, go west, then north around to the platform. (You'll have to go behind a stone pillar and Kaim will disappear



from view, but there is indeed a path there.) Ride it up, then follow the linear path here. (You'll have to go through a purple magic bolt that is connected to a platform, but it won't hurt you.) You'll see a switch here, and you'll need to hit it.

From the switch, go east, take the first path that goes north, east at the intersection, north at the next, and you'll find another switch. Hit it, and you'll be blocked from retreating. Take the platform up that's just east of the switch.

Go west and south as the path turns, then follow it the only way you can. You'll see two platforms shortly, one you can't reach, and one you can. Ride the accessible one down; this is where you ran through the purple magic bolt. Hit the nearby switch, then ride the same platform back up. Go west onto the plateau, go south path the exit, and bear west to find a treasure. Grab it, then step north and exit out the nearby door.

#### **Area 10: The Precipice of Hopelessness (2)**

We'll only be here for a moment. Go west (the only way you can), and bear south to find another hard-to-see ladder. Take it down, then go west to pick up another jewel, this one called the Emerald of Despair. Yeah, that sounds good. Anyway, once you have it, retrace your steps and go back through the door you to get here.



#### **Area 11: The Corridor of Timelessness (5)**

North, east down the little stairs, and you'll see two platforms. The one on the right (east) is the one you couldn't reach before, but now you can. Ride it up, go north and east (the only way you can), north again, north at the intersection, east as the path curves, north at the intersection. If you're in the right spot, you'll be at an altar. After the two-second cut scene, press A at the altar itself to place both the Jasper of Loneliness and the Emerald of Despair on it. This makes a new platform appear.



From the altar, go south down the stairs, then immediately go east. Head north up the stairs, and you'll see a chest in the small room up there. Claim your treasure, then head back down the steps, then west, then south at the plateau, and you'll come to a switch. Hit it, and be warned: you're about to enter a boss fight. If you're bored, you can trace your way all the way down and save one more time. By now, you should be all right though, especially with our boss strategy on the next page.

From the switch, after you hit it, go south. The new platform is in the middle of the plateau there. Only one more area to go!



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### Temple of Enlightenment, Part 3

It's been a rough ride, but we're almost done. Just hang on a bit longer.

#### Area 12: The Altar of Truth

A linear path here, so go north. You'll see a guy at the end of the path, and he'll talk to the party as you up the stairs. Specifically, he addresses Mack, and explains that he can feel the remnants of the Obsidian creature that took hold of him all the way back on Disc 1. The Obsidian was part of this mage's spirit, so Mack's power (Spirit Magic in general) is really part of this guy's being.

The mage, whose name is Fu, explains that he's the last survivor of the Eastern Tribe. He's got tons of hatred within him due to all that the tribe has endured, and he's going to take out his anger on you. Nice.

#### Boss: Legendary Spirit Sorcerer

The LSS has over 22,000 HP, and many tricks up his sleeve. First off, you'll get to adjust your party, and unfortunately Mack is locked into it. It's best to have Kaim by himself in front, and Mack, Ming, Sarah, and Cooke in the back.

Now, from the start, LSS summons Obsidian to protect him. This isn't just a matter of front row/back row: LSS is unable to even be targeted when Obsidian is in play. Naturally, for Kaim and Mack, it really shouldn't matter: have Kaim attack, and have Mack cast Shadowus. Ming and Sarah should launch Forceus at the Obsidian, and Cooke should do nothing but heal. Don't bother with Powerus or any other buffing spell, because if you do, LSS will immediately cast a spell to negate it.

Obsidian is fairly weak itself. Granted it has 15,000 HP, but its attack is not that impressive. LSS, on the other hand, busts out an attack every turn called Triple Waves, which inflicts three hits on random party members. As long as Cooke is firing off Zephyrus every turn, you should be all right. Even if you start to fall behind, just have either Ming or Sarah cast it also rather than attack. (Or even better, if they have Double-Cast, have them cast Zephyrus for one spell and an attack spell for the other.)

Once Obsidian goes down, the LSS is available to be targeted. LSS will summon a pair of more guards called Reverse Souls, and it becomes a front row/back row situation. LSS himself will start to directly attack a bit more, including whipping out a ridiculously strong attack called Halberd of Heavens that, in all probability, will kill Mack and at least one of your mages. Have *everyone*, including Kaim, concentrate on healing the party for at least a turn to get everyone back in shape afterwards.

Once you stomach that, you will need to deal with the Reverse Souls together. If you only kill one of them, then the other will use an ability called Sacrifice Self that not only revives the first one, but also totally heals the LSS. If you have Double-Cast on Sarah and Ming (which you should), you have options. One is to cast Flarus or Leveler on one Reverse Soul followed by the same spell on the other Reverse Soul. You could also just cast Divide twice. Alternatively, you could do the same strategy you used with the Generals in Grand Staff: that is, beat the living hell out of one, but hold off the final attack until the other one is close to death too.

If you make a mistake and only one Reverse Soul goes down, you're not exactly screwed, but you have made things tough on yourself. You will have to go nuts with spells and attacks to try to take the remaining Reverse Soul down before it gets a chance to Sacrifice Self. Remember that the Reverse Soul is weak against Fire, although Leveler will do more damage. Double-Cast it every turn until it goes down. Have Cooke use Casting Support if necessary to speed Ming's or Sarah's casting time.

Either way, once both Reverse Souls are dead, it comes down to just you and the LSS. Go balls-out with Wind-elemental offense against him. His physical defense is quite high, so it may behoove you to just use Kaim for items and/or Casting Support to help out the mages. Mack should do nothing but distribute items if necessary, seeing as he's otherwise extremely pointless.

You may have noticed already, but at this point, LSS has a very definite pattern. He does All-Fall (which becomes pointless after the first cast), then Shuffle (which becomes pointless once your GC is zero), then All-Rise (which also becomes pointless after the first cast), then Halberd of Heavens and a Triple Waves. Prepare for the attack only (since the other three moves of his won't hurt you) by being sure you have Zephyrus queued up.



With that craziness over, you'll have a new Spirit Magic spell to play with, though we're not *quite* done yet. Step forward, and you'll be able to find Treasure #17, which is Mack's ultimate weapon. Woo hoo!

Now it's time to get the hell out of here. Go south, and ride the platform back to the Corridor of Timelessness.

#### Area 13: Corridor of Timelessness (6)

No more treasures to get in here, so these directions will simply help get you out of here. After riding the platform up, you'll only have one way to go. Ignore the switch as you go along the linear path. Once you get to the plateau, go south, then east when you can. Follow that path to a platform, then ride down. You'll be beside another platform; ride that one down as well.

Step off the platform south, then trigger the nearby switch *twice*. Ride the platform back up, step off, and immediately go back down. This time, step off north, then go east to the platform there, and right *that* one down. Bear south, and you'll soon see your save point. Save (you really don't want to have to fight the Legendary Spirit Sorcerer again, do you?), then go east from the save point. We're going back outside.

#### Area 14: The Valley of Loneliness (4)

Linear path, down the steps, and past the platforms you activated before. This time, keep going east, and take the exit there.

#### Area 15: The Square of Eternity (2)

Linear path as you trace the exterior of the room. Once you're on the west side of the room, go east at the last intersection. Another linear path that ends at a platform that you need to ride down. At the large plateau, head southwest, then ride the platform up at the end of the path.

Head south, then east at the intersection, then down the first platform you see. Step off it north, then go east. Head south at the intersection, and you'll finally be out of this insane dungeon. After a few more moving platforms, you'll be safely back at the world map. And with the LSS's kill under your belt, you're more than ready for the final bosses!

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### Terrace Cave

Terrace Cave is represented by the blip that is in the southwest corner of the map. You'll need to dive underwater in the Nautilus to see the entrance.

Prior to exploring it, however, you'll want to go to the Great Ancient Ruins. There, fight around until you engage an enemy called Money-Money. (They can be found in the Astral Square.) When you fight them, have your *casters* do physical attacks, and have your front-line fighters defend. If a Money-Money is hit but not killed, he will respond with an attack called Steal and Heal. He'll take your money, but this is necessary.

Now head over to Terrace Cave once a Money-Money takes your cash. As you enter it, look to the ground for a glow, like an item. Follow these blips, collecting each one, as you explore the cave. You'll have to take a long, roundabout path to get the last one, but it sits beside a red treasure chest. Open it up, and...

## Boss: Money-Money

Money-Money, the boss form, has just under 9000 HP. He's also a complete wuss that can be taken down quite easily. Come into the battle with Sarah, Ming, and Jansen, and just use the strongest fire-elemental spells. Let Kaim and someone else (Sed or Tolten, whichever you prefer) help out. You should be able to take him down in a single turn.

After he's finished, you'll get back your stolen money, along with a new item for the Backyard. Check out the rest of Terrace Cave for more treasure, but be advised that there is no other major boss fight or anything here.

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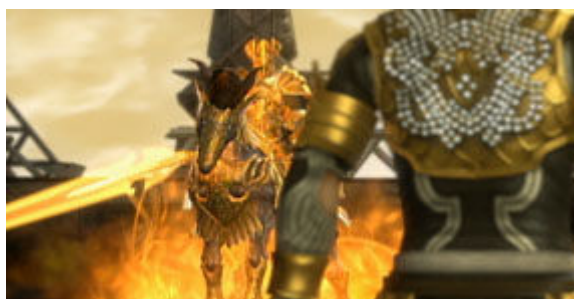
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## Tolten's Royal Seals

When you first get Tolten as an active party member in Disc 3, he finds a large tablet-like stone structure in the Back Alleys of Uhra. The tablets react to his touch, and each presents him with treasure. Plus, there is a major bonus once all are broken. First, let's reveal the locations of the eight seals:

- **Back Alley of Uhra**
- **Black Cave** — Look for the area called Helltrap (this is the area where you can fall into holes in the ground). About 80% of the way through it, you'll see a small alcove in a large room that is coming to the east side (camera-left). At the end of that alcove is a seal. If you enter Black Cave from the north side, you can get there a little faster.
- **Burning Limestone Cave** — In the area called Path of Dankness, you have to run through the first patch of poison mist and you'll come to a chest. From the chest, go camera-left, and you'll find a little path to a mist-free alcove with a seal.
- **Crimson Forest** — Follow the path west as it curves north, and when you come to the intersection, go east. Go northeast at the next intersection, and the seal will be there at a dead end.
- **Great Ancient Ruins** — In the area called Astral Square (the first large room), you can get a seal in the northeast corner before the party splits up. You'll more than likely find this upon your first trip into the area.
- **Ice Canyon** — Enter from the north, and you'll be in the "room" where you whacked Dinozaoro. There's a thin path camera-right; follow that up to find a seal.
- **Kelolon Village** — Practically in plain sight, simply head northeast from your starting point and you'll find it after a short path.
- **Uhra** — In Gongora's Mansion, go left in the main hall, then take the first door on the left that you see. (Note: After breaking this seal, you have access to the Secret Cave.)

After getting all eight, head back to Uhra. Take the magic taxi to the Uhra Castle Station Square, then head east through the next couple areas so you get into the castle. Head forward up the stairs to the left, double back once you're on the upper level, and take the elevator (it goes to the roof where Gongora was crowned king). At the far end there, you'll have one more seal to break. Do so, and Tolten engages the Golden Knight, the first king of Uhra!



## Boss: Golden Knight

Tolten has to fight this one by himself, but it's a gimmick battle. You'll be forced to do an ordinary attack for the first couple rounds. Then, GK will say "show me your power," and you'll get access to all of Tolten's abilities. Use Power Hit in response to this. GK will then imply he's going to cleave you in half, so use the skill Complete Defense.

GK will use a move called Ultimate Hit, which will kill you instantly, aside from the fact that you just used the Complete Defense skill. After it essentially fails, GK will give you the skill instantly. Use it right back on him, and the battle is yours.

After the fight, Tolten picks up not only a new skill, but the most powerful sword in the game. It's advised that if you're not going to use Tolten much, you should have Kaim Skill Link with him and learn Royal Equipment so the immortal can use the weapon instead.

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## Treasure Hunts

The first time you go to Tosca, you're given a treasure locator. Items don't simply magically appear, however; you have to trigger a treasure hunt by talking to a particular person. For example, once you're given the treasure locator, the guy who gives it to you tells you of a treasure buried nearby. Then, and only then, will a faint orange blip appear on your mini-map. Simply walk to the orange blip, and press A to claim your prize.

You can level up the treasure locator twice, which you will need to do to score all the treasures. Level 2 is in a treasure box in the Great Ancient Ruins, and Level 3 is received from Sed's Pirate Fortress.

There are 24 treasures in all. Listed below are the treasures by their order on the screen, how to get the treasure's location unlocked, and where precisely the treasure's location is. We won't list the treasures themselves; we'll keep it a surprise! Remember to use your mini-map and the orange blips to find the treasure themselves even after using our directions.

### Treasure #1: Tosca Treasure Hunt

The tip is given to you automatically in Tosca, and your hand will be held to treasure location.

### Treasure #2: The Bird's Shiny Treasure

Speak to Tolty, the innkeeper, in his inn to get the tip. The treasure is at the Old Sorceress's Mansion at the end of the west path in front of the door.

### Treasure #3: The Black Cave's Mysterious Treasure

Pick up the tip from Deeno Family House in Tosca (the left house of the duplex across the bridge), from Deeno himself. You can get the treasure in the Black Cave: enter from the north, go south until you're in the cave (but don't change areas), and take the path that leads south to a dead end. About halfway along that path is the treasure.

### Treasure #4: Talio's Returned Favor

After getting through Experimental Staff, go to Saman and speak to Valze, who is among the three people standing around near the entrance to the port. You'll see a cut scene where Talio is accused of steal money. After the cut scene, speak to him and tell him that you believe him. Talio tells his side of the story, and mentions something about seeing something involving the crow from before Experimental Staff blew up.

Go east at the shop near the tree, then examine the large crate on the left. You'll find the stolen money and return it, which nets you a new accessory. Speak to Talio again after the cut scene, and you'll grab the tip for Treasure #4. The treasure itself is on the far tip of the dock in Saman Port.

### Treasure #5: King of the Glaciers

To get the tip, go to the City of Saman after Experimental Staff goes down. Enter the bar, then speak to the guy at the bar named Zamilo. The treasure is in Ice Canyon: enter from the south, and go through the Ice Gourage area. Right before the exit to the next area, the treasure will be there, buried in the snow.



**Treasure #6: A Refugee's Misplaced Item**

Get the tip for Treasure #6 by going into Gohtza from the east. Enter the Abandoned Apartment, then go to the 10th floor. Talk to the guy who's wandering on the west side of the floor (named Belgen) to get the tip. The treasure is right near the southwest exit from Low Town.

**Treasure #7: An Item at the Hot Spring**

This one will take a bit of time. When you first enter the Refugee Camp, there is some noise made about a creature that has been harassing the refugees. The creature has to be killed before the tip for Treasure #7 is available. If you haven't killed it, go to Frozen Trail, and fight around until you engage a Gyaplos. Fight them, but don't kill them all. Wait until they cry for reinforcements, and keep it going until their "boss" named Don Laploss appears.

Once you kill Don Laploss, return back to the Refugee Camp. Go into the shop tent (the easternmost one), and speak to the shopkeeper to get a reward for taking out the monster. Next, go into the medical tent (the northernmost one), and speak to the guy in green named Lakks. He'll give you the tip for Item #7. To get the treasure, exit the tent and head down the nearby ladder to access the hot spring. The treasure is just north of the ladder, right next to the spring.

**Treasure #8: Hidden Treasure in Station Square**

Once you get to disc 4, head to Uhra, and take the magic taxi to Central Station Square. Go west into the monorail station, and speak to the guy near the elevator to get the tip for this treasure. Go back east, and look slightly north of where the magic taxi guy is to find the treasure.

**Treasure #9: Sewer Junk**

You might want to get Treasures #9 and #10 together to save a couple seconds. Head to Uhra, take the magic taxi to Central Station Square, then go east onto Main Street. There's a guy named Muhga standing just in front of the door to the tavern. Talk to him for the tip, then go north and enter the inn. Exit out the back door, then enter the sewers to the north. Go west down the stairs, then immediately north under the gate, then make a U-turn and go south down the steps. The treasure is in the northern corner in that little area.

**Treasure #10: Trash Can Treasure**

You might want to get Treasures #9 and #10 together to save a couple seconds. In Uhra, take the magic taxi to Central Station Square, go east to Main Street, then enter Virno's Tavern. Speak to Virno himself for the tip, then go north and enter the inn. Exit out the back door, and you'll find the treasure near the entrance to the sewers just to the north.

**Treasure #11: King Gongora's Secret**

To get the tip, talk to the first guard you see at Grand Gate in Uhra. Once you've got it, head to Gongora's Mansion (magic taxi, Central Station Square, east to Main Street, north into the Residential District, north to the mansion). Inside, go down either hallway and take the first door you see to enter the Magic Research Lab. Ride up the east lift down into the Secret Cave. From where the elevator lets you off, go south and continue east when the path bends, then northeast at the intersection to enter Gongora's secret lab. In the northeast corner of the room is the treasure. (By the way, while you're there, check out Gongora's magic journal nearby to answer all the remaining questions of the storyline.)

**Treasure #12: Cave Treasure**

To get the tip for Treasure #12, enter Gohtza City from the south once it's frozen over. Head down the ladders, then speak to Jeeg, the guy in green to the west of the ladder. The treasure itself is in Terrace Cave, on the east side, although you'll pretty much have to go around the whole area to get to it.

**Treasure #13: Art Piece from the Ruin**

After Experimental Staff goes down, go to Saman and speak to the customer in the item shop (last building on Main Street before the port) to get the tip. To get the treasure, you'll need to go to the Great Ancient Ruins, and check the plateau where you fought the Ancient Fiend (the very, very top of the whole dungeon).

**Treasure #14: Look at the Fountain Square**

The tip for this one is in the City of Numara. Enter, then check out the inn, and speak to the guy sitting in the lobby. Exit once you've got the tip, and look at the northwest corner of the large fountain right next to you for the treasure.

**Treasure #15: Treasure in a Destroyed City**

Get this tip by going to Port of Numara, entering the Sanuman Family House (northernmost house on Canal Street), and speaking with the couple there. Remain in the Port, but exit Canal Street and go to Ghost Town. In the first area, look around near where Arthrosaurus used to be, and you can find the treasure.

**Treasure #16: Missing Materials**

Once you have the White Boa, head down the elevator to the Guest Area and speak to the crewman down there. That will net you the tip, so then use the elevator and travel to the Main Deck area. The treasure is on the north edge of the deck near the machine.

**Treasure #17: What the Cursed Mask Guards**

Get this tip by speaking to the boys in the Katyla house, which is on Canal Street in the City of Numara. You can pick it up where you fought the Legendary Spirit Sorcerer after you kill him.

**Treasure #18: Hidden in the Cave**

You get this tip simply by exploring the Forgotten Cave for a bit. The treasure is found past the poison pool in the northeast corner of the Forgotten Cave, on the lower level.

**Treasure #19: Sunken Town**

In the White Boa, head down to the Engine Area, and talk to the crewmen down there to get the tip. The treasure is actually in the world map rather than a field. Using the Nautilus, fly to the giant lake in the northern continent. Dive underwater once you're there, and sail to the ice barrier. The treasure is just to the southeast of the barrier, but it will be hard to spot because it doesn't make the bubble trail other treasures do. (There *is* a bubble trail near Treasure #19, but it's a Slot Seed, not the treasure itself.)

**Treasure #20: Sunken in the Sea of Baus**

Once you get to disc 4, speak to Virno in Virno's Tavern on Uhra's Main Street for the tip. This treasure, like Treasure #19, is underwater on the World Map. Sail or fly to the Sea of Baus, and dive underwater to the southeast of the island. The treasure is directly under the ring of ice. It doesn't produce a bubble trail like most underwater treasures, so you'll have to poke around a bit to find it.

**Treasure #21: Treasure Beyond the Waterfall**

After viewing Dream #16 (The Hero), you'll get the tip for this one automatically. The treasure is behind the waterfall in Tosca; just hop across the stones to get back there.

**Treasure #22: Lirum's Treasure**

After viewing Dream #18 (So Long, Friend), you'll get this tip automatically. The treasure is on the Northern Cape. At the intersection, go northwest, and stick to the western edge of the cliff to find it.

**Treasure #23: The General's Memento**

After viewing Dream #26 (Signpost), you'll get the tip automatically. The treasure is in the Crimson Forest. Enter, go west at the first intersection, then keep going north until you exit to the next area (called Near Swamp). Bear west at the first intersection and go north along the path, take the first path to the east, keep going east, and bear northeast at the next intersection. You should go up a small ramp if you're in the right spot. The treasure is just up that ramp.

**Treasure #24: Sarah's Gift**

After viewing Dream #27 (Beyond the Wall), you've got the tip. Enter the Old Sorceress's Mansion, go north into the mansion proper, and go north again through the main door in the lobby so you exit to the little hedge maze. Head forward near the statue, but don't go down the stairs. Instead, veer right, and the treasure is right there at the bottom-right corner of the inner square.

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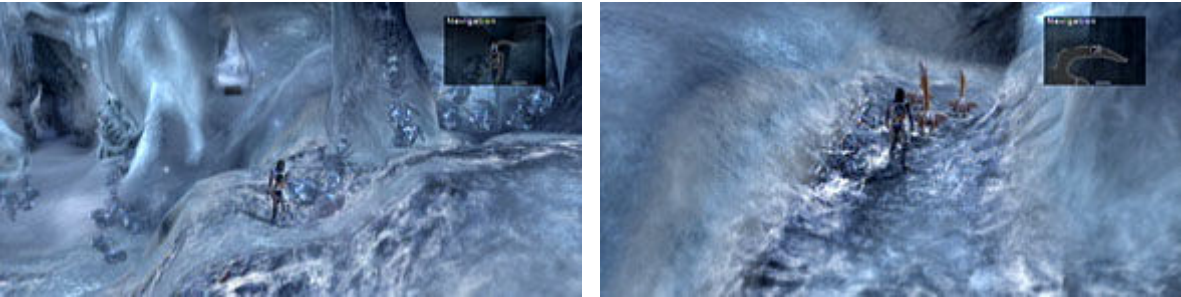
**Two Wrongs Make a Right**

Two areas of the game feature enemies who steal your stuff. First up are the Elmons, who reside in the Ice Canyon. You'll see them fairly early on. The second set is the Trookys, who are in the Great Ancient Ruins on Disc 4. The Elmons are fairly benign and typically steal items, but the Trookys will steal your accessories, even some rare ones!

Luckily, both sets of enemies have a leader. Killing the leader allows you to get all your stolen items back, which is a major plus for the Trookys, seeing as you won't want to give up your rarer accessories. The process of killing the leaders is the same, although the specifics are different.

After you kill Dinozaoro in the Ice Canyon, head up the thin path to the east. A Royal Seal is there, along with a treasure box that will give you an item called Elmon Crown. Get it, then exit the Ice Canyon via the path northwest from the fight with Dinozaoro. Next, reenter the Ice Canyon, but enter from the south (so you're back at the beginning of the area).

Head forward and fight around in the second area (the icy cave) until you engage an Elmon. Defend yourself, and the Elmon will eventually steal your Elmon Crown. This, believe it or not, is what you want to happen. Proceed forward until you cross the final icy bridge above, then stick to the east wall. (Check the screenshots below if you're having trouble.) As you round a curve, you'll see three Elmons standing there, taunting you. Speak to them, and you'll engage their leader.



**Boss: Elmon Leader**

The Elmon leader only has 6000 HP. He's in the back row, so you'll need to hack away at his four friends to kill the Guard Condition. Still, he's a marshmallow, and you should be able to kill him with very little effort regardless of who's in your party. Simply treat him as a standard enemy.

After you defeat him, not only will he give you all the stolen items back, but the Elmons will never steal you from you again.

The process is basically the same for the Trookys in the Great Ancient Ruins. You'll pick up an item in the Lunar Palace room called the Trooky Talisman. Once you've got it, engage with a Trooky and allow him to steal the item. After that, you can access the Trooky Queen, who is in the same area on the lowest floor. She resides in a small area in the northwest corner of that level. Talk to her (you might have to talk to her twice) to engage her.

**Boss: Trooky Queen**

Like the Elmon Leader, you'll have to fight the queen with four of her little friends. She's got fewer HP than the Elmon Leader, and the battle is basically just as uncomplicated. Go after her and her Trooky subjects with your best attacks and water-elemental spells.

Taking out the Trooky Queen gains you all your stolen items, and the Trookys will leave your belongings alone.

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**Odds and Ends**

This section will list some miscellaneous notes in no particular order regarding some side quests. Check it out!

**Note 1: Skill Counts**  
For the sake of some achievements, it's helpful to know how many skills the mortals can know. Know that you'll earn Tolten's achievement even if you do not kill the Golden Knight and collect Ultimate Hit, although you'll need to whack the GK if you want the "Golden Knight" achievement anyway.

Cooke has 18 skills, Jansen has 17, Mack has 18, Sed has 17, and Tolten has 18 (17 without Ultimate Hit).

**Note 2: Ultimate Weapons**  
Each of the frontline fighters has an "ultimate weapon," their best item to smack enemies. Getting Kaim's and Seth's ultimate weapons takes a bit of work. First, you have to find a particular character named Lau, who is located in the

mining area in Ipsilon Mountains. To get to him, enter Ipsilon Mountains from the south, and go all the way up to the top of the mining area. Talk to him, and he'll mention that he wants materials to craft stuff, but can't find anything.

Although he doesn't mention it, he wants an item called Orichalcum. You can find it in the Temple of Enlightenment, but there is a catch: you can only get one, which means that you can't get ultimate weapons for *both* Kaim and Seth.

One strategy that seems to be popular (for good reason) is to use the Orichalcum to get Seth's ultimate weapon. For Kaim, you have him learn the Royal Equipment skill from Tolten, then simply use *Tolten's* ultimate weapon (the most powerful sword in the game). Tolten himself just uses a different blade, and you simply don't use Tolten in the final boss fight (which you probably shouldn't do anyway).

- **Kaim** — Give the Orichalcum to Lau, and select to have Kaim's weapon crafted.
- **Mack** — Obtained from Treasure Hunt #17.
- **Sed** — Complete the Sed's Pirate Fortress side quest.
- **Seth** — Give the Orichalcum to Lau, and select to have Seth's weapon crafted.
- **Tolten** — Complete the Tolten's Royal Seals side quest.

### **Note 3: The Auction House**

For the sake of achievements, you will need to get items from all the chests in the entire game. It's possible to miss something, especially if you're just blitzing through the game. So, let's say you beat the game, but don't want to go through New Game+ just to get an item from a treasure chest you missed. Is there another solution?

Thankfully, there is. Go to Saman, trace your way northwest through Main Street, then exit out to the port. About halfway along the port on the north side of the street is a large building called Oreego's Emporium. Enter, then follow the hallway right. At the north end of the hall, a large steel door will slide away, giving you access to another room.

This is the auction house. Speak to the blond guy to initiate an auction. He'll put an item on the altar, then start the bidding. You will always compete with two other bidders, and the auction happens in real time. Everyone has five seconds to make a bid, at which point the other two can top the bid. The catch is that you can only bid three times.

The best strategy to use is let your competition bid a time or two, then raise them by about 500 gold, and sit back and watch. Your goal is to be the last one to bid (i.e., the last one to give your third bid) so you can always top them. If you ever fail getting an item, don't worry, because the same item will be available again eventually. It shouldn't be a problem though if you wait to do hardcore shopping until after you clear the rest of the side quests.

The other bidders have their own personalities. Some of them try to snipe you, some of them will just immediately bid slightly higher, and so on. The more you bid, the more you'll get used to them. Your money should be high enough though that regardless of who you're dealing with, you can afford the items with ease.

Remember that the Auction House only sells items from areas that you cannot go back to. This means that if you missed a box in the Temple of Enlightenment for example, you'll have to re-explore it to get it. Once the Auction House is cleaned out, you can safely assume that to get your Treasure Trove achievement, you'll need to simply explore the world and look for the objects you missed.