

TAKE YOUR GAME FURTHER. BRADYGAMES



# SHADOW HEARTS

## COVENANT™

OFFICIAL  
STRATEGY  
GUIDE

BY  
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This game  
has received  
the following  
rating from  
the ESRB:



COVERS PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



# SHADOW HEARTS.

## COVENANT

OFFICIAL STRATEGY GUIDE

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# PRELUDE

*Shadow Hearts: Covenant* continues Yuri's restless search to define himself and his role in the world. The first *Shadow Hearts* game left Yuri with a spirit clear of evil, and he was the master of his own fate for the first time in all his long years of existence; however, this was not without a price. Alice, the girl he had grown to love and who loved him in return, sacrificed herself to free Yuri from his evil, leaving him alone once more.

Some time later, Yuri has found some manner of peace, but events within the world and the realms beyond are conspiring to force Yuri to participate in a drama that will change the nature of existence once again. The shadow that lies over the world and Yuri's heart may yet cause him to falter and fall into damnation, or he can find the strength and support to safeguard the land and people he loves. With the future so uncertain, it is up to Yuri and his companions to fight the darkness within themselves and the world at large.



This guide provides the resources and tools to guide you through Yuri's journey. This path takes him from a small village in France to Russia and beyond, and every stage of it is chronicled in this guide. *Shadow Hearts: Covenant* is an extensive game with many collectable items, and this guide illustrates how to obtain them as well as how to complete the final sub-quests for each character. This guide's bestiary reveals information about each monster in the game, along with tactics and strategy for every boss. You now have at your disposal everything that you need to make Yuri's struggle from darkness into light a successful and rewarding experience.

# THE THEATRE OF WAR



The year was 1914.

A small group of Serbian rebels assassinated the heir to the throne of the Austro-Hungarian Empire, the Archduke Francis Ferdinand, and his wife. This was the single shot heard around the world, as a complex interplay of national alliances and enmities poised the world on the brink of warfare. Every nation had a stake in the conflict and most were interested in extending their borders and gaining the wealth and resources of their neighbors.

Austria-Hungary, a large and powerful empire, took immediate action against Serbia, a small sovereign nation with little military. Russia, which had strong Serbian ties, came to the aid of the Serbs and Tsar Nicholas II, the patriarch of the Romanov family and ruler of Russia, declared war on Austria-Hungary. It was not long before Germany, under the leadership of Kaiser Wilhelm II, sided with their ancestral allies of Austria-Hungary. The Vatican, through Pope Pius X, gave tacit support to Austria-Hungary and Germany, because the Serbs and Russians were largely Orthodox Christians and the Catholic Church was sided strongly against that religion at that time.

Greedy for territory, the Imperial forces of Germany chose to expand their borders and crossed the Ardennes Mountains and into France. This act brought the French into the conflict, embroiling them into a desperate struggle against the Kaiser. In a flanking move designed to defeat France quickly, Germany then invaded the neighboring neutral country of Belgium, overwhelming the smaller nation and securing German continental lines. In protest over Belgium's invasion, England declared war on Germany and her compatriots.

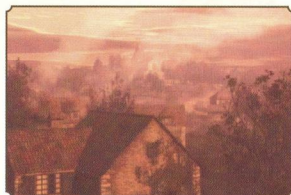
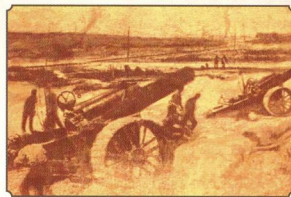
In the space of three months, the fragile peace enveloping Europe has been shattered. What began as a small conflict is now the First World War, a clash of armies and nations. Few are aware that there is another struggle, one between mystical forces of good and evil, that is also about to take place.

It is now early spring in 1915. The forces of Germany are poised to complete their invasion of France. Beyond the front, only one small village has successfully mounted any resistance to the Imperial forces, and there are rumors that the tiny town of Domremy harbors a supernatural threat to the occupying German military.



Outside the small chapel, the spiked helmets of German forces rest on the ground as grim testament to past fights. A small unit under the command of Lt. Karin Koenig has been sent to secure the area. Karin is a determined and capable commander and a strong fighter in her own right, but she is not prepared for what awaits her and her troops.

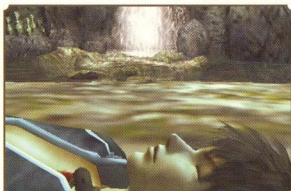
A creature out of a nightmare guards Domremy. There is little that the German forces can do to defend themselves against it. Bullets and grenades cannot damage it, and its sharp claws and powerful form easily defeat some of the best-trained troops in the world. Alone in the battle, Karin sees something about the demon that no one else does, something that she feels strongly but cannot articulate. This encounter changes her life, and she is now part of a destiny that encompasses the fate of all humanity, and into the true war to end all wars.



# THE CAST

## YURI VOLTE HYUGA

One year ago, Yuri defeated Albert Simon and the deity that this sorcerer summoned from heaven. This titanic battle earned Yuri the title of Godslayer and parted him from his beloved, Alice Elliot. Now, Yuri is attempting to find his own path in the absence of his love, searching for his reason for existence.



A strong offensive fighter, Yuri is an asset to have in any encounter. He has a maximum of five attacks, which gives him the power to plow through most monsters with only basic attacks. He matches up with most characters well for combo attacks, and through them he can do wonderful things against his foes. In terms of the attack system, Yuri's Judgment Ring is very well spaced with balanced intervals that make it easy to use. Yuri has extremely high sanity points and well-balanced attributes, which means he's nearly always under your control. Because of his strengths in terms of fighting ability, Yuri is a prime damage-dealing character.

Yuri cannot use Crest Magic and has low magic points; however, he does have the Fusion Special Ability. With this ability, he can change into different forms and use their own form of magic spells. These Fusion forms can also do obscene amounts of damage and are some of the most powerful attacks in the game. With Fusion, you can tailor Yuri into any role for your party, even a strong magic-type character. When performing Fusions, Yuri does lose sanity points at a high rate, but his Special Ability is worth it, especially during boss fights.



## SPECIAL ABILITY: FUSION

With the Fusion Special Ability, Yuri can change into different forms. While in this form, Yuri loses sanity points but gains the ability to cast magic spells and unleash enormous amounts of damage against foes. In difficult battles, utilizing the correct forms at the proper time can mean the difference between life and death.

Fusion forms are divided into different Classes: Earth, Wind, Fire, Water, Light, and Dark. There is a different Fusion form for every Class. In addition, there are several other forms to acquire by taking part in special side quests. In general, each Fusion form has spells from the Class from which it comes.

There are also two different ways to increase Fusion forms' power and abilities. By using Soul Points, which are gained by defeating monsters, you can power up to three (total) grades of Fusion forms. This is done in the Graveyard, a special area accessed through the menu near a Save Point. The final grade is only obtainable with a special item (called a **Soul Drop**) and requires that you fight a shadowy enemy.

You can also use Soul Points to level up existing Fusion forms at any time (there are 10 levels for each Class). Levels increase the attributes of the forms, making them more powerful.

The various forms gain different abilities at levels 1, 3, 5, and 10. A grade 1, level 1 form has two innate abilities, a grade 2 form raised to levels 3 and 5 creates two new abilities, respectively, and the grade 3 form at level 10 unlocks three new abilities.

To level up a Fusion form, you must level up the Class and *not* the form itself. This means that if you have a grade 1, level 5 form, upon gaining grade 2 you are still at level 5. To level a form again, you work with the highest grade that you have available. In the previous example, you want to work with the grade 2 form.

## SOUL POINTS NEEDED TO GAIN LEVELS

LEVEL	SOUL POINTS FOR NEXT LEVEL
1	20
2	40
3	60
4	80
5	100
6	120
7	140
8	160
9	180

In addition, you need 40 Soul Points to open grade 1 and 60 Soul Points for grade 2. In total, it takes 1000 Soul Points to fully max out a Fusion form.

Each Fusion form also has its own strengths and weaknesses. If you are interested in raw melee damage, the Earth and Fire forms are powerhouses. Although light in terms of healing spells, they possess great strength and the ability to buff your party with Arc spells at level 10. The Water, Air, and Light forms are more magically inclined, unleashing weak attacks but allowing the ability to cast healing and magical damage. Dark has some good enemy debuff spells and damage-dealing potential.

There are also three special forms that are hidden in the game: **Amon**, **Neo Amon**, and **Dark Seraphim**. You must obtain these forms through certain events, but they are all very powerful and well worth the time. They have strong attacks and cause incredible damage against nearly every creature.

## EARTH FUSION FORMS

### GRADE 1: VASTITAS

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	6	5	4	0	3	3
2	6	6	4	0	4	4
3	7	6	4	1	4	4
4	8	7	5	1	5	4
5	8	7	6	2	5	4
6	9	8	6	2	6	5
7	9	9	7	2	6	6
8	10	9	7	3	7	6
9	10	10	8	3	7	6
10	11	10	8	4	8	7

### GRADE 2: SORM

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	8	7	6	2	5	4
2	9	8	6	2	6	5
3	9	9	7	2	6	6
4	10	9	7	3	7	6
5	10	10	8	3	7	6
6	11	10	8	4	8	7
7	12	11	8	5	9	7
8	13	11	9	5	9	8
9	13	12	10	6	10	8
10	14	12	10	6	11	9

### GRADE 3: GAUDION

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	11	10	8	4	8	7
2	12	11	8	5	9	7
3	13	11	9	5	9	8
4	13	12	10	6	10	8
5	14	12	10	6	11	9
6	15	13	11	7	11	10
7	15	14	12	7	12	10
8	16	15	12	8	12	11
9	17	15	13	8	13	11
10	17	16	13	9	14	12



### GRADE 1 ABILITIES

ABILITY	LEVEL
SHIELD	1
CRAG	1



### GRADE 2 ABILITIES

ABILITY	LEVEL
STAND	3
THORN	5



### GRADE 3 ABILITIES

ABILITY	LEVEL
ARC SHIELD	N/A
HOWLING	N/A
STRIKE	N/A

# WIND FUSION FORMS

## GRADE 1: MALAKIA

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	0	3	6	4	4	4
2	0	3	6	5	5	5
3	1	3	7	5	5	5
4	2	3	7	6	6	6
5	3	4	7	6	6	6
6	3	4	8	7	7	7
7	4	5	9	7	7	7
8	4	5	9	8	8	8
9	5	5	10	8	8	8
10	5	6	11	9	9	9



### GRADE 1 ABILITIES

ABILITY	LEVEL
GALE	1
HOWLING	1

## GRADE 2: GRANO

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	3	4	7	6	6	6
2	3	4	8	7	7	7
3	4	5	9	7	7	7
4	4	5	9	8	8	8
5	5	5	10	8	8	8
6	5	5	11	9	9	9
7	5	5	12	10	10	10
8	6	6	13	10	10	10
9	7	6	13	11	11	11
10	7	6	13	12	12	12



### GRADE 2 ABILITIES

ABILITY	LEVEL
ARC HEAL	3
SLASH	5

## GRADE 3: LIBERTIS

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	5	5	11	9	9	9
2	5	5	12	10	10	10
3	6	6	13	10	10	10
4	7	6	13	11	11	11
5	7	6	13	12	12	12
6	8	6	14	13	13	13
7	9	7	15	13	13	13
8	10	7	15	14	14	14
9	11	8	16	14	14	14
10	11	8	17	15	15	15



### GRADE 3 ABILITIES

ABILITY	LEVEL
ARC GALE	10
GATHERING	10
STORM	10

# FIRE FUSION FORMS

## GRADE 1: KARYL

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	5	6	0	3	3	4
2	6	6	0	4	4	4
3	6	7	1	4	4	4
4	7	8	2	4	4	5
5	7	8	2	5	5	5
6	8	9	3	5	5	6
7	9	9	3	6	5	7
8	9	10	3	7	6	7
9	10	10	4	7	6	7
10	10	11	4	8	7	8



### GRADE 1 ABILITIES

ABILITY	LEVEL
RAGE	1
BLAZE	1

## GRADE 2: BARBARIA

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	7	8	2	5	5	5
2	8	9	3	5	5	6
3	9	9	3	6	5	7
4	9	10	3	7	6	7
5	10	10	4	7	6	7
6	10	11	4	8	7	8
7	11	12	4	9	8	8
8	11	12	5	9	9	9
9	12	13	5	10	9	10
10	12	13	6	11	9	11



### GRADE 2 ABILITIES

ABILITY	LEVEL
ENERGY CHARGE	3
MAGMA	5

## GRADE 3: FIDES

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	10	11	4	8	7	8
2	11	12	4	9	8	8
3	11	12	5	9	9	9
4	12	13	5	10	9	10
5	12	13	6	11	9	11
6	13	14	6	12	10	12
7	14	15	7	12	10	12
8	14	15	8	13	11	13
9	15	16	8	13	12	13
10	16	17	9	14	12	13



### GRADE 3 ABILITIES

ABILITY	LEVEL
ARC FLAME	10
HELL FLAME	10
INFERNO	10

# WATER FUSION FORMS

## GRADE 1: AMNIS

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	-1	5	5	5	1	6
2	0	6	5	5	2	6
3	0	6	5	6	2	7
4	1	7	6	6	3	7
5	1	7	6	7	3	8
6	2	8	7	7	3	9
7	2	8	7	8	4	10
8	3	9	8	8	4	10
9	3	9	8	9	4	11
10	4	10	9	9	5	11



### GRADE 1 ABILITIES

ABILITY	LEVEL
MIRAGE	1
SPLASH	1

## GRADE 2: MAHRAE

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	1	7	6	7	3	8
2	2	8	7	7	3	9
3	2	8	7	8	4	10
4	3	9	8	8	4	10
5	3	9	8	9	4	11
6	4	10	9	9	5	11
7	4	11	10	10	5	12
8	5	11	10	10	6	13
9	6	12	11	11	6	13
10	7	12	11	11	7	14



### GRADE 2 ABILITIES

ABILITY	LEVEL
CURE PLUS	3
ICICLE	5

## GRADE 3: VENEFICIUM

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	4	10	9	9	5	11
2	4	11	10	10	5	12
3	5	11	10	10	6	13
4	6	12	11	11	6	13
5	7	12	11	11	7	14
6	8	13	12	12	8	14
7	8	14	12	13	8	15
8	9	14	13	13	9	16
9	9	15	13	14	10	16
10	10	16	14	14	10	17



### GRADE 3 ABILITIES

ABILITY	LEVEL
ARC MIRAGE	10
CURE ALL	10
HAIL	10

# LIGHT FUSION FORMS

## GRADE 1: RADEUS

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	-1	-1	5	6	6	6
2	0	0	5	7	6	6
3	0	0	6	7	7	6
4	1	1	6	8	7	7
5	1	2	6	8	8	7
6	2	2	7	9	8	8
7	3	3	8	10	9	9
8	3	3	8	10	9	9
9	3	3	8	11	10	9
10	4	4	9	11	10	10



### GRADE 1 ABILITIES

ABILITY	LEVEL
BARRIER	1
HEAVEN	1

## GRADE 2: PUERA

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	1	2	6	8	8	7
2	2	2	7	9	8	8
3	2	3	7	10	9	8
4	3	3	8	10	9	9
5	3	3	8	11	10	9
6	4	4	9	11	10	10
7	5	5	9	12	11	10
8	5	6	10	13	11	11
9	6	6	10	13	12	12
10	6	7	11	14	12	12



### GRADE 2 ABILITIES

ABILITY	LEVEL
RAISE UP	3
NOVA	5

## GRADE 3: MISERATI

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	4	4	9	11	10	10
2	5	5	9	12	11	10
3	5	6	10	12	11	11
4	6	6	10	13	12	12
5	6	7	11	14	12	12
6	7	8	11	15	13	13
7	8	8	12	15	14	13
8	8	9	13	16	14	14
9	9	9	14	16	15	14
10	10	10	14	17	15	15



### GRADE 3 ABILITIES

ABILITY	LEVEL
ARC BARRIER	10
RESURRECTION	10
PULSE	10

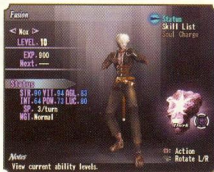


# DARK FUSION FORMS

YURI

## GRADE 1: NOX

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	4	4	4	0	6	3
2	5	5	4	0	7	3
3	5	5	5	0	7	4
4	6	6	5	1	8	4
5	6	6	6	1	8	5
6	7	7	6	2	9	5
7	7	7	7	2	10	6
8	8	7	7	3	10	7
9	8	8	7	3	11	7
10	9	8	8	4	11	8



## GRADE 1 ABILITIES

ABILITY	LEVEL
SURGE	1
HELL'S EYES	1

## GRADE 2: OREXIS

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	6	6	6	1	8	5
2	7	7	6	2	9	5
3	7	7	7	2	10	6
4	8	7	7	3	10	7
5	8	8	7	3	11	7
6	9	8	8	4	11	8
7	10	8	8	5	12	9
8	10	9	9	5	13	9
9	11	10	9	6	13	11
10	11	10	10	6	14	11



## GRADE 2 ABILITIES

ABILITY	LEVEL
MIND ASSAULT	3
DARK CLAW	5

## GRADE 3: SOMNION

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	9	8	8	4	11	8
2	10	8	8	5	12	9
3	10	9	9	5	13	9
4	11	10	9	6	13	10
5	11	10	10	6	14	11
6	12	11	11	7	15	11
7	13	12	11	7	15	12
8	14	12	12	8	16	12
9	14	13	12	8	17	13
10	15	13	13	9	17	14



## GRADE 3 ABILITIES

ABILITY	LEVEL
ARC SURGE	10
DELAY	10
THANATOS	10

# SPECIAL FUSION FORMS (NON-CLASS)

## GRADE 1: AMON

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	8	7	8	7	8	7
2	8	8	8	8	8	8
3	9	8	9	8	9	8
4	9	9	9	9	9	9
5	10	9	10	9	10	9
6	10	10	10	10	10	10
7	11	10	11	10	11	10
8	11	11	11	11	11	11
9	12	11	12	12	11	12
10	12	12	12	12	12	12

## FUSION ABILITIES

ABILITY	LEVEL
DEMON RAISE	10
MIND/BODY REVIVE	10
THE END	10



"The ability to change into Amon is gained through a plot event. As you can see from its high attributes, this is a solid Fusion form that is useful in many situations.

## GRADE 2: NEO AMON

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	13	13	13	13	13	13
2	14	14	14	14	14	14
3	15	15	15	15	15	15
4	16	16	16	16	16	16
5	17	17	17	17	17	17
6	18	18	18	18	18	18
7	19	19	19	19	19	19
8	20	20	20	20	20	20
9	21	21	21	21	21	21
10	22	22	22	22	22	22

## ABILITIES

ABILITY	LEVEL
NOT YET!	10
"DIE, SCUMBAG!"	10



"The ability to change into Neo Amon is acquired through the participation of a specific side-quest, which becomes an option after you gain Amon. This side quest is centered in Tiffauges Castle.

## GRADE 3: DARK SERAPHIM

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	16	16	16	16	16	16
2	17	17	17	17	17	17
3	18	18	18	18	18	18
4	19	19	19	19	19	19
5	20	20	20	20	20	20
6	21	21	21	21	21	21
7	22	22	22	22	22	22
8	23	23	23	23	23	23
9	24	24	24	24	24	24
10	25	25	25	25	25	25

## ABILITIES

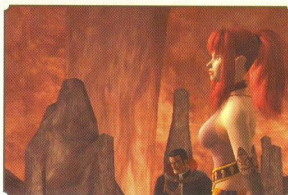
ABILITY	LEVEL
FOR EVERYONE	1
FOR TOMORROW	4
FOR THE CHILD	7



"The ability to change into Dark Seraphim requires that you have obtained grade 3 and level 10 for all of the forms including Amon and Neo Amon. You must also have completed an additional side-quest, for Kurando. Finally, you must have gone into the final dungeon. Notes concerning Kurando's side-quest and obtaining Yuri's final Fusion form are in the Side-Quests chapter.

# KARIN KOENIG

A lieutenant in the German Imperial Army, Karin's mission is to capture the small French town of Domremy. This is where she encounters a creature that changes her life. Now many of the cherished notions she once blindly accepted seem somehow empty. Because of the way in which this event touches her, she sees things in a far different light. For a long time, Karin has been seeking something to believe in. Now her destiny is about to unfold as she opens her heart to new experiences and new people.



Karin is a very well-balanced character. Her attributes enable her to solidly work in an offensive, support, or healing role in the group. With four attacks, she causes decent damage against her enemies and her Special Abilities are solely concentrated into damage dealing. In particular, many of her Special Abilities also hit multiple times, which comes in handy for combos. Karin and Yuri make a stupendous duo and the two of them work very well together.

Because all of Karin's Special Abilities are offensive in nature, much of her versatility comes from magic. Because of this, consider giving Karin Crest Magic that enables her to function as a back-up healer or support character with spells to buff up the party's damage, speed, or resistances.

Karin's major weakness is that she has a low number of sanity points. To counter this, watch her sanity points and give her items that counter loss of sanity. A minor facet to note is that she does have a slightly more difficult Judgment Ring to work with, but that can be overcome with practice.

## SPECIAL ABILITY: SWORD ARTS

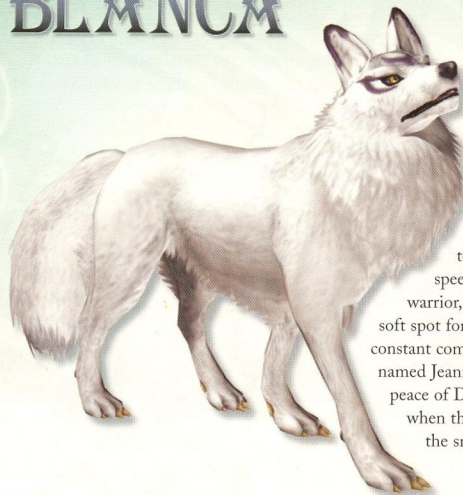
Karin's Special Abilities are all geared toward inflicting lots of damage against enemies. Most of them are very powerful and hit the enemy multiple times. These abilities are gained by finding the pieces of the **Neiblung Opera**, which are scattered throughout the game.

## SWORD ARTS

ABILITY	DESCRIPTION
HEUVERVELK	FIRE CLASS SPECIAL DAMAGE. CIRCULAR, LARGE; 1 HIT
BULLENFOGEL	FIRE CLASS SPECIAL DAMAGE. LINEAR, LARGE; 2 HITS
GEUSCHBENST	NON-CLASS PHYSICAL DAMAGE. SINGLE; 24 HITS
SONNVESTARK	FIRE CLASS SPECIAL DAMAGE. PIERCING, LARGE; 2 HITS



# BLANCA



The White Wolf of Domremy has protected the small French village for some time. Blanca is a cool and collected creature with the power to understand human speech. A fast and agile warrior, he nonetheless has a soft spot for children, and he is the constant companion of a young girl named Jeanne. Unfortunately, the peace of Domremy is shattered when the German army invades the small town.



Blanca is another solid, well-balanced character. This creature can function as both a magic user and a melee fighter, providing reliable damage. With up to four attacks and an adequate Judgment Ring, Blanca can hold his own in a battle and his ability to equip Crests makes him a good mage as well. Later in the game, Blanca becomes an excellent support character with a wide range of buffing spells for the entire party.

Much of Blanca's versatility comes from the Crests that are equipped. Because Blanca's Special Abilities lean toward buffs, these types of spells easily blend into Blanca's role in the group. You may also consider making him a back-up healer or secondary offensive magic user.

It is somewhat difficult to make Blanca into a dedicated melee warrior or spellcaster. His abilities are geared toward making him good at both, but not amazing at just one of them. In addition, to gain his full potential, it's important to complete Blanca's side-quests, a series of solo trials called the "Wolf Bouts." Because he is on his own during these trials, it can prove to be difficult. Finally, Blanca has a low number of sanity points.

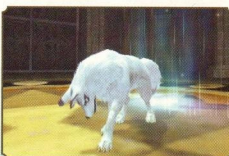
## SPECIAL ABILITY: MANIFESTATIONS

Blanca's Special Abilities are gained through the Wolf Bout side-quests. Scattered throughout the world are participants in a unique tourney, a contest to find the strongest wolf ever. The locations of the Wolf Bouts are detailed in the "Side-Quests" chapter.

Many of Blanca's Special Abilities are very "group friendly." They raise the speed or damage of the party or heal all members. When it comes to raising the abilities of other characters or performing recuperative spells, Blanca is one of the best supporters in the game.

## MANIFESTATIONS

ABILITY	DESCRIPTION
RED COMET	WIND CLASS SPECIAL DAMAGE. SINGLE; 12 HITS
FULL MOON	RECOVERS RING AND STATUS ABNORMALITIES FOR ALL ALLIES
COMEBACK	RESTORES ALL HP TO AN UNCONSCIOUS ALLY
AURORA	RESTORES ALL HP TO ALL ALLIES



# GEPETTO AND CORNELIA

Gepetto is a wise old man with a soul of great dedication and determination. Although he may be a bit stubborn at times, Gepetto has a good heart. His life before he met Yuri was a sad one, but this elderly individual has always carried himself with his own form of dignity. It is obvious that this is a man who cares greatly for his companions and the past, although there is a certain sorrow in his eyes when he glances at his treasured marionette, Cornelia.



that he takes high damage from physical attacks, Gepetto may experience some difficulty in battles. With a maximum of only three attacks, most of which are weak, he really isn't a prime damage dealer. Also, his Special Abilities aren't as party friendly and they don't cause as much damage as some other characters' abilities. The Marionette ability is concentrated solely on causing offensive magical damage.

Gepetto is a prime candidate for a magic user. He has large mana point reserves and the attributes to back them up. Additionally, he possesses high intelligence and power. It's possible to equip multiple Crests on Gepetto, thus enabling him to cast a wide range of spells. With his Special Ability, **Marionette**, he uses his puppet to do Class-focused magical damage. He also has a decent amount of sanity points, so he will likely stay in control during most battles.

Gepetto's major weakness, like that of many mages, is that he lacks hit points. Because of this and the fact



## SPECIAL ABILITY: MARIONETTE

The Marionette Special Ability is Gepetto's prime method of doing offensive, special attack-based damage. Marionette attacks are complicated magical spells that Gepetto unleashes through his puppet, Cornelia. These spells begin rather weak, but get more powerful as the game progresses.

Cornelia's dresses are the work of Pierre Magimel, a tailor who travels around the world with his brother Gerard as a merchant. However, Pierre can only sew dresses when he is inspired. And what inspires Pierre? Collectable trading cards with pictures of rugged men found throughout the game (see the "Side-Quests" chapter for information on the Stud Cards). The costume that Cornelia is wearing increases the damage caused by Marionette attacks by Class, and the dresses that you get later in the game affect two Classes at a time.

## MARIONETTE

ABILITY	DESCRIPTION
EARTH CAST	EARTH CLASS SPECIAL DAMAGE. CIRCULAR, SMALL: 1 HIT
AQUA CAST	WATER CLASS SPECIAL DAMAGE. CIRCULAR, SMALL: 1 HIT
HEAT CAST	FIRE CLASS SPECIAL DAMAGE. CIRCULAR, SMALL: 1 HIT
AIR CAST	WIND CLASS SPECIAL DAMAGE. CIRCULAR, SMALL: 1 HIT

## CORNELIA'S COSTUMES

COSTUME	DESCRIPTION
POOR SAINT	NON-CLASS
LITTLE MUSHROOM	EARTH CLASS; IMPROVES EARTH ATTACKS
SASSY SAILOR	WATER CLASS; IMPROVES WATER ATTACKS
FIRE DANCER	FIRE CLASS; IMPROVES FIRE ATTACKS
WINDY PIXIE	WIND CLASS; IMPROVES WIND ATTACKS
ANGEL OF LIGHT	LIGHT CLASS; IMPROVES LIGHT ATTACKS
DARK BEAUTY	DARK CLASS; IMPROVES DARK ATTACKS
BLACK QUEEN	NON-CLASS; IMPROVES DARK AND WIND ATTACKS
BEASTMASTER	NON-CLASS; IMPROVES FIRE AND EARTH ATTACKS
BLUE VIRGIN	NON-CLASS; IMPROVES LIGHT AND WATER ATTACKS



# JOACHIM VALENTINE

In the small port city of La Havre, a masked bandit moves within the dark shadows. He has the grace and power of a wrestler, and a soul of great strength and determination. Perhaps he is dedicated to hope, justice, and truth. Who is this masked man? All that the people know is a whispered name... Grand Papillon.

Joachim is a physical attacker and a frontline powerhouse. With attributes geared toward physical power and strength—and with the hit points to match—Joachim is a great warrior. He can have up to five attacks and has a well-spaced Judgment Ring. His Special Ability, Muscle Arts, carries through on this damage-dealing potential with direct offensive abilities. He has some high-hit attacks using his Special Abilities, which makes him a nice choice for a combo. His high sanity points also ensures that he remains in your control throughout fights.

Joachim's weapons are scattered throughout the world as part of the environment, which makes him an inexpensive character to equip. Details regarding Joachim's weapons and side quests are found in the *Side-Quests* chapter.

One important thing to note regarding Joachim is that he goes through different forms during battles. The form Joachim morphs into is out of the player's control; instead, there is a biorhythm (or Joachythm) to these forms. When this transition occurs, he may become a Golden Bat, Invisible, or Grand Papillon. The Golden Bat doubles Joachim's attack power but halves his hit points. The Invisible form prevents enemies from targeting him. Finally, Grand Papillon magnifies Joachim, giving him double the attack power without any hit point penalty.

These forms do have some weaknesses, though. Because the Golden Bat results in half the number of hit points, you must keep an eye on the amount of damage that Joachim takes while in that form. In his Invisible form, enemies ignore Joachim so other characters get attacked more frequently. Grand Papillon doesn't have any weakness, but Joachim only rarely assumes this form.

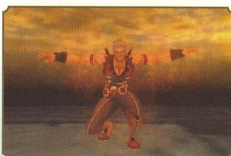


## MUSCLE ARTS

ABILITY	DESCRIPTION
DRAIN TOUCH	DRAINS ONE ENEMY'S HP
GRAND SLAM	NON-CLASS PHYSICAL DAMAGE, SINGLE, 4 HITS
DEATHTRON HAMMER	NON-CLASS PHYSICAL DAMAGE, SINGLE, 15 HITS
ARTEM BUSTER	EARTH CLASS PHYSICAL DAMAGE, CIRCULAR, LARGE, 1 HIT, ANTI-GROUND

## SPECIAL ABILITY: MUSCLE ARTS

Joachim gains his Muscle Arts by defeating his mentor, the Great Gama, in wrestling matches (see the *Side-Quests* chapter for more information). These Special Abilities are centered around offensive firepower and are capable of great damage against Joachim's opponents. Some of them also have very high hit totals, so it's a good idea to match up Joachim's Special Abilities with other characters, like Yuri, in combo attacks.



# LUCIA



An aspiring dancer with a voluptuous form and soft, soothing grace, Lucia follows her own heart. Many people underestimate her potential, believing her to be merely another pretty face and she takes advantage of that weakness by manipulating the senses and tantalizing the mind. Her future has always been a mystery to her, and so she seeks her own destiny and spiritual guidance.

Lucia is a strong magic-based character whose attributes stress magic power over physical damage. She has high intelligence, high power, and high magic points. She has slightly fewer sanity points than Gepetto, but her Special Ability, **Aromatherapy**, enables her to regenerate a party member's hit points, magic points, or sanity points. This makes her a very group-friendly support character with the ability to heal and cure status effects.

In addition to her Aromatherapy, Lucia can also use Tarot Cards. Tarot Cards are scattered throughout the game and their locations are detailed in the *Side-Quests* chapter. These unique items, which are used during battles, have a variety of effects. Some of the good ones can be quite powerful, but others have negative effects, so use the Tarot Cards wisely.

Lucia's major weakness is her lack of hit points and an inability to protect herself from physical damage. With a maximum of three attacks, Lucia isn't a wicked melee character. She is much better in a group when used in a full support or magically offensive capacity.



## SPECIAL ABILITY: AROMATHERAPY

Lucia's Special Ability, **Aromatherapy**, has the potential to give some of the most powerful defensive abilities for the party. Lucia gives these effects to the party by combining her Aromatherapy Oils, which are scattered throughout the game. The combinations of her Aromatherapy Oils can do the following: regenerate hit points, magic magic, and sanity points; increase physical and special attack damage done by characters; and raise critical rates for party members. Later in the game, some of these effects can even cause your party to have three turns to an enemy's one turn.

## OCEAN OIL

COMBINATION	EFFECT	MP COST
+MISTY	SMALL HP RECOVERY	20
+GLASS	SMALL HP RECOVERY FOR 1 TURN	25
+MOON	SMALL HP RECOVERY FOR 2 TURNS	30
+NIGHT	MEDIUM HP RECOVERY FOR 1 TURN	30
+SUNRISE	MEDIUM HP RECOVERY	25
+SHINING	MEDIUM HP RECOVERY FOR 2 TURNS	35
+AURORA	LARGE HP RECOVERY FOR 2 TURNS	70

## MISTY OIL

COMBINATION	EFFECT	MP COST
+OCEAN	PROTECT AGAINST STATUS EFFECTS FOR 1 TURN	20
+GLASS	PROTECT AGAINST RING STATUS ABNORMALITIES FOR 2 TURNS	25
+MOON	PROTECT AGAINST STATUS EFFECTS FOR 2 TURNS	25
+NIGHT	PROTECT AGAINST STATUS EFFECTS FOR 3 TURNS	30
+SUNRISE	PROTECT AGAINST RING STATUS ABNORMALITIES FOR 3 TURNS	30
+SHINING	PROTECT AGAINST RING AND STATUS EFFECTS FOR 1 TURN	20
+AURORA	PROTECT AGAINST ALL STATUS EFFECTS FOR 3 TURNS	60

## NIGHT OIL

COMBINATION	EFFECT	MP COST
+OCEAN	SMALL MP RECOVERY FOR 1 TURN	25
+MISTY	SMALL MP RECOVERY FOR 2 TURNS	30
+GLASS	SMALL MP RECOVERY FOR 1 TURN	20
+MOON	SMALL MP RECOVERY FOR 2 TURNS	35
+SUNRISE	MEDIUM MP RECOVERY FOR 1 TURN	30
+SHINING	MEDIUM MP RECOVERY FOR 2 TURNS	25
+AURORA	LARGE MP RECOVERY FOR 2 TURNS	70

## GLASS OIL

COMBINATION	EFFECT	MP COST
+OCEAN	MEDIUM PHYSICAL DEFENSE UP FOR 3 TURNS	25
+MISTY	MEDIUM SPECIAL DEFENSE UP FOR 3 TURNS	25
+NIGHT	SMALL PHYSICAL DEFENSE UP FOR 3 TURNS	20
+MOON	SMALL PHYSICAL DEFENSE UP FOR 3 TURNS	20
+SUNRISE	LARGE SPECIAL DEFENSE UP FOR 3 TURNS	30
+SHINING	LARGE PHYSICAL DEFENSE UP FOR 3 TURNS	30
+AURORA	LARGE SPECIAL AND PHYSICAL DEFENSE UP FOR 3 TURNS	60

## MOON OIL

COMBINATION	EFFECT	MP COST
+OCEAN	STRIKE EFFECT UP BY 1.5 FOR 1 TURN	60
+MISTY	EVASION DOUBLES FOR 1 TURN	25
+GLASS	CRITICAL RATE UP BY 1.5 FOR 1 TURN	30
+NIGHT	CRITICAL RATE GOES TO 100% FOR 1 TURN	100
+SUNRISE	EVASION UP BY 1.5 FOR 1 TURN	20
+SHINING	CRITICAL RATE DOUBLES FOR 1 TURN	25
+AURORA	THIRD KEY EFFECT ON ALL CHARACTERS FOR 1 TURN	750

## AURORA OIL

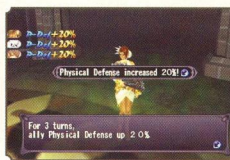
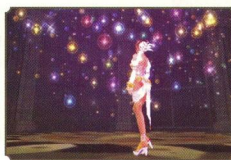
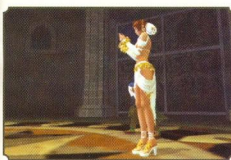
COMBINATION	EFFECT	MP COST
+OCEAN	MEDIUM HP RECOVERY AND SMALL MP/SP RECOVERY FOR 2 TURNS	70
+MISTY	SMALL HP/MP/SP RECOVERY AND ALL STATUS EFFECT DEFENSE FOR 2 TURNS	70
+GLASS	MEDIUM HP/MP/SP RECOVERY AND MEDIUM PHYSICAL DEFENSE UP FOR 2 TURNS	70
+NIGHT	SMALL HP/SP RECOVERY AND MEDIUM MP RECOVERY FOR 2 TURNS	70
+MOON	SMALL HP/MP/SP RECOVERY AND THIRD KEY EFFECT FOR 2 TURNS	90
+SUNRISE	MEDIUM SP RECOVERY AND SMALL HP/MP RECOVERY FOR 2 TURNS	70
+SHINING	SMALL HP/SP RECOVERY AND MEDIUM PHYSICAL ATTACK UP FOR 2 TURNS	70

## SUNRISE OIL

COMBINATION	EFFECT	MP COST
+OCEAN	SMALL SP RECOVERY	20
+MISTY	SMALL SP RECOVERY FOR 2 TURNS	30
+GLASS	MEDIUM SP RECOVERY FOR 2 TURNS	35
+NIGHT	SMALL SP RECOVERY FOR 1 TURN	25
+MOON	MEDIUM SP RECOVERY	25
+SHINING	MEDIUM SP RECOVERY FOR 1 TURN	30
+AURORA	LARGE SP RECOVERY FOR 2 TURNS	70

## SHINING OIL

COMBINATION	EFFECT	MP COST
+OCEAN	LARGE PHYSICAL ATTACK UP FOR 3 TURNS	30
+MISTY	SMALL SPECIAL ATTACK UP FOR 3 TURNS	20
+GLASS	LARGE SPECIAL ATTACK UP FOR 3 TURNS	30
+NIGHT	SMALL PHYSICAL ATTACK UP FOR 3 TURNS	20
+MOON	MEDIUM PHYSICAL ATTACK UP FOR 3 TURNS	25
+SUNRISE	MEDIUM SPECIAL ATTACK UP FOR 3 TURNS	25
+AURORA	LARGE PHYSICAL AND SPECIAL ATTACK UP FOR 3 TURNS	60



## PRINCESS ANASTASIA ROMANOV

The fourth princess of the ruling Russian Romanov family, Anastasia is accustomed to getting her own way. Her determination and fiery spirit, however, are focused on protecting her friends and her motherland of Russia. Forced too often to confront the weaknesses of her own family, this diminutive princess knows that grave consequences lie in the future for her kin and country. For the good of her people, Anastasia is willing to travel a difficult path and do her best to save those she loves.

Anastasia is another good magic user, with attributes designed to increase her magic abilities. She can equip a fair range of Crests, which enables her to deal offensive magical damage or work in a support capacity to heal or buff the group. Her magic power isn't as strong as Gepetto's, but it is very good compared to other characters. Additionally, her Special Ability (Snapshot, which uses her monster Album) adds strong offensive magic.

Snapshot enables Anastasia to take pictures of every monster in the game. Upon doing so, you can view an enemy's hit points, magic points, and Class strength and weaknesses. This information is accessible through the Library and can be shown for all the enemies of that type that you encounter with only one picture.

Because she can only have up to three weak attacks, Anastasia isn't a primary melee combatant. She also has low hit points and can't outlast an enemy's physical barrage. In addition, it's important to equip her with accessories that raise sanity or use items to permanently raise it because of her low sanity points.



## SPECIAL ABILITY: ALBUM

Anastasia's Album ability enables her to use a monster's attacks. Certain monsters have powerful abilities that Anastasia can acquire after she takes a monster's picture. Upon doing so, Anastasia can summon the monster using its picture and force it to use those abilities against her enemies.



# KURANDO HYUGA

A quiet, enigmatic swordsman, Kurando has sworn himself to safeguarding his master and his master's family. He follows a path of honor and sacrifice, relinquishing himself to greater spiritual goals. Although normally calm, something wild and untamed lurks within Kurando's eyes as though waiting to break free.



## SPECIAL ABILITY: DEMON MORPH

Kurando's version of Fusion is very similar to Yuri's except that it is less complicated. When you first encounter Kurando, you cannot use Fusion but he does acquire the ability. Kurando has the potential to use one Fusion form throughout much of the game, it's possible to level it up using Soul Points.



## FUSION FORMS

### TSUKIYOMI

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	11	10	10	5	3	9
2	12	11	11	5	3	10
3	13	11	11	6	4	10
4	14	12	12	6	4	11
5	14	13	13	6	5	11
6	15	14	14	7	5	12
7	16	14	14	8	6	12
8	17	15	15	8	6	13
9	17	16	16	9	6	13
10	18	16	17	9	7	14

### LEVEL 1 ABILITY

HELL'S LIGHT

### LEVEL 4 ABILITY

STAR'S SHADOW

### LEVEL 7 ABILITY

MOON'S RAINBOW

### JUTENDOUJI

LEVEL	STR	VIT	AGI	INT	POW	LUC
1	21	16	17	8	6	10
2	22	17	18	9	7	11
3	23	18	19	10	8	12
4	24	19	20	11	9	13
5	25	20	21	12	10	14
6	26	21	22	13	11	15
7	27	22	23	14	12	16
8	28	23	24	15	13	17
9	29	24	25	16	14	18
10	30	25	26	17	15	19

### LEVEL 1 ABILITY

ASCETIC'S FIRE

### LEVEL 4 ABILITY

SEVEN BONDS

### LEVEL 7 ABILITY

HEAVENQUAKE

Kurando is a good, solid melee fighter. With up to five attacks and a well-spaced Judgment Ring, he can unleash very good melee damage. He has high hit points and very good sanity, meaning that he has good staying power in extended fights. In addition, he works well in combos, meshing especially well with Anastasia.

Kurando's Special Ability enables him to morph into Demon forms. However, he doesn't have the range of forms that Yuri does. Kurando can acquire only two forms, one of which (Jutendouji) is part of a special side-quest. To reach his full power and potential, make sure Kurando has both of his Fusions. The ability to use Fusions also means that Kurando can't use Crest Magic, which means he isn't as group-friendly as other characters.

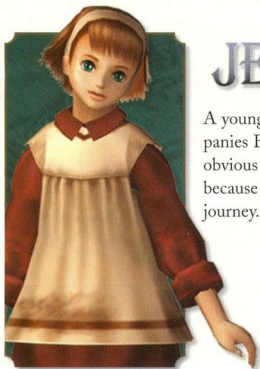
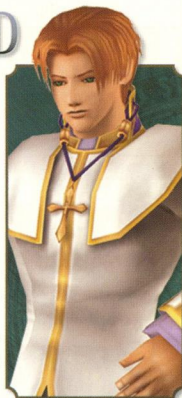




# SUPPORTING CAST

## NICHOLAS (NICHOLAI) CONRAD

Nicholas is a young priest working with the German forces. His youth seems to belie his status as Cardinal, which is a fairly high rank in the Church. He also seems to have a strange connection with Karin the moment that they meet and it's obvious that he feels something for her. However, why Nicholas was chosen to help Germany's military is a mystery, and it's possible that the young man is not all that he seems...



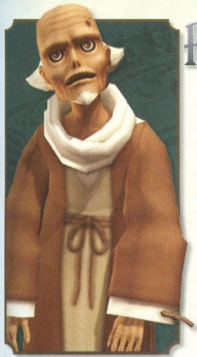
## JEANNE

A young girl from the village of Domremy, Jeanne usually accompanies Blanca. Unfortunately, events soon force the two apart. It's obvious that she has a profound effect on those whom she meets, because Yuri sees her as a great spiritual force, guiding him in his journey.

## GERARD AND PIERRE MAGIMEL

These two brothers travel the world as merchants, using a decorated wagon as their shop. This sometimes results in them appearing in strange locations. Gerard is the dedicated businessman of the two, while Pierre dreams of becoming a world-famous tailor.



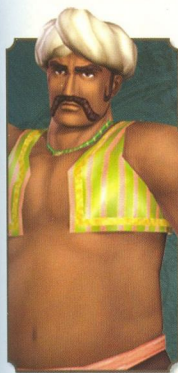


## ROGER BACON

An elderly fortune-teller and friend of Lucia, Carla's past is a complicated and secretive one. At one point, she was once a famous and beautiful dancer, but there's more to her background... She was privy to some of the most powerful knowledge ever to be discovered. This didn't give her great ease of mind, however, and Carla decided to turn her back on the information and take up a more peaceful existence.

## CARLA

Within this elderly frame rests the ability of a powerful sorcerer. Combining science and magic, Roger is an alchemist of great renown. He is not content to let others take risks, and he is willing to use his wisdom and knowledge to further good causes. This old man has lived a charmed life far beyond his years.

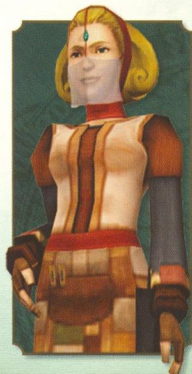


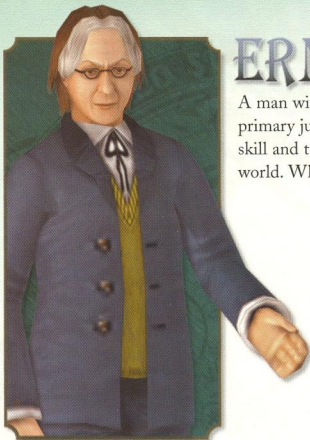
## THE GREAT GAMA

A professional wrestler of great notoriety, the Great Gama is shy about his personal life. Joachim considers him to be his mentor and the Great Gama responds to this by teaching his student a variety of different wrestling moves. Although the Great Gama has never been defeated within the ring, he knows that Joachim is capable of wonderful things and he anticipates the day that the student outshines his teacher.

## SARAH

This mysterious woman claims to have been the maid of King Solomon. If what she says is true, she has lived an inordinately long life. In any event, Sarah's purpose and past is beyond any character's knowledge.



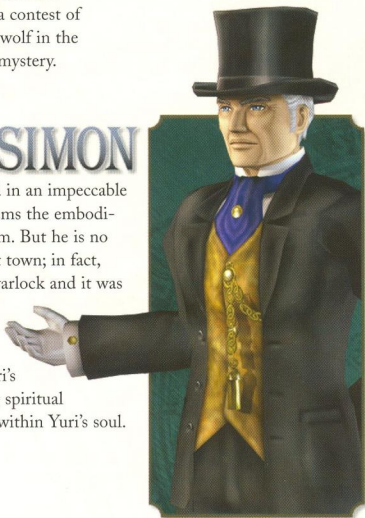


## ERNEST

A man with great respect for wolves, Ernest is the primary judge of the Wolf Bouts. This is a contest of skill and talent, in search of the strongest wolf in the world. Why this is important to him is a mystery.

## ALBERT SIMON

A dapper man dressed in an impeccable suit, Albert Simon seems the embodiment of civilized charm. But he is no mere gentleman about town; in fact, Albert is a powerful warlock and it was his machinations that are chronicled in the first *Shadow Hearts*. After his defeat at Yuri's hands, Albert's lasting spiritual essence is found only within Yuri's soul.

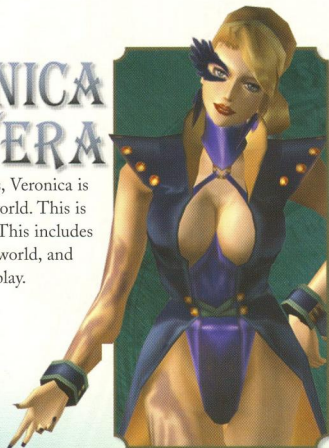


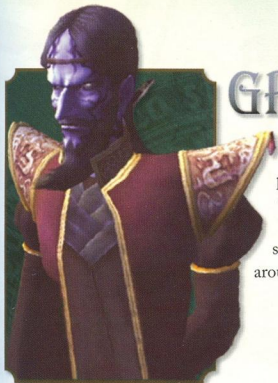
## LENNY CURTIS

Lenny is a man of contradictions. At first, he appears to be a common thug, dressed in spiky armor with a brutish appearance. Who knows whether looks can be deceiving? There can be no good reason, though, for a man like this to be prowling the land.

## VERONICA VERA

A young woman with interesting tastes, Veronica is quite certain about her desires in the world. This is a girl who knows just what she wants. This includes playing a role in events that shape the world, and Veronica knows that she has a part to play.



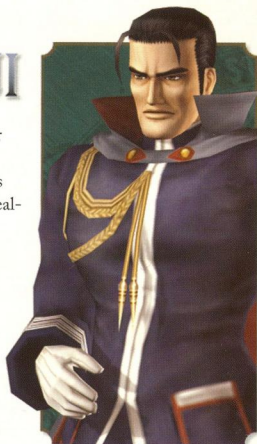


## GREGORI RASPUTIN

The country of Russia is a powerful but deeply troubled place and Gregori is at the heart of its political and spiritual nature. Known as a holy man, Gregori holds great magical power, but it may not be solely for Russia that he cares about. Hints of selfish and sinister desires have always swirled around this mysterious individual.

## KATO MASAJI

An old friend of Yuri's, Kato has seen a great many things over the course of his life. Some of them have touched him very deeply, leaving him with a deep emotional nature that he keeps carefully hidden from others. There are very few people who realize the depths of Kato's strength of will.



## THE MUTANT APES: RAIDEN, HIEN, AND OUKA

Kato's creations and dedicated warriors, the Mutant Apes, exist as extensions of Kato's determination. These powerful individuals care deeply for Kato and will not hesitate to give their lives for his sake.



# USING THIS GUIDE

There is a great deal of information in this guide. However, to get the most out of it, it is necessary to understand how it is laid out and what to look for. Because of that, this section is an introduction to all of the material that is in the guide itself. Being familiar with all the various parts of the guide and how to use that information can really improve your strategies and help you find any knowledge that you seek within these pages.

## THE CAST

This section deals with all the characters in *Shadow Hearts: Covenant*. Special attention is played to the essential party members, but there is also a brief introduction to some of the non-player characters.

There are specific gameplay tactics discussed for each playable character. Within this portion, you learn whether they specialize in melee, magic, or both, as well as each character's strengths and weaknesses.

Each character also has Special Abilities, which only he or she can use. The strength and variety of these Special Abilities change throughout the game, with each character gaining power for existing Special Abilities and learning new ones. Because Special Abilities play such a strong role in this game, the Special Abilities and their effects are also listed.

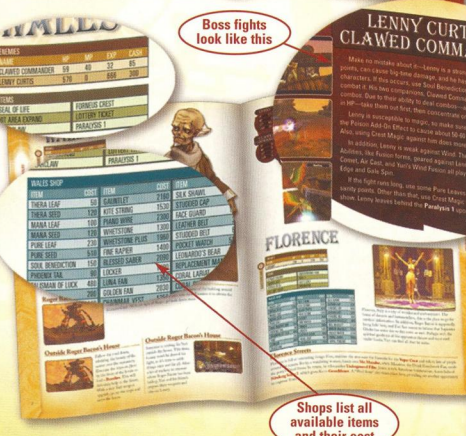
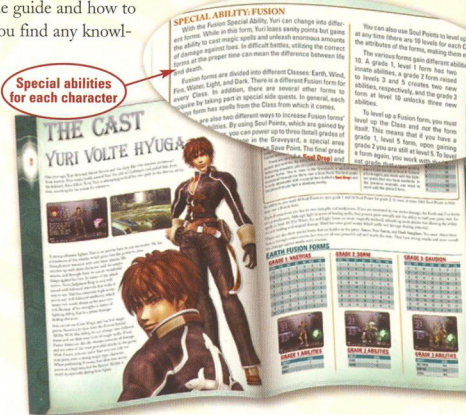
## THE STAGE IS SET

This section is a discussion on the various inner workings of the game. It begins by showing the salient points regarding characters, then switches gears to discuss the battle system. Because the battle system involves a very active component, special attention is given toward the use of the Judgment Ring and how to manipulate it to the best possible advantage.

## OUR FEATURE PRESENTATION

This is the walkthrough portion of the guide. Each section begins by stating a recommended level for your characters for each area. This is followed by a small, mini-bestiary that lists some important features of the area's monsters. Any items that are available in the dungeon are shown as well, so that you know what every area has to offer. There is also a listing of all the shops and their wares.

The rest of the walkthrough is dedicated to discussing how to navigate through each area. This includes strategies, as well as possible puzzle solutions. If the dungeon has a boss fight, and many of them do, then an entire portion of the walkthrough is dedicated to describe how to defeat the boss.



## THE CHORUS

This is where you can discover additional information about the monsters in each area. This includes each enemy's basic statistics (HP/MP), its experience (EXP), Cash, and Soul Energy that you receive after defeating them. In also lists the add-on effects that they are resistant to.

MONSTER	HP	MP	EXP	CASH	SOUL ENERGY	RESISTANCE
<b>23 CASTOR</b>	1275	100	100	150	100	NO EFFECT P. POISON P. PARALYSIS P. PETRIFY P. SLEEP P. SILENCE P. SLOW P. STUN P. WEAKEN
<b>24 POLLUX</b>	1275	100	100	150	100	NO EFFECT P. POISON P. PARALYSIS P. PETRIFY P. SLEEP P. SILENCE P. SLOW P. STUN P. WEAKEN

## COSTUMES AND PROPS

This chapter deals with your inventory. Each character's weapons, armor, and accessories are described here. In addition, the cost of each item is listed, so that you can budget your Cash accordingly. Finally, the one-use items that are used to rejuvenate characters are shown here, so that you know their effects and costs.

## THE CURTAIN DESCENDS

This chapter is an all-inclusive reference chapter for the game's multiple side-quests. It includes things like bonus areas, descriptions of how to acquire each character's unique final weapons, armor, and accessories. This chapter also includes the various mini-games, like Solomon's Key and the Lottery.

This section is a wealth of information. If you want to get through the game and uncover every little facet of it, then this chapter is essential.

## ENCORE

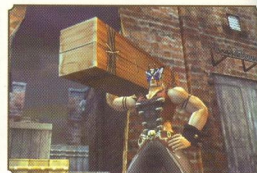
This section contains lots of lists and tables that reference things like Ring Soul and Crest locations. Additionally, it covers the Trials of Solomon and other little tidbits, like the Trading Game and the Treasure Hunting Game. If you're looking to maximize your gameplay experience, check out this chapter.

# THE STAGE IS SET

This section details much of the game mechanics of *Shadow Hearts: Covenant*. First, this section discusses character attributes and how they affect the course of a character's progression. Then, there is an in-depth discussion of the Judgment Ring, the most integral part of the battle system. Special Abilities, such as Fusions, are also explored. Finally, there are ways in which to maximize the amount of experience, money, soul points, and items per fight. These can make your time level building more exciting and profitable!

## CHARACTERS

There are obvious differences in gameplay between characters. Some differences, such as attributes, change as you progress throughout the game. In contrast, there are also differences between characters that are set and don't change, no matter how many levels are gained (such as weight and class).



### Attributes

A character's attributes determine the role that they play in the party. Yuri and Joachim, are definite frontline fighters, while others (like Lucia and Gepetto) are solid magic users.

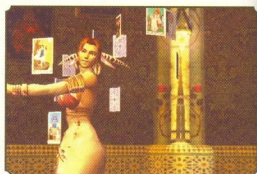
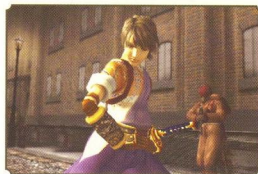
However, there are also some characters who have fairly strong physical attacks and the ability to use good magical spells.

Because there are specific weapons and accessories that change these attributes, you may find it beneficial to know how these affect your character's performance. Also, if you prefer physical attacks to magical attacks, it's nice to know what types of items to look for!

### ATTRIBUTES AND THE ROLES THEY PLAY

ATTRIBUTE	ABBREVIATION	ROLE
STRENGTH	STR	AMOUNT OF DAMAGE CAUSED BY PHYSICAL ATTACKS
VITALITY	VIT	DETERMINES A CHARACTER'S HIT POINTS
AGILITY	AGI	AFFECTS A CHARACTER'S ABILITY TO EVADE, SUCCESS OF ATTACKS, AND THE AMOUNT OF TIME BETWEEN TURNS
INTELLIGENCE	INT	AMOUNT OF DAMAGE CAUSED BY SPECIAL ABILITIES
POWER	POW	DETERMINES A CHARACTER'S MAGIC POINTS
LUCK	LUC	AFFECTS A CHARACTER'S CHANCE TO CRITICAL OR DODGE AN ATTACK
PHYSICAL ATTACK POWER	P-ATK	AMOUNT OF DAMAGE CAUSED BY A CHARACTER'S PHYSICAL ATTACKS
PHYSICAL DEFENSE POWER	P-DEF	AMOUNT OF DAMAGE RECEIVED FROM PHYSICAL ATTACKS
SPIRITUAL ATTACK POWER	S-ATK	AMOUNT OF DAMAGE CAUSED BY A CHARACTER'S SPECIAL ABILITIES
SPIRITUAL DEFENSE POWER	S-DEF	AMOUNT OF DAMAGE RECEIVED FROM SPECIAL ABILITIES

In general, most solid attackers concentrate on high strength and vitality and have high physical attack power and physical defense power. This means that they have high hit points, do more damage with physical attacks, and have a high resistance to physical damage. Most magic users have high intelligence and power as well as spiritual attack power and defense power. They have a good amount of magic points, inflict damage through magic spells, and have good resistance against any spells cast at them by their enemies.



This becomes very important when using items (like Seals) that permanently affect a character's attributes. Make sure you tailor these boosts to the role your character plays, so that you raise the best attribute for your character.

## Sanity

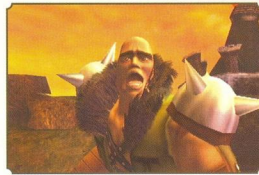
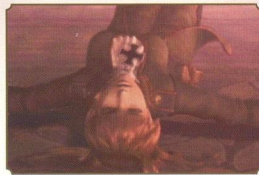
Each character also has a certain quantity of sanity points. Over the course of a battle, the evil influence of the monsters wear away at a character's sanity, bringing him or her closer to madness one turn at a time. As characters become more experienced and gain levels, the amount of sanity points that they have increases and they can last longer in a fight before going berserk.

If a character runs out of sanity points, you lose control over his or her actions; basically, they go berserk! A character in this state may attack enemies, but he may also lay into his own allies, use random items, or simply fall unconscious. If a character remains berserk by the end of the fight, he loses the experience for that fight. As a side note, characters who are unconscious or petrified at the end of a fight also lose all of their experience.

Under normal conditions (using basic attacks), characters lose only one sanity point per turn. However, there are some states that cause characters to consume large amounts of sanity points. Combos cost additional sanity points and Special Abilities, especially Fusion, can drain sanity. Fortunately, there are items (like Pure Leaves) that restore sanity. There are also items that slow down its rate of loss or enable you to have

some measure of control over a character's actions while they are in a berserk state.

Most random monster encounters never last long enough for characters to risk going berserk. Boss fights, however, are another story. These battles can be prolonged ones and you need complete control over your characters during this time. You also cannot afford to have a character attacking allies or using valuable (or rare) items without your consent. Finally, at the end of the fight, you want everyone in your party to get the substantial experience from the battle. Therefore, keep a careful eye on your character's sanity points and use an item—if necessary—during a prolonged fight. A sane, controlled warrior is always a better fighter.



### BERSERKER BRIGADE

If your entire party is berserk at the end of a fight, you can gain bonus items or money. However, note that no characters gain experience for that battle. This is more difficult to accomplish later in the game, because your characters will have higher sanity points.

## Weight

Each character has a set weight that doesn't change over the course of the game. There are three different classes: light, medium, and heavy. Weight determines the distance that an enemy is knocked down and the amount of time a character stays down after he or she is hit. Light characters get up very quickly after taking a hit, don't stay in the air very long, and cannot hit an enemy very far. On the other hand, heavy characters take a while to regain their footing upon getting knocked down, stay in the air for a while, and can make their knock down attacks count against foes.

Because an enemy cannot defend itself well if it is in the air or on the ground, you can inflict additional damage to them when they are in these states. Have heavy characters concentrate on attacks or combos that have a knock down effect.

## Classes

A character's class is fixed at the beginning of the game and cannot be altered. There are seven classes in total, each of which corresponds to elemental attributes: Light, Dark, Fire, Water, Air, Earth, and Non-class. Classes have an antagonistic relationship to one another. For example, Light opposes Dark, Fire opposes Water, and Air opposes Earth.

Oftentimes, a character's class is reflected in the special abilities that he receives, so that the ability has that class. The exception is healing magic, which is always of the Light class. Enemies, both random monsters and bosses, also have classes. In general, if an enemy is attacked by an element of the same class, less damage is done and, conversely, if the opposing element is used, more damage is caused. This means that enemies are nearly always weak to some element (see *The Bestiary* for the elemental attributes of each monster). In this manner, it is best to avoid using elemental spells of the same class. You can inflict additional damage if you attack foes with an element that they are weak against.





## THE JUDGMENT RING

The Judgment Ring is the synthesis of the action system in *Shadow Hearts: Covenant*. While the battles themselves are turn-based, all actions of the characters (from attacking to casting magic spells to using items during the conflict) are determined with the use of the Judgment Ring. Therefore, familiarizing yourself with the Judgment Ring and rigorously practicing with its various forms is essential to your progression through the game.

### Battle Overview

The Judgment Ring appears the moment you attempt an action in the game: an inscribed multi-colored disk with a rotating hand (the Indicator). The yellow areas are called **Hit Areas**; press the X button somewhere within these areas to perform an action. The red areas are called **Strike Areas**; selecting within their range adds additional effects to an action, such as a bonus to damage for attacks and magic spells.

The green areas, called **Step Areas**, function to power up some specific attacks, such as performing a special ability. Finally, the blue areas are **Modulate Areas**, and they execute those attacks, such as the casting of a spell.

If you don't hit any areas by the time the Judgment Ring completes a full circuit, then the character's turn is considered over. They do not attack at all for that turn.

There are some status effects that alter the appearance of the Judgment Ring, such as **Fake Ring** or **Reverse Ring**. These status effects make using the Judgment

Ring far more difficult because they aren't what you're used to seeing in manipulating the Ring. By and large, these conditions wear off within a certain amount of in-battle time, cease at the end of the fight, or can be cured with recuperative items.

There are also certain items and accessories that alter the flow of the Judgment Ring's progress. For example, the **Coral Pendant** slows down the speed of the Indicator, so that you have more time to trigger the Hit or Strike Areas. For best results, use these accessories on characters whose Judgment Rings are difficult to master.



### The Battle System



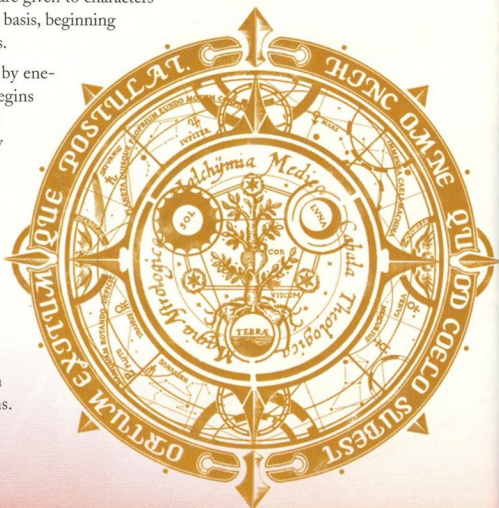
A fight ensues when you break through the standard walk-around map (the Sub Map) and into an enemy encounter (the Battlefield). There are several different positions in which the battle can start, all of which are random.

The normal battle position is where enemies are lined up opposite your characters. In this configuration, attacks are given to characters and enemies on a turn basis, beginning with faster participants.

If you are surrounded by enemies, then the fight begins with your party in the middle and flanked by the opposing forces. The enemies automatically engage first, getting the first turns. It may be

more difficult to connect combos against enemies or engage them with certain types of spells in this situation.

If your party surrounds the enemy, then they have the flanking positions and your foes are trapped in the middle, with no escape. It may still be difficult to attack with certain spells, but your party automatically gets to take the first turns.



## Basic Attacks

After selecting an enemy to attack, you get to use the Judgment Ring. Characters have different maximum numbers of Hit and Strike Areas and attacks at the earlier part of the Ring cause more damage than later ones. In general, though, try to trigger all of the Hit Areas (or, preferably, the Strike Areas) so that damage is maximized.

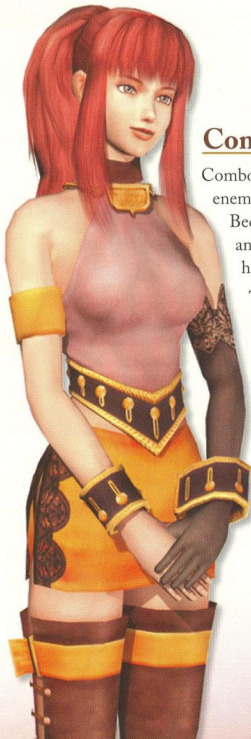
Also, keep an eye open for wounded enemies. Although you don't always see the exact totals of monster hit points, there is a blue bar that indicates the relative amounts. Try to have characters attack enemies in such a way that damage is spread out so that you can defeat the maximum numbers of enemies per turn.



This adds a variety of benefits to your party. First, fights end sooner and you can use your time more efficiently. You'll also use fewer health-replenishing items, like Thera Leaves, so you have more at hand for tougher battles. In addition, it is easier on your cash supply because Thera Leaves aren't cheap. Finally, you minimize your chances of losing your characters' sanity points during fights (especially early in the game).

### SKILL PAYOFF

There are special rewards to obtain in the form of bonus items, money, or even Soul Points if you meet certain conditions in the course of battles. These conditions are successfully triggering all Hit Areas (No Ring Miss), successfully triggering all Strike Areas (Perfect Victory), not taking any damage (No Damage Victory), defeating the foes within a variable number of enemy turns (X Enemy Actions), and getting a variable number of hits, especially through Combos (X Hit Combo Ring).



## Combo Attacks

Combos cause extra damage; in fact, they can inflict *a lot* of extra damage! Against powerful enemies, such as bosses, combos are a wonderful means of executing powerful attacks.

Because you can gain extra hits from combos, they are also a good way to get bonus items and money. Because combos are such an integral part of the fighting repertoire, knowing how, when, and who to combine is extremely useful.

The first step in creating a combo is to have all of the participants within a certain close proximity to each other. The last participant in the chain doesn't move and begins the combo process. Note that moving characters into this close proximity costs sanity points, as does the amount of time that they spend there during the round.

Because of this, it's best to move characters who are next to each other in the battle lineup if you are doing a small combo, such as one with only two participants. If you are doing a large, four-person combo, have the last person in the lineup be the focal point for the combo and have everyone else move to their position.

## MOVING ON UP

When moving, your characters have the decision to "do nothing" or Resist. Doing nothing means exactly that: your characters do nothing to avoid enemy attacks aimed at separating the combo participants, such as those that knock them into the air. Resisting an attack means that the characters aren't as affected by such conditions and they stay within range of each other in preparation for the combo. The downside of Resisting is that the characters lose sanity points for each attack performed against them. In general, if you keep combos small, it's not worth the loss of sanity points to use Resist. However, if you have a major 4-person combo with a character at the end who goes after the enemies' turns, it may be good to have your characters resist being forced apart.

Next, select the type of combo you want to perform, called the Hit Class. There are four different Hit Classes: Standard, High Angle, Knock Down, and Hard Hit.

- **Standard:** Pushes the enemy back a little. This Hit Class is the easiest to perform, but the damage is slightly lower than those from other Hit Classes. This is a good Hit Class with which to practice or end a long combo set.
- **High Angle:** Lifts the enemy into the air. The amount of time the enemy is in the air is always the same. This is a wonderful Hit Class to begin a long combo set, because the adversary can't defend as effectively while in the air.
- **Knock Down:** Slams the enemy into the ground. The amount of time an enemy spends on the ground depends on its weight, with heavier enemies taking longer to rise again. There are certain combos using Knock Down that you cannot do with the High Angle and vice versa. This Hit Class is very good if you're attacking a Heavy boss and want to get in some good ground hits for more damage.
- **Hard Hit:** Pushes the enemy far away. The distance varies according to the weight of the character attacking, with lighter characters unable to push back enemies as far as heavier characters. If the enemy hits a wall while being pushed back, they bounce into the air just like that of the High Angle Hit Class. Try using this Hit Class when a foe has been backed into a corner on the battlefield.

For each combo, choose the Hit Class that accomplishes the style of fighting that you enjoy for a given encounter. You can also use different Hit Classes for a combo during a combo chain: start by having the first character use High Angle, the second character use Knock Down, and the third finish off with a Standard. You can also chain in some character Special Abilities and Crest Magic.

After selecting the Hit Class, you need to attack using the Judgment Ring. Note that timing in a combo, just like all the other actions using the Judgment Ring, is everything. If you miss even one attack on the Ring, the combo breaks and you miss your chance. There is also a significant time delay before the participants have their turn again.



## HIT ME!

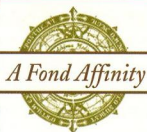
The number of hits that the first character does affects the amount of bonus damage done by the following character. The greater the number of hits, the larger the amount of damage done. Try to use Special Abilities with high hit totals (like Geuschbenst and Deathtron Hammer) first, followed by the really powerful attacks (such as those from high-powered Fusion forms).

When every participant except the last one has completed their attacks, the Judgment Ring begins to spin. When this occurs, press the correct button shown on the Ring in a certain amount of time. If you fail to press the correct button, the combo breaks. The amount of damage caused by participants in the battle increases as the combo progresses. The last character in the combo chain does the greatest amount of damage. If possible, have the most powerful characters go last in the combo for maximum damage.

## INSANE COMBOS

Combos are draining on your characters' sanity points because so many effective turns can lapse before actions are performed and each turn has a sanity point cost. This means that you must keep an eye on a character's sanity points before starting a combo to ensure that they don't go berserk. However, the last person in the combo chain doesn't have to lose many sanity points at all. If you really need a combo but are running low on sanity points, try to make the lowest sanity point character the final participant.

Note that if the target of a combo dies before all the participants have their attacks, you can choose to attack another target. In that respect, it works like a basic attack turn.



Affinity measures the relationships that develop between members of your party. If characters are often working together in your active party, then they begin to develop an affinity for each other.

More telling in terms of increasing affinity, however, is the number of combos that they perform together. The more combos they perform, the greater the Affinity that develops. When their Affinity increases to a certain amount, characters may start battles within range to combo without you having to move them. (This means that they risk losing fewer sanity points.)

The higher that characters' Affinities increase, the greater the amount of time you have to select the correct button on the Judgment Ring in the course of performing a combo. So the more the characters like each other, the easier it is to complete the combo.

In the beginning, character Affinities are very low (0). At this point, it is difficult to complete combos because the button selection time is so short. Try to increase Affinity by beginning with small combos against low-level enemies in random encounters. Don't be very aggressive in trying for Strikes; instead, focus on completing the combo.



## Breaking Combos

The following are factors that can cause a combo to break:

- **Positioning Problems:** Characters aren't close enough to each other to perform the Combo. This may be the result of an enemy's attack forcing them apart.
- **Missed Attack:** An attack was missed during the initiation of the combo.
- **Missed Executor:** An incorrect button was pressed or no button was pressed at all.
- **Incompatible Special Abilities:** Some Special Abilities (like Anastasia's Snapshot) cannot be used with Combos.
- **Timing Problems:** Combos have to flow. Some require a certain variable window of opportunity, such as from Knock Down to Hard Hit.

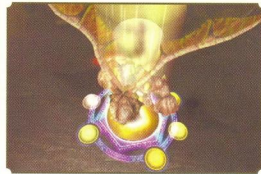
It's possible to achieve a unique ending to four-person combos. The last character to go can use Combo Magic, which is a high-damage attack. There are many different types of Combo Magic to use, with the ending character determining which one is available. As your party expands, different Combo Magics are added.

Of course, you want to feel comfortable performing combos before taking part in some boss fights. Try using them in random encounters for practice; not only does this help learn how to execute combos, but you can also get bonus items, money, and Soul Points with no cost to your characters against weaker enemies. The experience is nice too and you can raise your characters' Affinities for each other.

## Range Attacks

Range Attacks cover everything outside of Basic Attacks and combos, such as Magic and Special Abilities. These types of attacks cause damage against their targets with a variable area of effect. There are four different types of attacks: Circular, Linear, Piercing Shot, and All.

- **Circular:** Damages all enemies in a circle around the target. This is good to use when enemies are clustered close together, like when your party surrounds the enemies.
- **Linear:** Damages all enemies within a line from the attacking character to the target. This is best used when there are multiple ranks of enemies and you can maximize the number of foes to hit.
- **Piercing Shot:** Damages all enemies in a line from the attacking character to the target, then all enemies in a circle around the target. This is wonderful when there are large numbers of clustered enemies, particularly if the target foe is in the center of the group.
- **All:** Damages all enemies on the battlefield. There is a clear advantage in using this if your foes are spread out or if you are in a boss battle with multiple creatures. This way, you can damage all foes on the battlefield with one small ability.



Range Attacks (except for All) are further subdivided into small, medium, and large effective ranges of attack. For example, a small Circular attack would be considered a Single attack. An increase in effective range for a Circular and Piercing Shot attack increases the radius of the circle within which damage to the targets occurs. The larger the size, the more monsters are damaged. In much the same way, an increase in Linear attack increases the width of the line damaging the monsters. The wider the line, the greater the number of foes you'll hit.

## CREST MAGIC

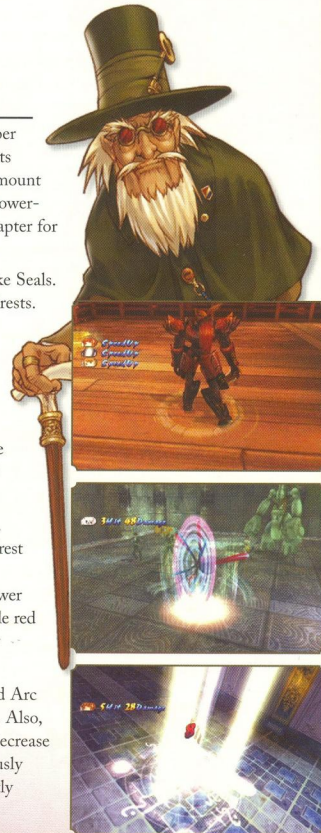
Characters with the ability to equip Crests have the capacity to use Magic. The number of Crests that you can equip is dependent on the number of dominance capacity points (DPC) each character has. Each Crest takes up a certain amount of DPC, and this amount varies by Crest and the level of each Crest. Higher-level Crests use more DPC than lower-level ones. Crest levels are gained through the Solomon Trials (see the *Side-Quests* chapter for more information regarding the Solomon Trials).

Characters gain DPC as they increase in level and through attribute-raising items like Seals. Provided that the character has enough DPC, you can equip him with up to eight Crests. Some characters (like Gepetto) go to Magic quickly and easily, having more DPC than others, while others (like Joachim) are not natural-born magic users.

Crest Magic has Classes that operate in an opposing relationship: Light against Dark, Fire against Water, and Air against Earth. To get the most out of your finite amount of DPC, concentrate on a single Class. That way, your characters can get higher-level spells instead of spreading around DPC. In addition, equipping multiple Crests with the same spell decreases the cost of the spell by 1/2 for the first duo, 1/3 for the next Crest, and 1/4 for the subsequent set.

You can use some Crest Magic both inside and outside of battle (such as healing spells). Usually, more powerful effects result from using them in battle. However, using ALL Crest Magic in battle requires use of the Judgment Ring, and each Crest spell has its own Judgment Ring. This form of the Ring has green Step Areas (which you must hit to power up the spell), blue Modulate Areas (which you must hit to execute the spell), and a single red Strike Area (to boost damage). The further back on the Modulate Area you successfully trigger, the greater the effect of the spell.

Buffing Spells, such as Arc Gale (which increases turn speed for the entire party) and Arc Rage (which increases physical damage caused by the entire party) are very powerful. Also, try Arc Shield (to decrease an enemy's physical attack damage) and Arc Barrier (to decrease an enemy's special attack damage). During boss fights, these types of buffs can seriously limit the effectiveness of the monsters, as your characters attack faster and with greatly increased damage and take less damage from an adversary's attacks.



## SPECIAL ABILITIES

Each character has his or her own Special Abilities that only he or she can use. These abilities are part of the Personal System (access Personal in the Menu) and they include such things as Nicholai's White Magic, Yuri's Fusion, Karin's Sword Arts, and so on (more information regarding these Special Abilities can be found in *The Characters* chapter). Many of them draw off the character's magic points. The proper application of these Special Abilities can change the course of a battle, doing massive amounts of damage against enemies.

Most Special Abilities are gained through sub-quests and side quests instead of raising by level. For example, Yuri's Fusion abilities require trips to the Graveyard and Karin gains hers through collecting Neiblung Opera pieces. These quests are detailed in the *Side-Quests* chapter.

Special Abilities also have their own Class: Light vs. Dark, Fire vs. Water, and Air vs. Earth. Use Special Abilities that are of the opposing class against enemies. The Classes of all enemies are detailed in *The Bestiary* chapter.

Like Magic spells, Special Abilities can also be used in combos. Because some Special Abilities have different affects on enemies, such as causing them to fly into the air, you can use them to rack up large amounts of hits against enemies. Many Special Abilities add versatility to a character, making them more rounded. For example, Anastasia's Special Ability, Snapshot, creates the power to use monsters and their abilities as well as to see a monster's hit points and the enemy's Class. Take note of any Special Abilities that have different effects and take advantage of opportunities that present themselves during the course of the game.



## Items

Items can often be used both inside and outside of battle. During battle, this also requires the Judgment Ring. Most of the time, this Ring consists of a single large Hit Area that isn't difficult to trigger; some also have a Strike Area for an effect boost. Items used in battle have the potential to have greater effects than those used outside of battle.

### SEALING YOUR VICTORY

Seals are items that have permanent effects on a character's attributes. This is how you can make the most out of these valuable items. First, always use them in battle; if you use them outside of battle, you receive the weakest effect. Second, make sure that you save before using them. Finally, if you have trouble getting the best effect from a Seal, switch to using the Normal type of Ring from the Ring Customization menu and equip items that slow down the speed of the Indicator.

## Ring Customization

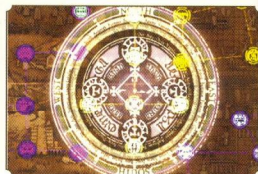
Access to Ring Customization is acquired by the **Ring Soul** in the second floor of the Tower of Apoina. This ability is priceless when it comes to using the Judgment Ring. With it, you can change most facets of the Judgment Ring, tailoring its difficulty and capabilities to fit your personal needs.



## RING TYPE

The type of Judgment Ring you choose greatly depends on how comfortable you are with the timing and difficulty of the Ring. You begin the game with the Ring on Normal. There are four different types of Judgment Rings: Normal, Practice, Technical, and Gamble.

- **Normal Ring:** Has a decent width of Hit Areas and Strike Areas. If you miss an attack, your turn ends. If you miss a later Hit Area, you attack for the Hit Areas you successfully triggered. This type is solid and practical, making it useful for most occasions.
- **Practice:** Has wide Hit Areas and no Strike Areas. You can continue to attack even if you miss a Hit Area. If you need practice with the Ring or are completely new to the battle system, then this is the best choice.
- **Technical:** Has smaller Hit and Strike Areas. Attacks made with this Ring cause greater damage than those from any other Ring. If you miss any Hit Areas, the attack fails and you lose your turn. This Ring is for those who rarely miss a Hit Area at any time.
- **Gamble:** Has one Hit Area and Strike Area of decent width. This is an all-or-nothing Ring, in that triggering the Hit Area or Strike Area has the same effect as triggering the maximum number of attacks on a Normal Ring. This Ring is good to use if you are comfortable with hitting its Strike Areas, because triggering its one Strike Area is equal to triggering all Strike Areas on the Normal Ring.



As you become more skilled in using the Ring, move to Normal, which offers greater flexibility and can provide a boost to damage because it has Strike Areas. As your skill improves, see if the Technical Ring or Gamble Ring suit you better. There is a type of Ring for every level of skill.

### OUT OF THE RING

What if you don't want to deal with the Judgment Ring at all? In this case, there is a solution: the Auto Ring. This Ring only allows a maximum hit of one, so your characters only attack one time. In addition, there are some accessories and abilities that you cannot use, such as those that affect Combos.

## HIT AREA NUMBER

An increase in the number of Hit Areas of a character does make a difference in terms of the damage they inflict. In general, more attacks equal more damage. However, it isn't a one-to-one ratio of attacks in terms of damage. For example, you have one Hit Area on a Ring that damages an enemy for 100 hit points. If you have two Hit Areas and successfully trigger them, you don't cause 100 hit points per attack; rather, they do more like 70 and 50 hit points, respectively. As you can see, you do more damage if you have more attacks, but the difficulty of using the Judgment Ring increases. The greater the number of Hit Areas, the harder it is to successfully trigger all of them.

In addition, the earlier the Hit Area, the greater the amount of damage done. Therefore, a character's damage is frontloaded. Obviously, hitting any Strike Area is good, but triggering the first one is the best. If you are very good at triggering Strike Areas, having characters with greater numbers of attacks can make a large difference in terms of the damage caused.

Attack Boosts increase the number of attacks available to a character. You gain Attack Boosts by finding Ring Souls. For example, Karin's first Attack Boost is automatically gained by the Ring Soul in the Tower of Apoina. Other Ring Souls are found in other parts of the game.

## HIT AREA WIDTH



This subset of Ring Customization changes the width of Hit Areas and Strike Areas on the Judgment Ring. The size of this varies by how many Hit Area Expands and Strike Area Expands are in your possession. There is a finite number of these items and you determine which Hit/Strike Areas you want to increase.

This is a nice way to tailor each Hit/Strike Area to your level of skill. If there is a Hit Area that you are having a hard time triggering, then increase its size. Want to make it easier to hit the very first Strike Area (which does the most damage)? Simply increase that Strike Area. Any weakness that you feel you have in terms of triggering Hit/Strike Areas can be compensated for if you have enough Hit/Strike Areas.

## ADD-ON EFFECTS

Different types of effects can be added to your attacks. For example, Karin starts the game with a chance of causing Evasion Down. As you progress, you find these Add-On Effects in treasure chests, searchable areas, or even as rewards for fights.

Each of these add-on effects is further broken down by the likelihood of the effect being attached to the monster and how powerful it is. In this regard:

- 1 = weak effect
- 2 = low probability
- 3 = strong effect
- 4 = high probability



## ADD-ON EFFECTS

EFFECT	DESCRIPTION
POISON	ENEMY TAKES POISON DAMAGE DURING ITS TURN
PARALYSIS	ENEMY CANNOT ACT
SEAL	ENEMY CANNOT USE MAGIC OR SPECIAL ABILITIES
PETRIFY	ENEMY TURNS TO STONE AND CANNOT ACT
INSTANT DEATH	ENEMY DIES IMMEDIATELY
DELAY	ENEMY'S TURN OCCURS LATER
SLOW	ENEMY ATTACK SPEED IS REDUCED
P-ATTACK DOWN	ENEMY'S PHYSICAL ATTACKS CAUSE LESS DAMAGE
SP-ATTACK DOWN	ENEMY'S SPECIAL ATTACKS CAUSE LESS DAMAGE
P-DEFEND DOWN	ENEMY TAKES MORE DAMAGE FROM PHYSICAL ATTACKS
SP-DEFEND DOWN	ENEMY TAKES MORE DAMAGE FROM SPECIAL ATTACKS
EVASION DOWN	ENEMY CANNOT EVADE ATTACKS AS SUCCESSFULLY

## Blocking

Instead of attacking, you can choose to Block attacks. There are two different types of Blocking: Defend and Resist. Both work to decrease the amount of damage taken by a character, but they work in very different ways.

- **Defend:** Spends the character's turn in a defensive stance. This is useful in fights where you know that the enemy's turn is going to be brutal.
- **Resist:** Uses sanity points to prevent damage. If your party is in a stable position in preparation for a combo, then you may consider using Resist to keep enemies from forcing your characters out of combo range for a round.

## BUILDING UP YOUR SUPPLIES

For most of the game, experience comes in very easily and quickly. Your characters progress in a very smooth fashion as they move into more and more difficult areas. Just going through the Sub Maps and collecting all the treasure chests and searching areas keeps your group healthy. However, to ensure that you get all the experience, make sure your characters keep their sanity and revive any unconscious or petrified members by the end of the fight.



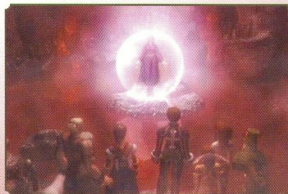
In terms of gathering items and money, use the Judgment Ring bonuses. You can get more money and items if you fail to miss any Hit Areas during attacks (No Ring Miss), get a certain number of hits during Combos (X Hit Combo Ring), hit all Strike Areas during an attack (Perfect Victory), or take no damage from enemies (No Damage Victory). The better you become at these, the easier any random encounters become and the more bonuses you acquire.

### SOUL TRAIN

Each time you win a random encounter, you gain Soul Points. Yuri uses these Soul Points to gain new Fusion forms or to level existing Fusion forms. To build up Soul Points, choose a fight where there are multiple enemies or an unending stream of encounters and defeat the enemies before they can attack (X Enemy Actions Victory). This provides a bonus to your Soul Points.

The easiest way to keep good monetary reserves is to avoid spending large amounts of it. Each time you purchase items from shops, you can try for a Shop Discount. Make sure that you save before any large purchase, then try to get a very high (30-50%) discount on those items. You must have Rank A (Gold Card) to do so.

If you are good with the Store Discount Rings, you can buy large amounts of a specific good, get a 50% discount when buying it, then sell it back with a 25% mark-up. This way, you can make a 25% profit on your investment.









# WALKTHROUGH

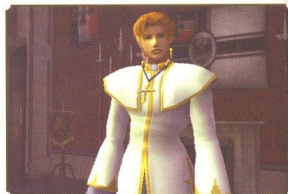
# OUR FEATURE PRESENTATION

This section is a cohesive walkthrough of the many areas within *Shadow Hearts: Covenant*. Included are strategies and tactics to get through each area, as well as item and enemy lists. Additionally, game-tested fighting techniques are described to help conquer every boss in the game.

## Introduction

The quiet peace of a small town, the village of Domremy, is shattered by the arrival of soldiers. Lt. Karin Koenig's force has been sent to investigate the strange conflicts that have taken place in the village and to secure the region for the invading German army. However, all is not as it seems in this little French city, and the German unit quickly encounters a supernatural force.

Lt. Koenig is forced to admit her failure to her superiors. They have little choice but to believe her, yet they remain frustrated by Domremy's stubborn refusal to submit to German occupation. To this end, the German military has the services of Cardinal Nicholas (Nicholai) Conrad at their disposal, a priest and emissary from the Vatican. It is his purpose to open the defenses of Domremy and allow Germany's troops to complete its possession of French territory.



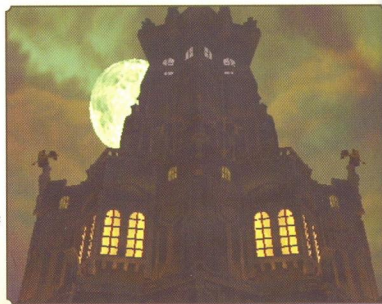
## TOWER OF APOINA

2  
SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
REVENANT	17	0	1	10
STATUE	17	0	1	10
GARGOYLE	140	90	50	200

ITEMS	
THERA LEAF	ATTACK BOOST
TALISMAN OF LUCK	PURE LEAF
MANA LEAF	TENT
HIT AREA EXPAND	HOLY MISTLETOE

The Tower of Apoina is the abode of lost souls and damned spirits. Used as a place of torture for heretics and the final resting place of doomed nobles, the Tower of Apoina has a bloody and disturbing history. At the present time, the amount of negative spiritual energy has given the spirits both form and the power to attack any living creature that crosses the threshold. However, Apoina Tower holds one final secret: It is the secret hiding place of the Holy Mistletoe, a relic of unsurpassed power that can be used to walk the land.



## First Floor

This area provides the game's introduction to the mysteries of the spiritual realm. There are many game-related things to get accustomed to, so take the time to explore and learn the intricacies of the game.

### The Ring of Battle

The combat system involves the manipulation and timing of the Judgment Ring, a circular structure with various colored regions on it. The essence of using the Judgment Ring involves pressing the X button while the hand is within the colored region. If the hand lands within the yellow region (Hit Area), the attack is successful; if it lands in the red region (Strike Area), the attack causes extra damage. If you fail to hit the first colored region on a circuit at the start of the game, the attack is considered a miss and your turn ends (you can change this later in the

game). It's possible to successfully attack and still miss your target during the execution of an attack. If a full circuit of the ring is completed without pressing the X button, your turn ends.

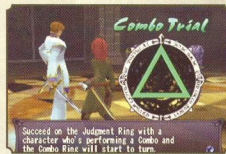
The use of Magic and Items also requires the Judgment Ring. Magic has a green area (Step Area) that you must hit to power up the spell, a blue area (Modular Area) to successfully complete the spell, and another red critical zone (Strike Area). Item use is a simple yellow area (Hit Area) that is relatively easy to connect.



The early monsters in this area aren't a great threat, but they may occasionally attack in groups of four. If you're still learning the ropes of the Judgment Ring, linger within the first and second floor of the tower near the Save Point and practice using it. Each area of the game usually has at least two glowing blue Save Points. The first one is at the beginning of the area, and another is near the end, usually before a boss fight. To save your game, press the Triangle button to access the menu, select Data, and save your game.

### LEARNING ABOUT COMBOS

Because combos cause additional damage and increase the chance of obtaining items and additional experience in a fight, knowing how to complete one is a useful skill. The opening moves are very similar to a standard attack using the Judgment Ring, although you need the other characters who are participating in the Combo to be close together. When everyone is in position, select the combo type (e.g., High Angle, Knock Down, or Hard Hit). The characters then perform the attack as normal. At the end of the attack, a symbol appears on the Judgment Ring. You then have a small amount of time to press the correct button. If you succeed, the second person carries through their attack automatically; if you fail at any point, the combo is considered broken.



There is a small staircase to the left of the altar. Follow it to the small balcony and find a treasure chest with a **Thera Leaf** inside it. Opposite the altar, to the right side, is another staircase and balcony. This time, a small question mark appears over the character's head. Press the X button to search around the balcony to find a **Talisman of Luck**.

The doorway leading out of the tower and the one up the large staircase to the left are firmly locked. The only way out is through the completion of the mission: To find and secure the holy relic. Follow the large staircase to the right and go through the large wooden door.

## THE SEARCH FOR MORE ITEMS

There are several ways to find items in this game. For example, some are hidden inside treasure chests within the level. Others are found when a character searches around an area; a question mark usually indicates that the character has noticed something. (Other areas of interest are also indicated by the question mark.) Additional items appear as a shiny sparkle in a noticeable place. Because there are many things to collect, keep an eye out for any regions of interest while walking around.



## Second Floor

Continue through the long hallway until it opens into a larger section with a checkered floor. Go north into that area and make a left. Examine the treasure chest to obtain a **Mana Leaf**. Take a right to proceed deeper into the hallway and look for a treasure chest to the north as well; this one has a **Hit Area Expand**. You can't use it quite yet, but its time is approaching.

A glowing circular apparition blocks the path, but this being is friendly to Karin's cause. It is the Ring Soul and it has a unique gift for Karin. It hands over two special tokens: **Ring Customization** (which enables you to change the shape and form of the Judgment Ring for every character) and an **Attack Boost** (which gives Karin another attack). With the ability of Ring Customization, the Hit Area Expand item now gains its full use. After adjusting the Judgment Ring to your standards, continue up the large staircase to the next floor, one step closer to your objective.

## RING TYPES

The first, and most important, thing is that now you can change the Ring type to *Normal*, *Technical*, *Practice*, or *Gamble*.

If you're comfortable with using the Judgment Ring, stay with Normal and its good Strike Areas and decent width of Hit Areas. The Normal Ring is a very reliable choice with which to start the game.

If you're very confident of your abilities, try using the Technical Ring, which shrinks the attack zones but causes additional damage when attacks are completed. However, if an attack misses with any of the Hit Areas, your turn ends and your character fails to attack. The Technical Ring is good for seasoned players who miss few attacks.

If you're losing attack opportunities because of missed Hit Areas, then use the Practice Ring. This removes the red Strike areas, which prevents you from getting the damage boost, but it does enable you to continue to attack even if you miss a Hit Area. The Practice Ring is a good choice for those new to this battle system.

Lastly, the Gamble Ring has only one Hit Area and one Strike Area. Attacks made with this ring have the capacity to inflict great damage, because getting one Hit Area or Strike Area results in your character attacking as though he or she has successfully gotten all Hit or Strike Areas. However, there is more risk involved because you're wagering everything on hitting only the one region. Use the Gamble Ring if you're very good at hitting Strike Areas.

If you find that you absolutely, positively cannot use the Judgment Ring in any capacity and have no interest in practicing the use of it, then you can change a character to Auto Ring. In this capacity, the character has only one attack throughout the entire game.



## Judgment Ring Explained

The ability to increase each Hit and Strike Area is dependent on the Hit Area and Strike Expands in your characters' possession. The more you have, the greater you can increase the width of the Hit and Strike Areas. You may find that some areas on the Judgment Ring are easier to select, while others are difficult. If you increase the width of regions that are difficult to hit, you may find it easier to complete all the attacks. In addition, it may be easier to get more strikes when the area is just a little wider. This is important to note, because getting all strikes for attacks results in a "Perfect," which may result in bonus experience or items.



Some items can add additional effects when an attack is successfully completed (e.g., Karin's Evasion Down 1). These can make attacks more powerful or more effective in a battle.

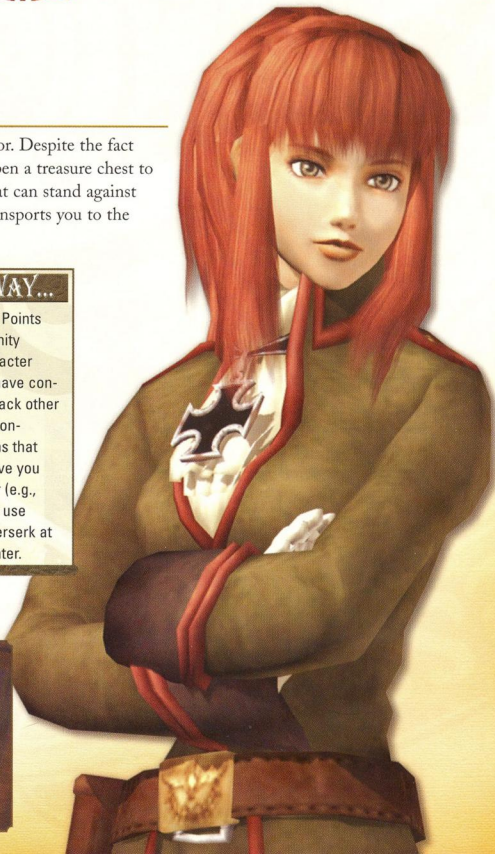
Each character starts with a certain amount of attacks. Attack Boosts increase those numbers. In general, the more attacks in a character's arsenal, the greater the damage because it's tougher to hit the later Hit Areas. Some characters can attack as many as five times!

## Third Floor

A glowing purple star inscribed on the floor dominates this floor. Despite the fact that it beckons with perplexity, move past it to the right and open a treasure chest to find a **Pure Leaf** in it. In terms of enemies, there is nothing that can stand against you! Now examine the glowing star. With a flash of light, it transports you to the final floor of Apoina Tower.

### THEY'RE COMING TO TAKE ME AWAY...

Each character has a certain amount of Sanity Points (SP). Every turn in a battle, a character loses a Sanity Point. When their Sanity Points are gone, the character becomes berserk. This means that you no longer have control over their actions. Berserk characters may attack other members of your group, use random items, go unconscious, or engage the enemy. There are some items that replenish sanity points (Pure Leaves) as well as give you some measure of control over a berserk character (e.g., there is an item that allows a berserk character to use items during an encounter). Characters that are berserk at the end of fight lose all experience for that encounter.



## Fourth Floor

A Save point ominously glows to the right of the glowing transporter. The corner of room holds a Tent, which you can use to replenish any HP/MP lost in your travels up the tower. Beyond the doorway is the focus of all your search and the means to defeat a demon.



However, the holy relic is not alone in the room. It is guarded by a familiar, which attacks anyone who seeks to claim the Holy Mistletoe. Unfortunately, this creature does not recognize the benevolent intentions of Nicholai and Karin, and they soon find that they must battle the guardian.

HP 140  
MP 90  
EXP 40  
CASH 200

### BOSS FIGHT

## GARGOYLE

Nicholai's White Magic abilities allow him to heal any ally in need of an HP boost. For added pleasure, the Gargoyle is weak to Light magic, which is Nicholai's forte! Have Karin unleash some melee damage for as long as possible before her Sanity Points run out. If she goes berserk, cure her with a Pure Leaf before the battle ends (you don't want to lose this experience). Use any of Nicholai's magic or melee abilities; the Gargoyle can do some damage but it's nothing compared to your two powerhouses. Before long, it falls in defeat and you're free to claim the rewards—the **Holy Mistletoe**. With the Holy Mistletoe in your possession, it's time for Karin and Nicholai to face their next challenge: the demon that waits in Domremy.



# DOMREMY

3

SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
TOY DUCKY	18	8	3	20
WOODEN LION	10	0	4	30

#### ITEMS

MANA LEAF	STRIKE EXPAND
THERA LEAF	TENT
HIT AREA EXPAND	THERA SEED
TALISMAN OF LUCK	PURE LEAF

The idyllic peace of this picturesque village is no more. The streets where children once played now echo with the booted feet of soldiers, and armed men now occupy the chapel that overlooks the cottages. Unsure as to what kind of evil being calls Domremy home, this time the German military has come prepared.



## Domremy Village

As the soldiers spread out to cover the area, move forward to explore the surrounding woods. From the distance, a wolf can be heard howling. However, that remains only a mournful, futile gesture to stop your advance. The villagers have constructed some defenses, but they are pitiful toys that can't stop your progress.

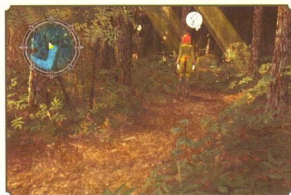
### MEDIC!

Domremy is an excellent place to gain items and practice using the Judgment Ring. Use the **Toy Duckys** to gain some experience, and visit Samuel the medic at the beginning of the village area to heal any wounds. He replenishes HP and MP for no charge; use his services as often as needed.

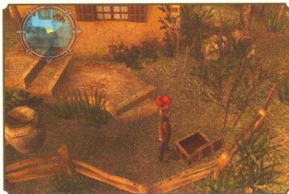
In these easy random encounters, try to defeat the enemies quickly without taking any damage. Also, use this opportunity to practice combos. By doing these things, you may receive bonus experience, money, and items to can use in other areas.

The goal here is to reach the chapel to the north; however, there is much to explore and gather before doing so. Take the first path to the left for a treasure chest with a **Mana Leaf** inside it. Then move back to the path and follow the trail north.

The trail forks up ahead and both sides contain something of interest. Go to the right and examine the woods for a **Thera Leaf**. The path then splits off; one road leads to the village, but the trail to the far left contains a **Hit Area Expand**. Return to the northern road and enter Domremy at your leisure, knowing that you have fully scoured the woods.



Samuel the Anxious Medic awaits just over the small bridge leading into Domremy proper. Just to the left of Samuel, near a door to a small home, is a searchable area that yields a **Talisman of Luck**.



Behind Samuel is a small path that leads to the right. At its end is a treasure chest with a **Strike Expand**. Just behind that road is a second trail leading to the right; this time the treasure chests offers up a recuperative **Tent**.

Follow the lay of the village to the north. A small well serves as the local water source, and to the left of it is another treasure of the village: a **Thera Seed**. If you move all the way to the path to the right, you find a treasure chest with a **Pure Leaf** inside.

This small village of rustic cottages and simple gardens has an erstwhile—but evil—defender. To confront this menace, walk past the Save Point on the northern path and head into the chapel.





# ARDENNES FOREST

5  
SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
DEATH SNAIL	19	11	3	25
SKEETER	25	20	4	33
ZOSIM	27	0	4	35
ARACHNE	1000	700	5000	3000

ITEMS	
FOCALOR CREST	BARBATOS CREST
ANDRAS CREST	BATTERY
FURFUR CREST	PURE LEAF
THERA LEAF	TENT
HIT AREA EXPAND X2	LEATHER CAP
SOUL BENEDECTION X2	VASSAGO CREST
MANA LEAF	POISON 1

The Ardennes Mountains are on the eastern border between France and Germany. A cool, wooded region, the mountains offer numerous caves as sanctuaries and represent a small obstacle to invading militaries. The cavern that serves as a refuge for Yuri, Karin, Gepetto, and Blanca isn't a permanent place of safety. The party is overwhelmed by enemy forces because of the curse of the Holy Mistletoe. It's imperative that they find a more secure location.



## Ardennes Forest Trails

Talk to Gepetto and Blanca before leaving the area, which is triggered by Karin's conversation. Gepetto offers the use of three different Crests: the **Focalor**, **Andras**, and **Furfur Crests**. To use the Crests, equip them on Gepetto and Blanca. Karin doesn't participate in this area and Yuri can't use magic. With everyone now fit to leave the dubious safety of the cavern, move out.

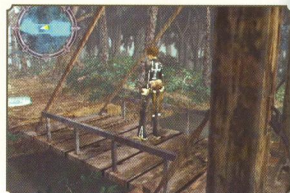
### SPARKLING MAGIC POWERS

Crests allow characters to cast magic spells. Characters can equip up to eight Crests, provided they have enough Dominance Capacity Points (DPC). Some party members have more DPC than others, and the amount of DPC available for each member increases as they level up. Gepetto, who has large DPC reserves, is a natural-born mage while Blanca makes a wonderful back-up caster.

Like basic attacks, casting magic spells involves the use of the Judgment Ring during combat. The green Step Areas function to power the spell, and the blue Modulate Area executes the casting of the spell. There is also a red Strike Area that boosts the spell's effectiveness. Try to trigger the spell as close to or on the Strike Area as possible, because the end of the Modulate Area is more powerful than its beginning.

Two roads lead out of the forest, both of which converge at the end. You can return to this area again, so if you don't find all of the items, return here later and pick them up.

After leaving the cave, note the Save Point just outside. Continue on the road and take the first path to the north. Stay on this northerly route until you reach a treasure chest containing a **Thera Leaf**. At this point, move to the right and north, following the trail.



There is a hidden pathway at the first hairpin bend of the road. Search the end of it to find a **Hit Area Expand**. Emerge from the side trail, past the ferns and leaves, and continue on this northern trek. At the fork in the road, take the west path to a treasure chest with a **Soul Benediction**.

Proceed north again until you find a raised drawbridge. The trick here is pulling the three levers to the "on" position to lower the bridge. Pull them in the following order: right, left, then middle. Search the bridge for a **Hit Area Expand**. On the other side of the bank is Save Point, a fitting reward for a small journey.

## What to Do Next? Items or Boss Fight...

At this point, you can proceed to the boss fight or turn around and acquire all the treasure in this area. There are some valuable items here, so if you choose to leave now, return here later and gather the items.

To get all the items, return to the small rocky sanctuary you left earlier. This time, take the western trail and follow it as it continues north. In a small leftward passage lies a chest with a **Mana Leaf**.

Return to the main path and continue to the north to the small bridge. Cross the bridge to reach a treasure chest with the **Barbatos Crest**, a valuable item and a fitting addition to Gepetto's—or Blanca's—arsenal. Keep moving to the left, over the bridge again, and head for a tiny forest break. Turn south this time to find a small treasure chest within a hollow. The chest contains a **Battery**.

Continue to the north and procure a **Pure Leaf** from the treasure chest inside another hollow. Beyond this area is a long stretch of mountain ledge. At the end of it is a notice and a lift; examining the area near the notice grants you a **Soul Benediction**.

Enter the lift and place the battery within it. A Save Point is available on the lower level, so use it if needed; however, don't leave the area just yet. Return to the lift and go back up. Exit and leave the elevator to gain access to the upper ledge.

There are two valuable items to uncover up here: the **Leather Cap** in the cave and a **Tent**. Pick up both items, return to the bottom level, and continue to the right to leave the forest. At this time, make sure the entire party is equipped with new accessories and Crests, because the end of the journey in Ardenes is approaching.



## The Graveyard

Abruptly, Yuri finds himself within a strange, spiritual land. In the center is an enormous tree, its branches scraping the indigo sky. This is a place deep within Yuri's soul, a place that has undergone a disturbing upheaval.



There are two ornate stone doors to either side of the tree: the Door of Heaven's Commandments and the Door of Hell's Commandments. Both doors lead to rooms with other stone doors with symbols on them; beyond those doors are shrines dedicated to elemental Classes. Heaven goes to Light, Wind, and Fire; Hell goes to Dark, Earth, and Water. The simple wooden door, the Door of the Labyrinth, goes to the Door of the God of Wrath and the Door of Desires, neither of which can be opened.

Choose a door with a runic symbol on it and head for the shrine. This presents the first opportunity to gain **Fusion**. Kneel at the shrine and offer up some Soul Points to gain a Fusion form. You can even charge up the new form by using the Personal option in the menu. As Yuri turns to leave the Graveyard, he hears a woman's voice and finds himself back in the forest.



### VISITING THE GRAVEYARD

You can access the Graveyard at any time if you're near a Save Point. You can gain new Fusion forms or level up existing Fusion forms in this area.

## Ardennes Forest Trails

There is little time to spare as the party is plunged directly into a battle with a hideous enemy. Yuri opens his eyes just as a creature of Malice attacks.

HP 1000  
MP 700  
EXP 5000  
CASH 3000

### BOSS FIGHT



## ARACHNE

Yuri has some dark places hidden in his heart, and one of them houses Arachne. In this battle, use Gepetto to cast Gale Spin or Hail Beak for offensive damage. Make Blanca directly attack or use offensive spells. When healing becomes an issue, use Gepetto to sprinkle Thera Leaves on wounded allies. Yuri is the primary damage dealer in this battle, so let him unload lots of pain onto this arachnid foe.

This is also a great time to use Special Abilities and combos. Yuri can use his new Fusion power to transform into a powerful form, plus he can pair up with Blanca and inflict damage on the boss. Arachne is fully capable of unloading some nasty attacks. Her basic attacks can cause roughly 20 points of damage, while her Crag ability is a little stronger. However, this boss should fall to the party with ease under the strength of Yuri's new Fusion form and a fair amount of spellcasting from the rest of the party.

Arachne leaves behind the **Vassago Crest** and **Poison 1**. Use the aforementioned item as a Judgment Ring Add-On Effect.

## PARIS

6

SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
CLAWED SOLDIER	37	8	5	40
TETSU	90	0	20	100
EKIMMU	51	40	6	52
STING	32	22	5	38
CASTOR	275	100	75	550
POLLUX	275	100	75	550

ITEMS	
NIBELUNG PRELUDE	PURE LEAF
MR. SOMMELIER	ATTACK BOOST
CROCELL CREST	SP-DEFEND DOWN 1
THERA LEAF	STRIKE EXPAND
HIT AREA EXPAND	POCKET WATCH
EDRAL LARIAT	PHOENIX TAIL
STAMP CARD	TALISMAN OF LUCK
P-DEFEND DOWN 1	AMY CREST
POINT CARD	LOTTERY TICKET
HAURES CREST	ZEPAR CREST
TENT X2	SITRI CREST
SHELL BRACELET	

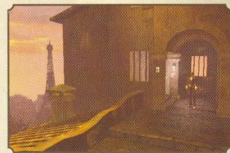
### CHAMPS ELYSEES SHOP

ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	RUSTY FANG	640	FLEURET	930
MANA LEAF	100	STINGER	960	COTTON SHIRT	560
PURE LEAF	230	PUPPET THREAD	680	COTTON BLOUSE	600
SOUL BENEDICTION	150	SILK TWINE	1020	CLOAK OF RAGS	540
PHOENIX TAIL	90	TUSK BRUSH	580	LEATHER CAP	320
TALISMAN OF LUCK	480	GLASS PAPER	870	LEATHER BELT	320
TENT	200	OFFICER'S SABER	620	SHELL BRACELET	2770

Paris has always had a reputation for valuing the arts, serving as a haven for painters, musicians, and performers. But with the German military nearing their conquest of France, the lively spirit of Paris is more muted as townsfolk learn of the encroachment of the German army. It would be nice to stay and see all the sights of this gorgeous place, but the curse of the Mistletoe and the news of warfare serve to keep Yuri, Karin, Blanca, and Gepetto on the move once more.

### ONLY THE IMPORTANT STUFF

From this point onward, only items of special note will be called out in the walkthrough text. Most items that you discover aren't difficult to find and they're even visible on the Sub Maps. You can also reference the Item lists at the beginning of each section to make sure that you find everything. Important items, though, like new weapons, armor, and Crests, will always be listed in the text.



## Monmarte

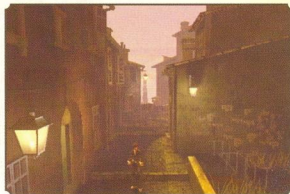
It is time to leave once again. Take this opportunity to use the Save Point, and open the treasure chest next to it for the **Crocell Crest**. This lovely piece of equipment will enable a party member to cast cure spells. This ability has a much greater effect in battle as compared to outside of battle.

### OF MEN AND OPERAS

You receive the following two items automatically: the **Nibelung Prelude** and the **Mr. Sommelier Stud Card**. Karin learns Special Abilities through collecting these Opera pieces. The Stud Card... Well, that's a slightly different story. Collect and trade them for different costumes for Cornelia, Gepetto's puppet, at a store run by the Magimel brothers.

Follow the road south as it curves around. Take the stairway to the east into the small yard area, then locate a small trapdoor leading to a set of tunnels.

At the end of the southern road is a fight between your party members and three Clawed Soldiers. You can trigger this fight as often as needed. This serves as a good opportunity to level build because of its proximity to a Save Point.



## The Subway Tunnels

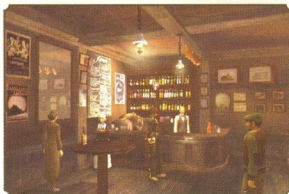
The Parisian underground houses miles of tunnels that wrap through the city, providing transport for the citizens by subway. Because this is a fast and reliable method of transportation, using the subway is a good way to reach your destination. Go down the wooden steps and follow the tracks to the east and south until you reach the subway platform.

## Paris Streets

Outside, take a brief moment to talk to the bystanders. Speaking to these people may reveal some very useful information about this bustling city.

The entrance to a small tavern is located on the middle level of the stairs. Upon stepping inside, it becomes obvious that Gepetto is a frequent visitor to this establishment. The proprietor, Old Louis, provides some helpful advice on how to leave Paris undetected, and points the party in the direction of Dr. Gautier, who may be of more help.

As Yuri and Blanca return to the Subway, they are stopped by a man who is walking his...wolf? This man, Ernest, is a zoologist and has some interesting ideas about wildlife. Blanca, against his better judgment, soon finds himself in a confrontation against Ernest's companion, Tetsu.



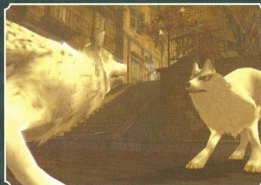
### WOLF BOUT

## TETSU

HP	90
MP	0
EXP	20
CASH	100

This is the first of Blanca's solo challenges, called the Wolf Bout. A successful bout results in powering up one Special Ability after each fight. Additionally, a new Special Ability is gained after three successful fights.

Tetsu, the wolf in this fight, isn't much of a challenge. Blanca can defeat him easily using basic attacks and any offensive spells that are equipped. If Blanca runs low on health, use a Thera Leaf to replenish his stores. Defeat Tetsu to receive a **Coral Lariat**. This accessory slows down the speed of the indicator by 25%, making it much easier to trigger all of the Hit Areas. In addition, Blanca learns the Special Ability **Soul Comet**. After the boss fight, return to the subway terminal and board the subway car. This takes the party to Champ Elysees.



## Champs Elysees

Since Victor, the subway foreman, is currently blocking the path, there's no place to go but up! There is a bustling Parisian street at the top of the stairs. In amongst the crowd are two brightly dressed men, the Magimel brothers, Gerard and Pierre. They are old friends of Gepetto's from his theatre days, and they are quite pleased to meet everyone.



### DISCOUNT DAYS

Before you purchase anything, stop by the nearby hotel and use the Save Point. Each time you make a purchase, you have the option of using the Judgment Ring to get a discount. You can really save money by trying to get a good discount during group equipping session.

With the party fully equipped, enter the hotel. The treasure chest just behind the clerk's desk yields the **Haures Crest**, probably left behind by some customer. Proceed up the stairs and visit Dr. Gautier in his room (the second door on the right).

Fortunately, Dr. Gautier is willing to help out. Now return to the Subway entrance, where Victor lets everyone finally pass. The party can now enter the subway tunnels, bringing them one step closer to leaving Paris.



## The Subway Tunnels



A subway car blocks the first track to the right (the one Dr. Gautier told Yuri to take). There must be some way to move it...

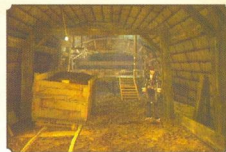
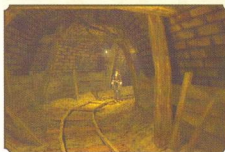
Follow the tracks leading north until you reach a fork in the road with three branches leading off. While in this area, examine the small searchable area to find a **Shell Bracelet**. Take the leftmost, western branch and follow it north.

The tracks fork once again ahead. This time, take the right passage and continue north. There is someone very special awaiting at the place where the road turns to the left: the Ring Soul. The party receives an **Attack Boost**, so make good use it.

Move to the left and then north until the track terminates. A Save Point awaits, so use it if you so desire. Just beyond the Save Point is a big switch. Flip the switch, then return to the three-way split of the tracks. This time, take the rightmost, eastern track. At the junction, take the first passage north to find a treasure chest with a **Pocket Watch** in it. This wonderful accessory keeps Ring abnormalities from affecting a character. Return to the junction and continue east and then north.

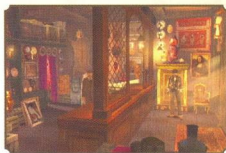
Turn left at the second opportunity. Look around to find the subway car that was previously moved through the big switch; you should now be behind it. The **Amy Crest** is located at the far northern end of this bend.

Move back south after retrieving the Amy Crest and take the first right. Follow this pathway through, then proceed to the north yet again. A set of stairs leads up and out of the tunnels.



## Paris Streets

There is a small eccentric shop far away from the crowded regions of Paris' interior. The owner sells a variety of odds and ends, and some of it may prove valuable to the right customer. He just so happens to have what is needed to move that subway car.



## The Subway Tunnels

It's back to the blocked path that Dr. Gautier said would lead the party out of the city. Winging the installation of the fuse leads the car move forward, thus creating access to a new Save Point. Nearby is a small car; you can use it for a short while to avoid fighting some pesky monsters. Enjoy it for now, because a big boss fight is upcoming.

### CASTOR

HP 275  
MP 100  
EXP 75  
CASH 550

### POLLUX

HP 275  
MP 100  
EXP 75  
CASH 550

## BOSS FIGHT

# CASTOR AND POLLUX



The strange lady who accosts the party brings with her two monstrous pets, Castor and Pollux. The blue one, Pollux, is a Water Class creature, and its partner, Castor, is a Fire Class. Because you have many new Special Abilities at this point, these monsters are in for a real bruising.

First, let Yuri lead off by using Fusion and take advantage of his Special Abilities. Don't be afraid of buffing up with speed or damage-increasing spells. This will be a long fight. Because Karin's Special Abilities are strongly Fire-based, go after Pollux first. Then let the remaining party members wait on Pollux until he goes down.

Don't alternate attacks between the two monsters and instead take one out immediately. Because they have a powerful combo attack, it's important to dispose of one to prevent them from using a combo. On the other hand, this is a great opportunity to indulge in combo action with your characters. The sooner you can get one monster down, the easier the fight becomes.

After defeating Pollux, focus the attacks on Castor. Gepetto's Air Cast works very well against Pollux, especially when using the Windy Fairy dress. Blanca can use his Soul Comet for damage, or simply attack in normal fashion. Either Blanca or Gepetto can serve as a healer, supplying Cure, Thera Leaves, or Pure Leaves (to boost Karin's sanity). After the twin creatures fall, Veronica beats a hasty retreat.

# LE HAVRE

9  
SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
GRAND PAPILLON	355	55	50	250
THUG	41	0	6	56
FAT THUG	38	0	6	54

ITEMS	
SEAL OF FORCE	THERA LEAF
PURE LEAF	WOOL COAT
ATTACK BOOST	TENT
THERA SEED	SEAL OF VITALITY
STAR BROOCH	P-ATTACK DOWN 1
STRIKE EXPAND	GREMORY CREST
HIT AREA EXPAND	AGARES CREST
LOTTERY TICKET	

LE HAVRE SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	PUPPET THREAD	680	LEATHER CLOAK	840
MANA LEAF	100	SILK TWINE	1020	WOOL COAT	900
PURE LEAF	230	TUSK BRUSH	580	LEATHER CAP	320
SOUL BENEDICTION	150	GLASS PAPER	870	LEATHER BELT	320
PHOENIX TAIL	90	OFFICER'S SABER	620	BHODI BRACELET	3000
TALISMAN OF LUCK	480	FLEURET	930	SILVER BRACELET	3180
TENT	200	COTTON SHIRT	560	POCKET WATCH	5200
RUSTY FANG	640	COTTON BLOUSE	600	CORAL LARIAT	5050
STINGER	960	CLOAK OF RAGS	540	CORAL PENDANT	5600

Yuri and his companions are now free of the subway tunnels of Paris. Now it's on to the port city of Le Havre. Although the fires from the war haven't made it to this fair city, there are murmurs of uneasiness in the populace. The citizens whisper of vigilantes and bandits, and it's obvious that they are worried for their safety. What could bring such fear into a small, simple city?



## Le Havre City

It's important to note that the Magimel brothers have followed the party here from Paris, setting up shop. Their inventory has changed as well, so take a moment to see what they have for sell. Of particular note is the **Coral Pendant**, which decreases the speed of the indicator by 50%, making it much easier to trigger your attacks.

Take the south path to the far southeastern corner of the region. The Ring Soul makes a surprise visit and hands over another **Attack Boost**. Leave this area and proceed to the north. Captain Mirko is talking to a sailor nearby, and he seems disinclined to grant passage onto his ship. Perhaps the Mayor of Le Havre could be of assistance with this problem.



Take a moment to save your game at the Save Point. While preparing to explore the city even more, the party is called over by Fox, Lottery Member 16. You can take the time to play the Lottery now or move onward. It's entirely up to you.

## JUDGING THE LOTTERY ON ITS OWN MERITS

Everyone knows that playing the Lottery is a gamble; however, the prizes are worth it. In this case, there's a chance to win the **Bathin Crest**. Save right before giving it a try and go for the big prize. Remember that you can continue to play each lottery as long as you have tickets, but you can only win each yellow and red prize once.



Before speaking to the Mayor, explore the storage area attached to his house to find a **Star Brooch**. After doing so, walk into the Mayor's house proper to admire his artistic taste and ask him for a job.

When it's time to do some bandit hunting, talk to Cole, the Vigilante Leader. Nightfall comes quickly, so Yuri and friends must find anyone engaging in suspicious activity. Little do they know what—or who—awaits them!

While searching around the southern part of town, a commotion occurs in the north. Recognizing the voices, Yuri and company rush to the scene only to find a serious situation. A masked man, presumably the bandit, has attacked members of the vigilantes. It's not long before he turns his attention to Yuri's little group.



HP 365  
MP 55  
EXP 50  
CASH 250

## BOSS FIGHT

# GRAND PAPILLON

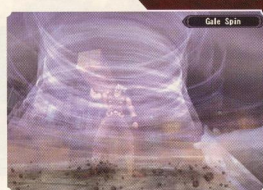
Don't hold back against this guy. Use the party's most powerful Special Abilities and unload Combos against him to lower his hit points. Grand Papillon has some very powerful attacks, and taking him down quickly is the best way to minimize damage.

Instead of relying on magic, Grand Papillon prefers doing basic attacks. Because of this, most of his damage is physical in nature. This is bad news for characters like Gepetto, who lacks the hit points to survive a prolonged engagement. Remember to use Cure spells to keep the party healthy while attacking this boss.

Since Grand Papillon causes more damage with his physical attacks, the party can inflict more damage against him with special damage attacks.

It also helps to have at least one character with a Coral accessory (either the Lariat or Pendant). Some of the spells require several Step Areas and the Modulate/Strike Area, and slowing down the Indicator helps to trigger those multiple areas.

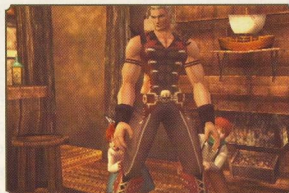
Finally, Grand Papillon is forced to admit defeat. With a final parting comment, he makes his exit. He leaves behind a **Seal of Vitality** and **P-Attack Down 1**, but everyone involved in the battle is sure that they will meet again in the future.



Return to the Mayor and the Vigilante group. Although the bandit escaped, they are still impressed with everyone's work. At their suggestion, go to the small building in the southern part of town. Just outside the building, Cole hands over a cash advance to solve a little problem.

Perhaps the bandit may *not* be the reason why crime infests this small town. With some new revelations revealed, revisit the Mayor's house and return the money to him. There are some things that Yuri must take part in; unfortunately, the Mayor doesn't like to hear "no" for an answer. Soon, however, he is convinced of the merits of this proposition. Now Yuri can return and talk to Joachim, the now-unmasked bandit.

All is still not well, though. Shortly after entering the small tavern, Granny Lot comes in with disturbing news. This time, the gloves come off: The Mayor cannot get away with this! The next destination is the Wine Cellar, which is located just outside of town. Now Yuri, Joachim, and friends must find their precious charges.





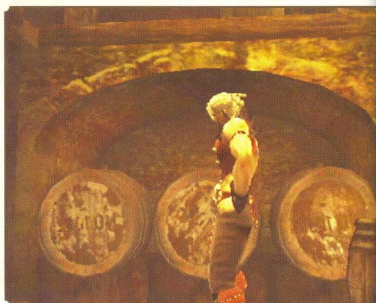
# THE WINE CELLAR

9  
SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
THUG	41	0	6	56
FAT THUG	38	0	6	54
CENTIPEDE	62	0	10	1
GREGOR	32	18	6	1
ROACH QUEEN	53	18	10	80
VERONICA VERA	220	90	100	250
MEURSULT	666	170	200	1500
KELLY	180	0	66	300

ITEMS	
SEAL OF WISDOM	BHODI BRACELET
MANA SEED	LOTTERY TICKET
THERA SEED	SILVER BRACELET
PURE SEED	SP ATTACK DOWN 1
SALLOS CREST	

There is nothing more low than taking hostages, but the Mayor is not an upright, moral person. The Wine Cellar is the perfect place to hide, as it's essentially a small basement full of casks and barrels. However, the members of the vigilante group lurk behind the shelves and racks in the cellar. To retrieve the children being held hostage, Yuri and the others must successfully navigate through them.



## Inside the Wine Cellar

Take the wooden door to the north from the entrance. Continue to the north and take the turn west to find a room with several metal stairs. Go through the door to the western-most room to open a treasure chest with a **Bhodi Bracelet** in it. (Later on, this room houses the "Lucky Chest" mini-game.)

Retrace your steps until you reach a metal door on the right. Taking this route leads to a hallway, where the northern passage leads deeper into the cellar. Take the first left and continue to move west to find a room with several metal staircases. However, the ramps have been raised, so the party's path is blocked. There's a switch directly under the stairs, so trigger it to drop the ramp. Upon doing so, cross the bridge to reach another wooden door.

Open the door and locate a treasure chest with a **Silver Bracelet** inside. Leave this small set of rooms and return to the east. The first passage is the one to take, as it leads north. If it's been a while since you've saved your game, find the Save Point inside another room with more staircases.

Walk up the metal staircase opposite the Save Point. A switch is located near the landing; trigger the switch to drop the ramp for the staircase next to the Save Point. There's a second switch underneath this one that drops yet another ramp to the staircase you just left. Ultimately, this provides access to the northern door. Press the switch near the northern door to raise the far ramp and gain access to the eastern door.



For now, take the eastern door. More metal staircases and switches await. The first ramp is lowered by the switch directly under the staircase on the south side of the room. Pressing the switch on top of it lowers the northern ramp. From there, move to the northern staircase and press its top switch to lower an opposite ramp, completing the southern staircase and allowing access to the western door. The final switch, which is underneath the southern staircase, finishes off the northern stair set.

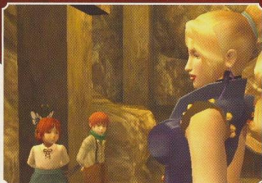
The treasure **Raum Crest** is inside the western room, so pick it up. Upon doing so, return to the room with the Save Point. It's time to confront your enemies, and the northern door provides the passage.

It seems like Mayor Leonard and Cole picked the wrong person to mess with. Veronica's nature is well-known to the group; basically, she isn't a nice girl. As for the children, they are not far away. Veronica must have some use for them, but she won't leave without a fight.



HP 220  
MP 90  
EXP 100  
CASH 250

## BOSS FIGHT



# VERONICA VERA

With Joachim's trusty mask, Veronica doesn't stand a chance. There is no need to get too fancy during this fight; simply use Joachim's basic attacks and use Thera Leaves to heal as needed. Veronica isn't terribly tough and she soon feels the need to get out of her increasingly bad situation.

## GREGOR

HP 62  
MP 0  
EXP 10  
CASH 1

## BOSS FIGHT

# MEURSAULT

What Veronica leaves behind, however, is a much stronger opponent. Meursault is a giant, frog-like demon with far too much time on its multiple hands. Like other bosses, this is a great time to pull off some combos. Use a character who can use greater hits first, then unleash a heavy hitter. Pairing together combinations of Yuri, Karin, and Joachim works very well.

It's important, however, to dispose of Gregor and the Centipede first. They form combos with the big boss that can cause lots of damage to any unwary character. The Centipede, in particular, hates to play alone and partners with any enemy, so make it the first target.

The ease with which Meursault goes down in defeat becomes much easier once the Centipede and Gregor are history. Meursault's Howling attack only targets one character and it's just not that powerful.

Because this is a longer fight, keep an eye on the party's sanity points and restore anyone who needs them. Joachim and Yuri are usually fine, but Blanca and Karin may need some help. Use Pure Leaves as needed to keep them under control. Vanquishing Meursault and company earns the group the **Sallos Crest**, a fitting reward for such difficult work.

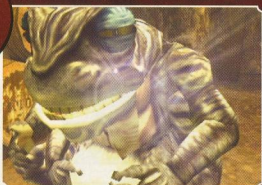
## CENTPEDE

HP 32  
MP 18  
EXP 6  
CASH 1



## MEURSAULT

HP 666  
MP 170  
EXP 200  
CASH 1500



Back at Le Havre, the Mayor pulls some strings to allow the party passage on the ship. However, there are some things to do in the meantime. First, visit Granny Lot for a small present that has great potential (**Solomon's Key**). Then, marvel out loud at Joachim's announcement of his future plans. Finally, if you wish, return to the Wine Cellar to the same room where you fought Veronica and her pets to enter another "Wolf Bout," this time with the wolf named Kelly. When you're fully prepared to leave, talk to First Mate Pettas next to the ship.



## WOLF BOUT

## KELLY

 HP 180  
MP 0  
EXP 66  
CASH 300

Kelly is a much more difficult foe than Tetsu. This wolf uses some fast attacks that hit for approximately 30-35 points of damage, which can really add up against Blanca. Kelly also has an attack that adds the Ring abnormality of Fast Ring, which makes attacking him much more difficult.

To avoid the effects of the Fast Ring, make sure Blanca is equipped with a Pocket Watch before the fight. Kelly also takes more damage from Crest magic than Blanca's basic attacks, so use spells to deplete Kelly's hit points. Finally, Blanca has a difficult time with prolonged fights, so watch his sanity points and use both Pure Leaves and Thera Leaves (or Cure) as needed to keep Blanca in fighting shape.

At the end of this bout, you earn a **Strike Expand** and a **Seal of Luck**.



## A SOLEMN KEY

With the Key to Solomon, you can access a puzzle map using the Crests you acquire throughout the game. Each Crest has a place on the map, divided by region. When you complete each region, more Trials open up. Trials are battles that you can access, and the rewards that you get can be quite valuable. More information on the Solomon Key and Trials is given in the *Side-Quests* chapter.

## PORT OF SOUTHAMPTON

9

SUGGESTED LEVEL

ENEMIES	HP	MP	EXP	CASH
GREAT GAMA	250	0	100	10

ITEMS	
STRIKE EXPAND	WIBELUNG SCENE 4
LEONARDO'S BEAR	MR. DETECTIVE STUD CARD
DRIED STRAW	SEAL OF AURA
LOTTERY TICKET	LOCKER
HIT AREA EXPAND	

SOUTHAMPTON SHOP			
ITEM	COST	ITEM	COST
THERA LEAF	50	KITE STRING	1530
MANA LEAF	100	GLASS PAPER	870
PURE LEAF	230	WHETSTONE	1300
SOUL BENEDICTION	150	FLEURET	930
PHOENIX TAIL	90	FINE RAPIER	1400
TALISMAN OF LUCK	480	COTTON SHIRT	560
TENT	200	COTTON BLOUSE	600
STINGER	960	CLOAK OF RAGS	540
BEARCLAW	1440	LEATHER CLOAK	840
SILK TWINE	1020	WOOL COAT	900
		LEATHER CAP	320
		STUDDED CAP	600
		LEATHER BELT	320
		SHELL BRACELET	320
		BHODI BRACELET	3000
		POCKET WATCH	5200
		LEONARDO'S BEAR	3330
		CORAL LARIAT	6050
		CORAL PENDANT	6500

It's raining in the British Isles, a pouring torrent that splashes down on the dark streets of Southampton. It is not long after the group embarks that they discover their intended path is blocked, as a landslide has covered the road from Cardiff. Because of the soaking downpour, all that is left is to hole up at the inn.

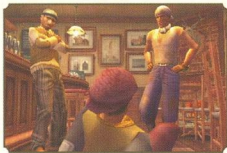


## Southampton

After a meeting involving a bar fight and an old friend, Yuri is given the way past Cardiff. The only choice open to him is to travel through an old mine this is currently abandoned and infested with monsters. Before leaving, though, there are several things to do that are important for Yuri's peace of mind.

Upstairs, Yuri finds an odd memento in a treasure chest: the **Mr. Detective Stud Card**. After that, he chooses to take up Kato Masaji's offer to converse about old times. Kato is in the southern room on the top floor of the inn, and times have changed for him as well as for Yuri.

The next morning, it's time to explore Southampton more thoroughly. The staircase that was blocked by a man earlier is now clear, and there are a several items of interest there. The first is the **Leonardo's Bear** in a treasure chest tucked into the corner of the staircase landing. The second is the piece of **Dried Straw** dropped by a man standing nearby. This event triggers the "Trading Mini-Game," which is detailed in the *Side-Quests* chapter. Finally, the dark-suited person at the foot of the stairs, Sergeant Upham, has **Nibelung Scene 4**, which enables Karin to learn **Bullenfogel**.



Moving onward, the party discovers that the Magimel's brothers have a shop in Southampton. Their inventory seems to have changed as well, and this time there's an opportunity for a weapon upgrade!



Lottery Member 15 waits near the shop wagon. This time, the choicest prizes are the **Slow 1 Add-On Effect** and a **Hit Area Expand**. Take a few moments and attempt to acquire both items.

In a large section by the shop at the northwestern edge of the city, an enormous open-air wrestling ring has been erected. This time, it's one of Joachim's old friends that comes calling. The Great Gama has toured the world with his wrestling arts, and he is now interested in a trial of strength with his former pupil, Joachim.

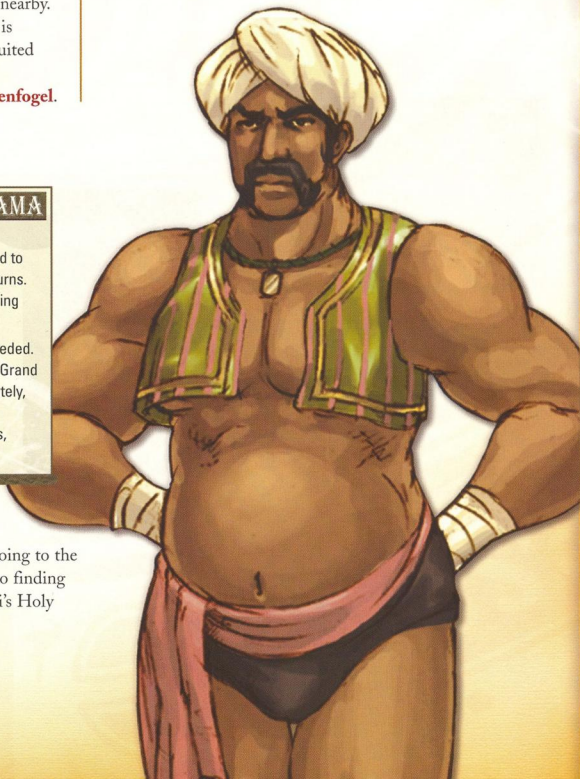


### WRESTLER FIGHT: THE GREAT GAMA

Before entering this contest, make sure Joachim is equipped with Leonardo's Bear. If not, Joachim will need to be at a high level to beat the Great Gama within three turns. If the Great Gama wins, he'll throw Joachim out of the ring on the third turn.

Concentrate on using basic attacks, then heal as needed. Great Gama's basic attacks aren't too powerful, but his Grand Slam can unload about 30 hit points of damage. Fortunately, this fight simply takes patience and perseverance until Joachim's teacher accepts his defeat. Once that occurs, Joachim learns the **Grand Slam** Special Ability.

With all the reunions done, it's time to think about going to the Rhondda Mine. This takes the party one step closer to finding Roger Bacon and solving the pressing mystery of Yuri's Holy Mistletoe curse.



10

SUGGESTED LEVEL

# RHONDDA MINE

ENEMIES	HP	MP	EXP	CASH
TAMMUZ	60	41	18	115
LAMBTON WORM	208	0	40	170
BARGHEST	55	38	16	120
PROPOLIS	63	36	15	118
GRIMLOCK	780	215	425	1600

ITEMS	
LOTTERY TICKET X2	FINE RAPIER
MANA SEED	PURE SEED X2
THERA SEED X2	LANTERN
WHETSTONE	STUDDED BELT
ATTACK BOOST	MURMUR CREST
SEAL OF SPEED	SEAL OF STRENGTH

## RHONDDA MINE SHOP

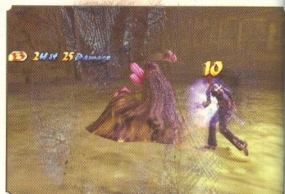
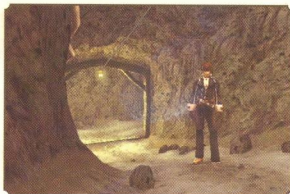
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	KITE STRING	1530	WOOL COAT	900
THERA SEED	120	GLASS PAPER	870	LEATHER CAP	320
MANA LEAF	100	WHETSTONE	1300	STUDDED CAP	600
PURE LEAF	230	FLEURET	930	LEATHER BELT	320
SOUL BENECTION	150	FINE RAPIER	1400	STUDDED BELT	600
PHOENIX TAIL	90	TIMBER	990	SHELL BRACELET	320
TALISMAN OF LUCK	480	LOCKER	1490	BHODI BRACELET	3000
TENT	200	COTTON SHIRT	560	POCKET WATCH	5200
STINGER	960	COTTON BLOUSE	600	CORAL LARIAT	5050
BEARCLAW	1440	CLOAK OF RAGS	540	CORAL PENDANT	6500
SILK TWINE	1020	LEATHER CLOAK	40		

Long ago, iron and precious metals were gleaned from Rhondda Mine, but those days are now over. With the war looming, many mine workers have been called to the front. It didn't help that some time ago a huge explosion ripped through the tunnels, giving the place a sinister reputation. Now monsters stalk the passageways, searching for prey.



## First Floor

The moment you set foot inside Rhondda Mines, look for the Save Point in the first hallway. Save your game, then continue north, then west, then north again following the various bends of the tunnel. At the 90-degree turn, you can go north, then east, then a little south to find a treasure chest with a **Whetstone** in it. This essentially marks the end of the first floor.



Move to the north and then west to find some stairs leading down. Because the fighting here isn't too difficult (as long as the party is properly equipped), most enemies are easy prey. However, the Lambton Worms are a different story mainly because of their high hit points. Fight through any adversaries, then go down the lift to the basement level.

## Basement One



Directly south of the entrance, a helpful Ring Soul appears. Once again, a beneficial **Attack Boost** is bestowed upon the group. Follow the tunnel to the west, then take the first south passage. The rest of the area is pitch black, which makes navigation through the area very difficult. The southern passage terminates in a second lift; time to go even further down.

## Basement Two

This area also contains a Save Point, so use it. A simple wooden door is located to the north, part of shed designed for the storage of mining equipment. Take the **Lantern** here to shed some light on the dark passages above.



## Return to Basement One



From the elevator, move to the west and proceed up the northern mine shaft. At the fork, take the southwest tunnel to find a treasure chest with a **Fine Rapier** in it. Return to the fork and head south, following the passageway.

At the fork in the path, take the tunnel to the north and follow several bends. Stay to the northern side and move to the east to find a man standing on an island in the

mine. This is Lottery Member 14. This time, the prizes are a **Third Key** and a **Hit Area Expand**. You may want to wait to use his lottery until you have an opportunity to save your game.

Return to the fork in the path and take the northern passage up. To the west lies a treasure chest with a **Studded Belt**, while the northern path has an unexpected find: Gerard Magimel and a chance to shop. Go south from the store to find the elevator, then go down to the next level.

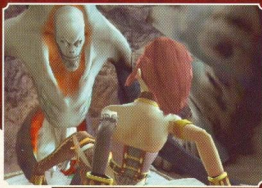
## Return to Basement Two

The end of this trip through the mines is nearing, so use the Save Point. The end of the area also signals the arrival of a boss fight. Follow the passage south until it terminates into a large cavern, which houses a grim foe.



HP 780  
MP 215  
EXP 425  
CASH 1600

### BOSS FIGHT



## GRIMLOCK

Grimlock has a high number of hit points, but its damage-dealing potential isn't on par with other bosses. Grimlock's Heaven ability can cause some serious pain to the party, but not enough to end in defeat.

Pile on the combos during this fight to inflict mega-damage. Have Yuri, Joachim, and Karin serve as the primary heavy hitters, with Blanca or Gepetto in the role of healer. Toward the end of the fight, switch to basic attacks to finish off this creature.

Grimlock is weak against Light, so if Yuri has the Light Fusion form, this is the time to unload it with all of its potential.

When Karin's or Blanca's sanity points get low, give them a Pure Seed. For defeating Grimlock, the party receives a **Murmur Crest**. Lastly, don't forget to pick up the treasure chest inside the room before leaving the mines.

# WALEES

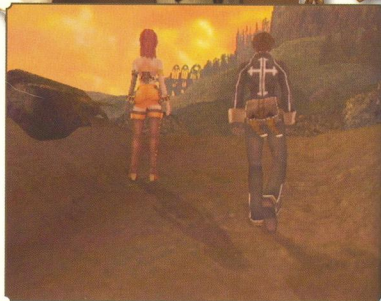
12  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
CLAWED COMMANDER	59	40	32	85
LENNY CURTIS	570	0	666	300

ITEMS	
SEAL OF LIFE	FORNEUS CREST
HIT AREA EXPAND	LOTTERY TICKET
BEARCLAW	PARALYSIS 1

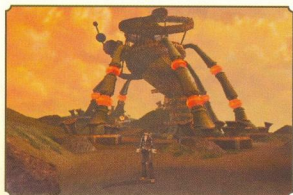
WALEES SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	GAUNTLET	2160	SILK SHAWL	1260
THERA SEED	120	KITE STRING	1530	STUDED CAP	600
MANA LEAF	100	PIANO WIRE	2300	FACE GUARD	1700
MANA SEED	120	WHETSTONE	1300	LEATHER BELT	320
PURE LEAF	230	WHETSTONE PLUS	1960	STUDED BELT	600
PURE SEED	510	FINE RAPIER	1400	POCKET WATCH	5200
SOUL BENEDICTION	150	BLESSED SABER	2090	LEONARDO'S BEAR	3330
PHOENIX TAIL	90	LOCKER	1490	REPLACEMENT MAN	5200
TALISMAN OF LUCK	480	LUNA FAN	1350	CORAL LARIAT	6050
TENT	200	GOLDEN FAN	2030	CORAL PENDANT	6500
BEARCLAW	1440	CHAINMAIL VEST	1350		

*\*This shop is not accessible during the Wales Sub Map, but becomes active later.*



At long last, Yuri and the others make it to Wales. Now it's time to seek out Roger Bacon's house, in hopes of a cure to the curse of the Holy Mistletoe. Unfortunately, it seems that someone else has gotten there first and a conflict must be resolved if Yuri is to get the healing that he needs.

## Outside Roger Bacon's House



Follow the road down, admiring the beauty of the sunset over the monastery. Examine the treasure chest by the front of the house to find a **Bearclaw**. This will definitely help in the future. With a nice Yuri weapon upgrade, go up the steps and enter the house.

## Roger Bacon's House, First Floor



At the foot of the staircase is a Save Point. Follow the curve of the building around until the treasure chest on the north side comes into view. Examine it to obtain the **Forneus Crest**. With no sign of Roger, go back down stairs.

## Outside Roger Bacon's House

Someone is waiting for Yuri outside the house. This time, Lenny won't be denied his fight, so it's time to settle things once and for all. After a bit of trickery to uncover where Roger Bacon has been hiding, Yuri and his friends prepare their weapons and take on Lenny.



## LENNY

HP 570  
MP 0  
EXP 666  
CASH 300

## BOSS FIGHT



## LENNY CURTIS &amp; CLAWED COMMANDERS

Make no mistake about it—Lenny is a strong opponent. He has 570 hit points, can cause big-time damage, and he has the ability to Paralyze your characters. If this occurs, use Soul Benedictions and the Pocket Watch to combat it. His two companions, Clawed Commanders, enjoy dealing out combos. Due to their ability to deal combos—and the fact that they are low in HP—take them out first, then concentrate on Lenny.

Lenny is susceptible to magic, so make sure at least one character has the Poison Add-On Effect to cause about 50-60 points of damage per hit. Also, using Crest Magic against him does more damage than basic attacks.

In addition, Lenny is weak against Wind. Therefore, use magic or Special Abilities, like Fusion forms, geared against Lenny's Earth Abilities. Soul Comet, Air Cast, and Yuri's Wind Fusion all play a part, as do spells like Air Edge and Gale Spin.

If the fight runs long, use some Pure Leaves to increase a character's sanity points. Other than that, use Crest Magic to its fullest and enjoy the show. Lenny leaves behind the **Paralysis 1** upon his defeat.

## FLORENCE

## ENEMIES

NAME	HP	MP	EXP	CASH
JEROME	256	0	110	350

## ITEMS

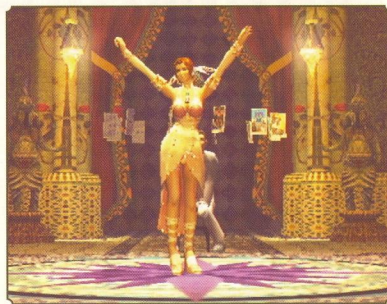
STRIKE EXPAND	SEAL 1
THERA SEED	BAT'S GOLD
VEPAR CREST	PEDOMETER
LOTTERY TICKET	

## WALES SHOP

ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	SILK TWINE	1020	SILK SHAWL	1260
THERA SEED	120	KITE STRING	1530	LEATHER CAP	320
MANA LEAF	100	GLASS PAPER	870	STUDDED CAP	600
MANA SEED	120	WHETSTONE	1300	LEATHER BELT	320
PURE LEAF	230	FLEURET	930	STUDDED BELT	600
SOUL BENEDICTION	150	FINE RAPIER	1400	FEATHER BRACELET	600
PHOENIX TAIL	90	TIMBER	990	BELL BRACELET	3150
TALISMAN OF LUCK	480	LOCKER	1490	MIRROR BRACELET	3240
TENT	200	LEATHER CLOAK	840	POCKET WATCH	5200
STINGER	960	WOOL COAT	900	CORAL LARIAT	5050
BEARCLAW	1440	CHAINMAIL VEST	1350	CORAL PENDANT	5500

## Florence Streets

Florence is full of interesting things. First, examine the area near the fountain for the **Vepar Crest** and talk to lots of people around the square. Becky, a wandering woman, hands over **Mr. Matador**, and Jones, a rich American businessman, leaves behind **Nibelung Scene 7**, which gives Karin **Geuschbenst**. A "Wolf Bout" also takes place here, providing yet another opportunity to improve Blanca.



Florence, Italy is a city of wonder and enchantment. The home of dancers and fortunetellers, this is the place to go for mystical information. In addition, Roger Bacon is supposedly being held here, and Yuri has reason to believe that Sapientes Gladio has some ties to this town as well. Perhaps with the spiritual guidance of the apprentice dancer and tarot card reader Lucia, Yuri can find all that he seeks.

13

SUGGESTED LEVEL



## WOLF BOUT

## JEROME

HP 256  
MP 0  
EXP 110  
CASH 350

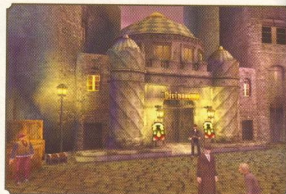
Jerome doesn't hit too hard, but he does possess the ability to Seal, which will prevent Blanca from using Special Abilities and Crest magic. To counteract this effect, equip Blanca with a Bell Bracelet to avoid the effects of this status abnormality.

Special Abilities and Crest Magic play a huge role in this fight. Soul Comet is very effective, as is the ability to heal in battle. Keep an eye on those sanity points to keep Blanca under control, and smack around this elitist wolf enemy. Jerome surrenders his **Seal 1**, and Blanca powers up his **Soul Comet** Special Ability.



There is even a lovely shop for all your various pleasures. Gerard and Pierre have managed to keep up with all the party's travels and they even have new things to offer.

After exploring the area, exit the Florence area. Before the party can exit the area, though, a woman named Healthy Rooney stops them and asks for a simple favor. She hands over a **Pedometer** and asks everyone to simply walk around. (The rewards for the Pedometer are detailed in the *Side-Quests* chapter.) Exit Florence to find your next location, and hopefully the flower that is needed to convince Carla to help.



## MANMARIANA ISLAND

14

SUGGESTED LEVEL

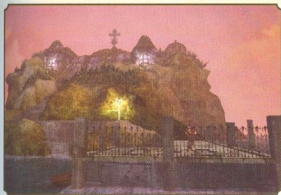
ENEMIES				
NAME	HP	MP	EXP	CASH
DOMOVOI	63	48	28	126
FORTUNE STICK	53	55	25	80
KATHERINE	57	67	28	130
ANDRE	830	260	1200	1900

ITEMS	
HIT AREA EXPAND	SAGITTARIUS TILE
PURE SEED	PISCES TILE
VIRGO TILE	SCORPIO TILE
AQUARIUS TILE	LEO TILE
TAURUS TILE	GEMINI TILE
LOTTERY TICKET	CANCER TILE
ATTACK BOOST	PETRIFY 1
LIBRA TILE	BELETH CREST
ARIES TILE	PURSON CREST
CAPRICORN TILE	OCEAN OIL
SEAL OF THE SOUL	MISTY OIL
STAR KEY	

A small island is the only known home of the Adriatic Magnolia, the flower that Carla has bidden the party to find. It is currently being guarded inside a strange manor, and the denizens of this place vigilantly protect the plant. Still, these monstrous creatures cannot stand in the way.



## Island Docks



There is only one way to go. Walk past the docks and up the staircase to the manor's door. The decorative door seems somewhat organic, hinting that both danger and mystery lurk inside.

### The Manor, Central Passage

Keep walking directly north from the entryway into the manor. Proceed through the door to find a treasure chest containing the **Virgo, Aquarius, and Taurus Tiles**. These items are needed to open the large sets doors inside the manor, beyond which lies the elusive flower.

To find all the tiles, you must fully explore the manor. Start by taking the right staircase leading up from the central entrance room of the manor. It leads to a door with a beautiful stained glass motif.



### The Manor, Right Passage



Pass through the first oval room and go north. There are a few things of interest inside the first eastern room. The treasure chest contains the **Libra, Aries, and Capricorn Tiles**, important ingredients of this search. Next, there's a Ring Soul near the folding screen who is kind enough to bestow another **Attack Boost** upon your characters. Exit this room and go north for more goodies.

The top northern room has a simple treasure chest containing the **Star Key**. This item enables the party to continue the search through the mansion. Return to the central entrance passage and take the left staircase.

### The Manor, Left Passage

There are some **Fortune Cookies** on a plate in the first circular room. If you feel brazen, sample these treats to see what effect they have. Continue through the hallway and take the left turn to open a treasure chest. This one contains the **Sagittarius, Pisces, and Scorpio Tiles**.

A simple puzzle rests near the far northern door. To solve it, compare the blood types of the various characters with Karin and Lucia to determine the characters' blood types. (See the following tip for the answer.)

#### ANSWERS TO THE "BLOODY" PUZZLE

The answer to this puzzle is as follows: Yuri is type O; Joachim is type A; and Gepetto is type AB. As it turns out, only someone with type AB blood can open the next door, so Gepetto is the man!



There are two treasure chests inside the room: The left one contains **Petrify 1**, while the right one has the **Leo, Gemini, and Cancer Tiles**. Just what you needed! Leave this room and return to the central entrance passage.



# SG ITALIAN BRANCH HQ

15

SUGGESTED LEVEL

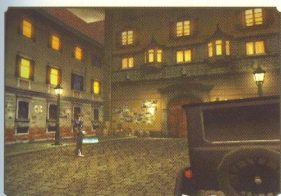
ENEMIES				
NAME	HP	MP	EXP	CASH
GREMLIN	56	71	36	96
LANGSUIR	72	69	40	144
CLAWED COMMANDER	59	40	32	85
JANUS	880	69	2000	2300
HEVRI	300	0	166	450

ITEMS	
DELAY 1	TOGGLE SWITCH
UVALL CREST	SEAL OF THE URN
THERA ROOT	STRONGGOIDS
PASSWORD	TALISMAN OF MERCY
LOTTERY TICKET	JUSTICE TAROT CARD
HIT AREA EXPAND	SP-ATTACK DOWN 2

This secret society has caused far too much mayhem, destruction, and pain for too long. They are responsible for theft, kidnapping, and murder and they've spread distress and unhappiness amongst countless people. Now it is time that they were brought into the light of day and exposed for the cowards and arrogant butchers that they are.



## Outside



Take this chance to use the Save Point. The building ahead seems quiet, but who knows what Sapientes Gladio has prepared for the unwary visitor. They've been known to travel with forces that shouldn't be tampered with.

## First Floor

Walk in through the front door to find a pleasant room with several books, a piano, an old grandfather clock, and a treasure chest with the **Uvall Crest**. Leaf through some of the reading material left behind by the society members, particularly the blue book in the southeast corner. Move forward to examine the clock and set the hands to 9:00.



### LETTING ONE GO

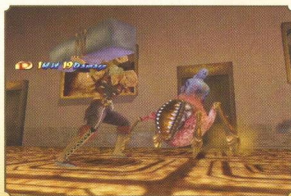
If you input a different time into the clock, different things occur. For example, a unique book lies within the room with an interesting title. Try to use the time mentioned in this one for a humorous conclusion.

## Second Floor

At first glance, this floor also seems relatively benign. However, a brief examination of a painting at the end of the hallway reveals a secret room. Inside are computer panels with blinking lights and a strange mechanism, which seems to be missing a part.

Toggleing a switch in the left wall opens another secret door, this one in the north.

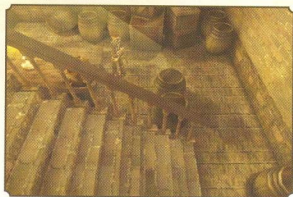
Going into this northeastern room reveals some of Sapientes Gladio's archives. Look around the bookshelves in the center of the room for the Password. This provides access to more areas of this secretive hideout.



Return to the computer room and access the left wall computer (where the switch was) to input the password. Upon doing so, another section opens to the south. Go through the newly exposed door to enter another room filled with bookcases. There's another switch in the northeastern corner of this room; flipping it reveals yet another hidden passage, this one with a staircase leading downward.

## First Floor, Hidden Rooms

This small section appears to be some type of storage room. Multiple crates and barrels litter the area, but a large table dominates the room. The treasure chest to the northwest contains a **Toggle Switch**; it's pretty obvious where that goes.



## Second Floor

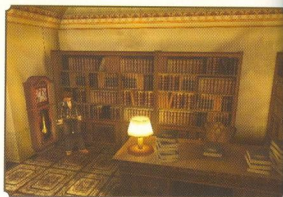
Place the Toggle Switch on the strange mechanism in the computer room. The machine begins to move and chimes ring out. Return to the clock in the east-center hallway and check it out again.



## Third Floor

Even secret societies need a place to unwind. There is a lovely billiards table, a jukebox, and some novels in this room. Still, there is no time for entertainment, so find the older looking rooms to uncover a Save Point. Save your game, then go through the north door flanked by two ominous-looking chairs.

Inside is a room with several types of torture devices. It's clear that this isn't a place where bright, happy things go on. In fact, it seems as though the spiritual energy released in this place has a life of its own.



HP 880  
MP 69  
EXP 2000  
CASH 2300

### BOSS FIGHT

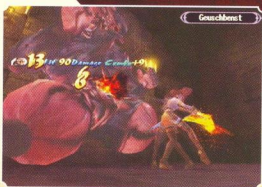
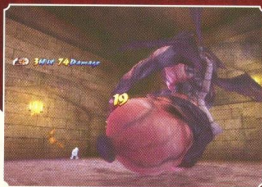
## JANUS

Janus is susceptible to damage caused by Special Abilities and combos. Pile on as many as possible, especially pairing together Karin, Yuri, and Joachim. A set of Geuschbenst with Yuri's attacks works very well, as does matching a multi-hit Yuri Fusion ability with Joachim.

Janus is also a Light Class enemy, so the element of Dark works well against him. Use that Fusion form (or Dark Crest magic) for an extra bit of damage.

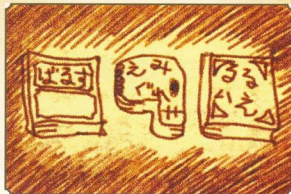
Janus is a heavy hitter who can cause serious damage to the party. His basic attacks are stronger than his Bright Light ability. Consider using Gepetto or Blanca as a healer during the fight.

When using Special Abilities and combos, this fight shouldn't last long so don't worry too much about keeping sanity points up. Just rack up that damage and Janus should be put to rest, resulting in the acquisition of the **Justice Tarot Card** and **Sp-Attack Down 2**.



With Janus defeated and the room empty, it's obvious that Roger Bacon isn't here. Just as Yuri is about to leave, however, he is stopped by a violent interruption. It seems that Nicholas and Lenny have something to say to Yuri. After sharing their information, it's time to revisit Florence to regroup.

The society wants the **Emigre Manuscript** and Yuri knows where it is. Next stop: Nemeton Fissure. There, hidden in the ruins, may be exactly what is needed to free Yuri's friend Roger.



When the opportunity arises, return to the SG Italian HQ. There is a wolf amid the wreckage inside the same room in which you fought the boss. This is Henri, the next combatant in the "Wolf Bout." If you choose, you can continue to take part in the continuing "Wolf Bout" mini-game.

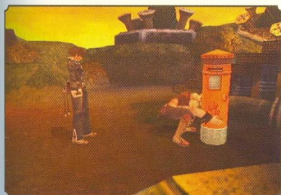
## WOLF BOUT

# HENRI

HP	300
MP	0
EXP	166
CASH	450

Henri lacks the overall hit points of the younger wolves. He also doesn't cause as much damage. However, it's important to recognize Henri's Reverse Ring ability. This ability makes the Indicator go counterclockwise instead of clockwise, thus making things a bit more difficult. It is possible to negate this ability by equipping Blanca with a Pocket Watch accessory.

For successfully defeating Henri, Blanca exits this Wolf Bout with a power up to **Soul Comet** and a feeling of companionship with Henri.



The next stop on this journey is Wales. There is a **Red Mailbox** just outside of Roger Bacon's house, the type of thing that a superhero could use as a weapon. With Joachim properly equipped, enter the house and pick up a **Rope Ladder** from inside the treasure chest. Just next to the Save Point is a blinking red machine, which provides access to a shop. Finally, take the pathway to the top of the incline, near the sunset-illuminated monastery. Locate the small area and drop the newly-acquired ladder from Roger's house. This leads the party deeper into the fissure.



# NEAM RUINS

17

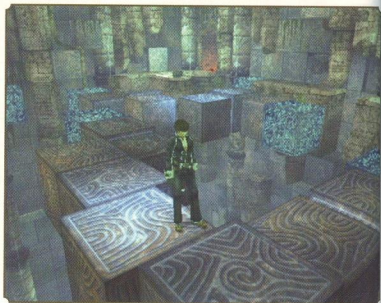
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
CALAMITY ORB	68	55	49	101
OFNIR	256	88	146	200
OTHEON	256	0	146	205
GRAIL GAZER	1240	409	2900	2500
STAR GAZER	230	0	200	200

ITEMS	
FACE GUARD	PHENEX CREST
MANA SEED	BERITH CREST
TALISMAN OF LUCK	ATTACK BOOST
HIT AREA EXPAND	OSE CREST
LOTTERY TICKET	INSTANT DEATH 1
SEAL OF VITALITY	TALISMAN OF MERCY
LEONARDO'S BEAR	

NEAM RUINS SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	KOTE STRING	1530	CHAINMAIL VEST	1350
THERA SEED	120	PIANO WIRE	2300	SILK SHAWL	1260
MANA LEAF	100	WHETSTONE	1300	STUDDED CAP	600
MANA SEED	120	WHETSTONE PLUS	1960	FACE GUARD	1700
PURE LEAF	230	FINE RAPIER	1400	LEATHER BELT	320
PURE SEED	510	BLESSED SABER	2090	STUDDED BELT	600
SOUL BENEDICTION	150	LOCKER	1490	POCKET WATCH	5200
PHOENIX TAIL	90	RED MAILBOX	2230	LEONARDO'S BEAR	3330
TALISMAN OF LUCK	480	LUNA FAN	1350	REPLACEMENT MAN	5200
TENT	200	GOLDEN FAN	2030	CORAL LARIAT	5050
BEARCLAW	1440	LEATHER CLOAK	840	CORAL PENDANT	5500
GAUNTLET	2160	WOOL COAT	900		

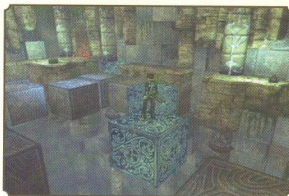
The Émigré Manuscript's hiding place is deep within the bowels of the earth. A ruined area filled with puzzles and monsters, this is a place of safety for a tome that was never meant to see the light of day. To find this tome, the party must defeat the creatures and master the mind games within the fissure.



## First Floor

The tunnel up ahead terminates at a Save Point. Examine the nearby treasure chest to obtain a Face Guard. The strange artwork on the wall hints at odd things within this area, and the figures seem to stare straight ahead, watching the party as they pass through the doorway and venture down into the ruins.

Almost immediately, the party catches a glimpse of floating platforms and bridges. Walk straight ahead to take the northern block over to a platform. From there, follow the platform until it moves to another blue block, which moves the group to a floating bridge. Move to the south and take the blue block to the southern ledge. The far northern block takes the party to the northwestern ledge and a red square that leads down.



## Basement One



Go to the large diamond button near the entryway and press it. This changes the color of the blocks and takes the party to a large, floating bridge. Go to the north and press the large diamond button there. From the bridge, take the blue block to the southeast to another floating platform. On the west side, take the yellow block to a ledge in the southwest. Press the button there to go to the southeast ledge and down the red square to the next floor.

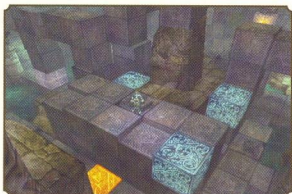
## Basement Two

The shifting lights illuminate the path ahead. Take the blue bridge to the east and press the button to change the direction of the light bridges. From there, travel to the north and west to press a second button. The light bridge then shifts to the south, thus enabling the party to follow it to a long floating platform. Move down the entire length of it to press the first button again. Move to the second button again and continue pressing it until access to the southwest ledge is gained. This creates a way down again.



## Basement Three

There is a Save Point here, a welcome respite from some of the puzzle work. First, move to the next platform using the blue block. The party should be on the southwestern ledge of the room. From there, move to the next blue block over; it drops the group down to the area below. There is a large, orange-yellow colored button nearby. Press it to make the gold blocks disappear.



Return to the top and the next blue block. This also takes the party to the area below. The only way to go is north, which leads to another gold button. Press that button to remove the blocks that prevent safe passage, then go north again to find a treasure chest with **Leonardo's Bear**.

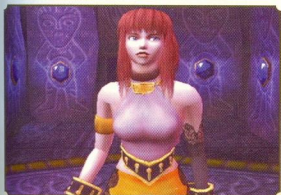
Return south to the center part of the newly-exposed region, then take the blue block up. This leads to a middle level. Take the blue box directly north, the close one, and move up to a treasure chest with the **Phenex Crest** in it. Now go back down to the middle level and north to press another gold button, thus releasing more gold blocks. Take the southwestern block on the middle level to the top again. You can now move over to the next doorway. Everything from here on in is a bit simpler, taking the group closer to its goal.

## Passage One

Go directly north and through the passage. Up ahead is a staircase with three colored areas: blue, red, and green. Pressing each color shifts the stairs and the correct sequence completes the staircase. Blue, green, and blue is the correct sequence.



## Passage Two



Going straight down this section leads to another staircase puzzle. This time, choose the following buttons to raise the first set of stairs: yellow, green, and green.

The second set is located just off the main ledge; another set of four buttons. The solution to this one is: blue, blue, blue, yellow, yellow, and red. This leads to a treasure chest with the **Berith Crest**, a very nice reward. Now proceed to the north passage and pass through the gateway.



## Passage Three

This large open room houses several things of interest. The first is the Ring Soul, which is located in the southeast corner of the room. The second is a Save Point. Finally, there is also a shop that offers a nice range of equipment for the weary dungeon hunter. When you're ready, go through the passage and up to the next level.

## Passage Four

This is a memory puzzle that involves following the path that the light takes. Fall off and you land on the floor below—there are no other consequences. All successful bridge passes remain in tact, meaning that you don't have to start from the beginning if you fall.



## Passage Five

This is it. Use the Save Point near the red elevator block, and follow the long corridor to the **Emigre Manuscript**. There are no more puzzles to solve; all that remains is a battle with the creature protecting the treasured tome.

**STAR  
GAZER**  
HP 320  
MP 0  
EXP 200  
CASH 200

**GRAIL  
GAZER**  
HP 1240  
MP 409  
EXP 2900  
CASH 2500

### BOSS FIGHT

## STAR GAZERS AND GRAIL GAZER



First, it's important to eliminate the Star Gazers as soon as possible. These starfish-like enemies form combos together and with the Grail Gazer. This three-enemy combo is capable of taking down even your heaviest hitters. In addition, the Star Gazers also have an Instant Death ability that terminates the life of anyone it touches.

To counter the Instant Death ability, equip characters with Leonardo's Bear or Replacement Man accessories. In addition, have two of your characters equipped with Crests that enable them to use Raise Up. Lastly, don't forget that Arc Cure is a viable option. This should minimize the effects that result from the Star Gazers' attacks.

Fire is the weak point of all these water-based enemies, so using Fire Special Abilities (like Karin's) and Fire magic or Fusion forms is the obvious approach. Don't hesitate to form combos as often as possible with your characters, particularly Karin and Yuri, who can unleash some serious Fire damage.

When fighting alone, the Grail Gazer isn't that fierce. Its Icicle Attack doesn't cause much harm, although the multi-character hit Hail attack can do some damage. When this boss goes down in defeat, the party receives the **Ose Crest**, a **Talisman of Mercy**, and **Instant Death 1**. From the Neam Ruins, it's a short trip over to Cannes and then to St. Marguerite, where you can hopefully retrieve Roger Bacon. Of course, this requires that Nicholai keeps his end of the bargain...

# CANNES

16  
SUGGESTED LEVEL

ITEMS	
SEAL OF FORCE	MR. SAMURAI
LOTTERY TICKET	WESTERN BELT
GRASS OIL	

## NEAM RUINS SHOP

ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	PIANO WIRE	2300	STUDDED CAP	600
THERA SEED	120	WHETSTONE	1300	FACE GUARD	1700
MANA LEAF	100	WHETSTONE PLUS	1960	STUDDED BELT	600
MANA SEED	120	FINE RAPIER	1400	WESTERN BELT	1700
PURE LEAF	230	BLESSED SABER	2090	SHELL BRACELET	2700
PURE SEED	510	LOCKER	1490	FEATHER BRACELET	3050
SOUL BENEDICTION	150	RED MAILBOX	2230	SILVER BRACELET	3180
PHOENIX TAIL	90	LUNA FAN	1350	MIRROR BRACELET	3240
TALISMAN OF LUCK	480	GOLDEN FAN	2030	POCKET WATCH	5200
TEXT	200	CHAINMAIL VEST	1350	REPLACEMENT MAN	5200
BEARCLAW	1440	SILK SHAWL	1260	CORAL LARIAT	6050
GAUNTLET	2160	DESERT CLOAK	1890	CORAL PENDANT	5500
KITE STRING	1530	LONG ROBES	2030		

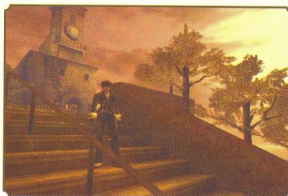


A small, pleasant town with beachfront property, Cannes' major drawing point is its film festival. Home to artists, actors, and directors year round, it maintains a reputation as a place of the theatre, with a colorful locale and helpful citizens. Before the war, this used to be a vacation spot for top government officials and nobility. For Yuri, though, Cannes is just a stopping point on a larger trip, but it's a welcome place to stay for a short while.

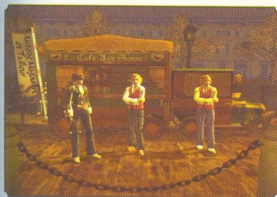
## Cannes Streets

Upon first entering Cannes, a magnificent skyline and a Save Point come into view. Take a moment to save your game, then explore what the town has to offer.

Find the small fountain at the end of the long staircase on the bottom level. Nearby is some **Grass Oil**, a helpful aromatherapy material for Lucia. A person named Loud Croft is hanging around the café and asks a somewhat personal question: Do you like treasure hunts? Simply answer yes to start the "Treasure Hunt" mini-game (see the Side-Quests chapter for more information). Croft reveals the first clue, Treasure: Dawn, with hints to solve the puzzle.



The café behind Croft houses Anatol, who is Giving People the Eye near some tables. Be a good guy and buy him a drink; in kind, he hands over **Mr. Samurai**. Also, don't forget to talk to Nelson the Stevedore, whose boat can sail the party to their island prison destination. He also provides the **Waterway Key** to enter the complex.



South of Croft is another helpful person, Lottery Member 13. This time, the prize to shoot for is the **Marchosias Crest**. Note that this Lottery uses a tiny ring, so make sure you save your game before trying your luck.

What resort town would be complete without a shop? Cannes is a natural place to expect the Magimel brothers, with their love of the arts and the theatre. Browse through their selection to see their wares.

When you're ready to leave Cannes, go to the end of the docks and head to the left. Don't forget to open the treasure chest there for a **Western Belt**. Now fully supplied, get into the boat and leave for the next destination.



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## Blanca Takes Center Stage

The next section relies on Blanca extensively as a character. Therefore, make sure he is fully equipped with all the Crests and accessories to make this journey easier to endure. For example, he should have at least one Crest for curing purposes along with some good attack spells. The Coral Pendant accessory is a good choice so that his Judgment Ring can be used to its fullest. Lastly, try using a Shell Bracelet.

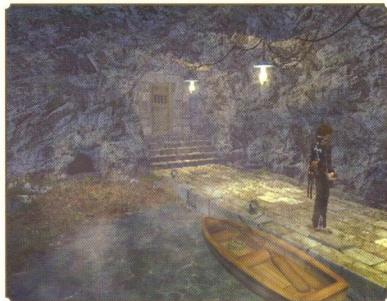
# ST. MARGUERITE

19  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
STRAY WOLF	68	0	60	120
CLAWED ADMIRAL	80	63	64	140
PALADIN	77	86	62	146
PHILIPPE	352	0	240	600
OSCAR	400	0	600	2000
GATORBACK	300	86	188	388
KHEPERER	90	77	122	260
GODHAND	1960	0	4400	4000

ITEMS	
CAMIO CREST	ADHESIVE
LOTTERY TICKET X2	DAPHNE FRUIT
SHELL BRACELET	SEAL OF STRENGTH
BIFRONS CREST	PURE ROOT
RING OF KEYS	EARTHEN PIPE
TEMPERANCE TAROT CARD	FOUNTAIN PEN
POISON 2	BENT WIRE
THIRD KEY	HANDMADE KEY
SP-DOWN 2	THERA EXTRACT
WHEEL OF FORTUNE TAROT CARD	BANDIT EARRINGS

FOREST SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	PIANO WIRE	2300	STUDDED CAP	600
THERA SEED	120	WHETSTONE	1300	FACE GUARD	1700
MANA LEAF	100	WHETSTONE PLUS	1960	STUDDED BELT	600
MANA SEED	120	FINE RAPIER	1400	WESTERN BELT	1700
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TENT	200	CHAINMAIL VEST	1350	REPLACEMENT MAN	5200
BEARCLAW	1440	SILK SHAWL	1260	CORAL LARIAT	5050
GAUNTLET	2160	DESERT CLOAK	1890	CORAL PENDANT	5600
KITE STRING	1530	LONG ROBES	2030		



This island was previously the home to prisoners and convicts, and it's rumored that no one sent here ever returned. The malevolent energy of the incarcerated souls now draws monster that haunt the fortress. Still, although it may be dangerous, Yuri and his friends must enter the place and find Roger Bacon, or the old man may be the next ghost trapped inside St. Marguerite.

## Outside St. Marguerite Dungeon

Prior to entering the prison, a strange wolf runs up to the group and runs through a cave. It seems that this wolf also stole the key! To get it back, Blanca must go through the cave and challenge the wolf for it.



## St. Marguerite Forest

There's a woodland area at the end of the cave. Directly ahead is a Save Point, and next to that is another brown colored wolf. This is not the one that stole the key, but Zac does have some value. He's a peddler, which means it's time to shop!

Search the area next to Zac to uncover the **Camio Crest**, a useful item indeed. After that, head to the north to encounter the thieving wolf and take part in his challenge.

The Stray Wolf that you fight isn't much of a threat and yields easily to attacks. He does, however, say that he'll inform the pack of their presence. There is something about that remark that has the ring of foreshadowing...



## St. Marguerite Prison, First Floor

Go up the stairs and into a room with a large table. The doorway to the west leads to a hallway. Take the east door, near the large metal door. In the area with lots of cells, explore the northwest one to find Lottery Member 12, who is trying to atone for his sins. The nicest prize to get in this one is **Slow 2**, so attempt to acquire it at your leisure.

Go to the north and down the hallway to a door with a dial lock. Talk to all the people in the cells for a hint as to the combination, and go down the south hallway for a treasure chest containing a **Face Guard**. At the door, input the numbers 8-6-4. This opens the door, leading to another staircase leading down.



Unfortunately, a trap has been sprung. Yuri and the others are caught and only Blanca makes it out. To save the others, Blanca must venture through the prison fortress by himself and rescue his friends.

### CHOOSING YOUR VICTIM

A small scene between Veronica and a member of your party occurs here. You determine who becomes the fond recipient of her attentions. Each character has their own scene, and most of them are humorous, so pick a character that you think you'll enjoy seeing torment Veronica a bit.



## St. Marguerite Forest

Blanca finds himself alone outside the fortress once again. With the doorway locked, his only choice is to go through the cave hole. There, the wolves await his return.

### WOLF BOUT

## PHILIPPE

HP 352  
MP 0  
EXP 240  
CASH 600

Philippe is a scrapper, but he is no match for Blanca's Soul Comet. Continue to utilize this Special Ability and Philippe's hit points will quickly deplete in no time. Philippe's main ability is Evil Born, which won't cause much damage to Blanca.

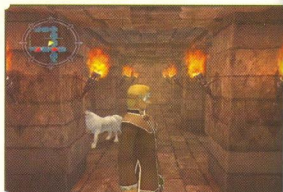
As always, use recuperative spells or items as needed, including Pure Leaves. This fight is rather quick, leaving Blanca to worry about more important things, like freeing his friends. Philippe acknowledges his defeat by relinquishing a **Shell Bracelet** and the stamp that is needed for a new Special Ability, **Full Moon**. With Blanca now the Alpha of the pack, the other wolves give him his due. Philippe even helps with Blanca's attempt to help his friends, showing him a secret entrance into the prison.



## St. Marguerite, First Floor

This section requires you to sneak through the fortress undetected by the guards. If you are seen, then a fight results. The red triangle on the Navi Map indicates the position of the guard and which direction they are facing.

The first guard is easy to bypass. Just wait until he's facing away from the hallway and starts walking down the hall. The second group of guards is in the midst of their own conversation. Use the directional buttons to carefully walk across the branches; if you run, then the branch cracks and Blanca is forced into a fight.



The next area requires some patience. Wait until both guards face away from the area, and the one on Blanca's side walks away from the metal door. The treasure chest near the metal door yields the **Bifrons Crest**, so don't leave without it. Sneak past the guards, and go to the east, to locate a wooden door.

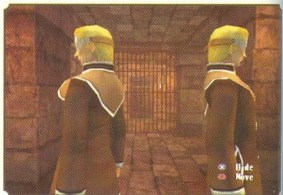
The next section has one guard and a set of pillars. Make Blanca hide and sneak past the guard there. Wait until the guard passes by completely and follow him. When he's about to stop, hide behind a pillar (press the X button), wait for him to pass, then move (press the Circle button) to go through.



Then have Blanca duck into a small room to avoid detection by the guards. In a random location within the room, there is a **Ring of Keys**, which may help Blanca rescue his friends later on. Leave quickly before the guards detect his presence.

Go past the staircases to the end of the hall. Behind a door is another set of guards to avoid. There are three guards, one by each hallway. Make sure each one is at the end of his patrol zone, then carefully proceed through. At the middle section, there is a pile of branches to walk over and the guards *do* look down the hallway.

The next section is a little tricky. Move forward and let the guards spot Blanca. This causes them to run around the two hallways to the side, providing enough time to get behind the pillar, facing the metal door. When the guards run past Blanca and face the door, you can move down the hallway with enough time that they miss you when they return to their posts. Blocking the path ahead is an enormous two-headed dog. This Doberman mix isn't about to let Blanca waltz in and set everyone free. This isn't a Wolf Bout; instead it's a fight to the death.



HP 400  
MP 0  
EXP 600  
CASH 2000

### BOSS FIGHT

## OSCAR



Oscar is a nasty enemy. He causes decent damage and he casts *Slash*, which can hit for fair amounts of damage too. The most potent thing in his arsenal, though, is his ability to inflict *Poison*. After two attacks of *Poison*, a character becomes afflicted with *Deadly Poison*, which can cause 60-70 points of damage. That's a lot for a little guy like Blanca to handle.

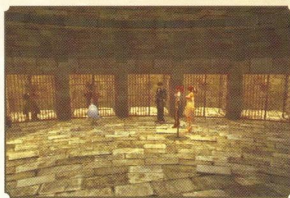
To counteract the *poison* affliction, equip Blanca with a *Shell Bracelet*. This keeps *Poison* from being effective and can serve as a real lifesaver.

Basic attacks work pretty well in this fight. It takes a fair amount of patience and an emphasis on curing and *Pure Leaf* applications to keep Blanca's sanity.

Oscar leaves behind the **Temperance Tarot Card** and the completely appropriate **Poison 2**.

Go down the small staircase to the room beyond. Blanca then spots his friends in jail cells, a thing that is soon remedied. With everyone together at last, celebrate by using the Save Point. Go to Oscar's room and press the X button near the chain to find the **Wheel of Fortune Tarot Card**, the first item in the Treasure Hunt.

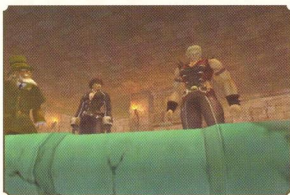
The Ring Soul awaits in the northeast corner of the grid-shaped room to the south. Enjoy a new **Attack Boost** and continue to backtrack. While moving out to the main section, a man named Dexterous Locke calls out to Blanca.



It seems that it takes three components to construct a key to open Roger's cell. First, go through the main hallway and to the west, to the metal door. Through the metal door, the first room to the left holds a searchable area that yields the **Adhesive**. Next, take the staircases that you passed earlier. Both of them take you to different sections of the complex.

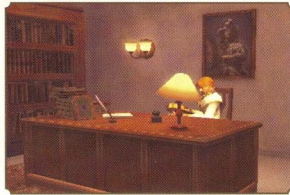
## St. Marguerite, Basement One

The down staircase leads to some familiar sights. These are the rooms where the party was captured and tortured. While exploring the area, pick up the **Earthen Pipe**. This weapon is an upgrade for Joachim and is a great improvement for him.



## St. Marguerite, Second Floor

The up staircase leads to the room where Nicholai and Lenny were conversing earlier. On the desk, pick up a **Fountain Pen**, the next component needed to complete the construction of the key.



## St. Marguerite, Forest

From the staircases, go down the western hallway. Follow the hall around until you come to where Blanca made his entrance. There is a small hole here that Blanca can fit through. On the other side, a Friendly Wolf relinquishes a **Bent Wire**, the last item needed for the key.

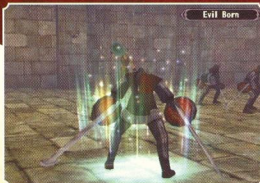
## St. Marguerite, First Floor

Return to the man in the cell by traveling along the hallway, going into the main passage, then turning north. Dexterous Locke then makes a **Handmade Key** from the collected materials. He also hands over **Nibelung Scene 2**, which upgrades Karin's Heuvelvelk Special Ability. From the cell, go west down the main passage and stay north, as another hallway splits off. This one leads to a Save Point, beyond which is Roger Bacon's cell. It is too much to hope that he is unguarded.

HP 80  
MP 63  
EXP 64  
CASH 140

BOSS FIGHT

## CLAWED ADMIRALS

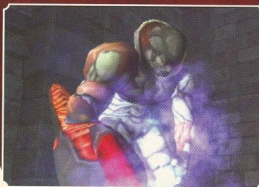


There are three fights in a set with six Clawed Admirals in each battle. These are the same guys that you fought in random encounters, so they shouldn't provide much trouble. Just bring them down one at a time, but don't forget to cure your party during the fights. Blanca or Gepetto are both good healers.

HP 1960  
MP 0  
EXP 4400  
CASH 4000

## BOSS FIGHT

## GODHAND



This is not the Lenny from a previous boss fight, but a more brutal, upgraded version. Still of the Earth Class, he remains weak to Wind but now has many more hit points. He's also capable of truly brutal damage.

His Deadly Three ability can hit up to three characters at once. Even Godhand's basic attacks are fairly nasty. To counteract these attacks, have at least one character equipped with Arc Cure to heal the whole party at one time.

In addition to the Deadly Three, Godhand can also use Petrify. If a character is injured while in the Petrified state, they automatically go unconscious. Mirror Bracelets keep characters from being petrified, so try and equip at least your healer(s) with one of these accessories.

One way to really strike a blow against Godhand is to focus on combos. Pair Karin up with either Yuri (particularly in an Air Form) or Joachim and have her use the Geuschbenst Special Ability first, followed by the second character. This can hit Godhand with devastating results, causing large amounts of bonus combo damage to your foe. At the end of it all, Godhand surrenders a **Thera Extract** and **Bandit Earrings**.

With Lenny now defeated, it's time to return to Cannes. After a small bit of exposition regarding the nature of Sapientes Gladio and what they wanted from Roger, Roger tells the group that he has something important he wants to show them.

Talk to Croft, the man who gave you the Treasure Hunt, before leaving Cannes. He has another quest to take part in and he gives hands over **Treasure: Love**.

There's a switch inside Roger's house in a small recessed area (by the bookcases to the right) that opens a secret passage. The floor opens, revealing a clawed lift. Take the elevator down to the next level, where Roger displays a magnificent method of transport: an airship! From here, it's time to fly to Petrograd, Russia, where the leader of Sapientes Gladio awaits.



## PETROGRAD

20  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
PENDULUM	333	140	298	444
WORMGAUR	107	98	99	172
QUARTZBACK	85	88	94	166
VICTOR	1800	200	5200	4200
R-3	506	0	400	900

ITEMS	
SEAL OF LIFE	MANA SEED
MANA ROOT	ESPADA
P-ATTACK DOWN 2	CIRCLET
THE EMPRESS	ELIGOS CREST
LOTTERY TICKET X 2	BELL BRACELET
PURE ROOT	HALPHAS CREST
HIT AREA EXPAND	NIGHT OIL
SEAL OF WISDOM	LION SHRINE KEY
FURCAS CREST	PIRATE EARRINGS
P-DEFEND DOWN 2	
STRIKE EXPAND	

PETROGRAD SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	FILAMENT	3440	FACE GUARD	1700
THERA SEED	120	WHETSTONE PLUS	1960	HEADGEAR	2700
MANA LEAF	100	STEEL RASP	2940	STUDDED BELT	600
MANA SEED	120	BLESSED SABER	2090	WESTERN BELT	1700
PURE LEAF	230	ESPADA	3140	SHELL BRACELET	2700
PURE SEED	510	RED MAILBOX	2230	BELL BRACELET	3120
SOUL BENEDECTION	150	EARTHEN PIPE	3340	POCKET WATCH	5200
PHOENIX TAIL	90	GOLDEN FAN	2030	REPLACEMENT MAN	5200
TALISMAN OF LUCK	480	SATURN FAN	3040	SPIKES	2810
TENT	200	CHAINMAIL VEST	1350	CORAL LARIAT	5050
GAUNTLET	2160	SILK SHAWL	1260	CORAL PENDANT	5500
PHANTOM CLAW	2160	DESERT CLOAK	1890		
PIANO WIRE	2300	LONG ROBES	2030		



One of the crowning glories of the Russian Empire, the city of Petrograd is a thriving metropolis. The tsars have even built a stately palace here, complete with every imaginable luxury. Unfortunately, the rulers have also allowed one of their greatest enemies into their political heart: Gregori Rasputin, the Mad Monk and head of Sapientes Gladio. He is a man bent on becoming lord of Russia.

## Petrograd, Palace

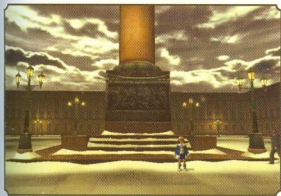
Rasputin has his own enemies within the Russian Empire, but no one is watching his movements as suspiciously as the fourth princess of the Romanov family, Anastasia. This diminutive girl may not look powerful at first glance, but the heart of a lion beats within her small frame.

Follow the hallways south until you reach the guards blocking the path. One of them mentions to Anastasia that he spotted Ewan, the page, walking down the west hallway. The first room in that hallway contains a Save Point and **The Empress Tarot Card** (near the stuffed bear). Ewan is hiding inside the third room down.



Ewan is more than happy to tell Anastasia about Rasputin's plans. With her own plots in mind, it's time to return Anastasia to her room for a short nap. After the guards leave the area, the princess ventures into the streets of Petrograd.

## Petrograd Streets



After picking up Edgar's presents, patrol the streets of the city. Just outside of Edgar's shop is a Save Point. To the west is a park with an enormous pillar; past that is a treasure chest with the **Furcas Crest**. There is also a shop in this park, although Anastasia only has her pocket money. Unfortunately, most of what the Magimels are selling is out of her price range, even for a princess.

Return to the area near Edgar's shop and go south. Hearing footsteps, Anastasia ducks into an alley, and then makes her way to the south following her target. He ducks down a small staircase near the bridge leading out of the city, which Anastasia then disappears down. It seems as though Rasputin does not wish his plans to be known by the whole city. It's not long afterward that Yuri and friends join the encounter, putting an end to something that might have been tragic.





HP	333
MP	140
EXP	298
CASH	444

## BOSS FIGHT

## PENDULUM



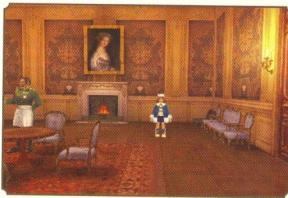
This fight shouldn't prove too difficult. Just hit Pendulum with a number of basic attacks to finish it off; there's no need to strike it with Special Abilities. It should only take about two rounds before Pendulum calls it quits.

Just don't forget to have Anastasia take a Snapshot of it for the Aqua Raise Album before it leaves. That makes a lovely souvenir of her time outside the palace.

After introductions in Edgar's shop, it is decided that everyone should return to the Winter Palace (the Hermitage). Before the party leaves for the ritzy location, take the rest of your characters to the shop in the square for a good weapon upgrade. There is also an old man on the way that has **Nibelung Scene 5**, which powers up Karin's Bullenfogel Special Ability. Proceed to the building in the west for the palace adventure.

## Petrograd, Palace

The party begins in the area with the staircases and a Save Point. Go straight ahead to the large door in the center, then go to the right. An **Espada** is concealed inside a treasure chest in the third room on the left. The guard at the end of the hallway states that you must take the east wing upstairs to get to the Great Hall.

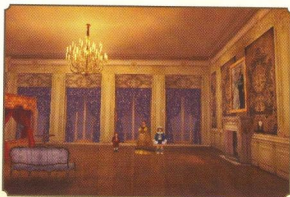


Return to the large entry room and take the right staircase up. At the end of the hallway is another Save Point and the middle doorway yields a valuable guest: Lottery Member 11. This time, try for a **Prism Band** or a **Replacement Man**. When you're done, go through the north door.

The first door on the left leads to another hallway, while the central door leads to the Great Hall. Duck into the room to the north, a palace bedroom, and search around behind the bed for a **Circlet**. Then, return to Anastasia's room in the west wing to have everyone decide their course of action.

With troubling events taking place, the group must stop Rasputin and Veronica. Leave Anastasia's room and head downstairs. Go through the central door again and go to the left; the guard who was previously blocking this door is now gone. Past that hallway, there is a room with two large staircases going up and a door in the center.

Go through the center door to find a treasure chest at the far end of the room with the **Eligos Crest**. Then go up the staircase to come out on the other side of the hallway from the throne room. On the far west side is another treasure chest with a **Bell Bracelet**



Go into the east wing, and take a right into the second room on the right. Inside is a treasure chest with **Pirate Earrings**. From there, go south and into the next set of rooms. Just outside is the Save Point, and it's a good thing. Someone is on the other side of the nearby door, and he doesn't want to be discovered.

PENDULUM

HP 333  
MP 140  
EXP 298  
CASH 444

BOSS FIGHT

VICTOR

HP 1800  
MP 200  
EXP 5200  
CASH 4200



# VICTOR AND PENDULUM

Victor likes to give his ally a boost by increasing the Pendulum's special attack, so defeat the Pendulum first. In addition, the Pendulum has fewer hit points than Victor so it makes sense to defeat it first.

The Pendulum is Water Class and weak to Fire, and Victor is Fire Class and weak to Water. This makes quite an interesting pairing. Use Karin to attack against the Pendulum, because her Fire-based attacks cause more damage. Victor takes some good damage from Anastasia's Aqua Raise album as well as Yuri's Water Fusion form, and some Water-based Crest magic works well too.

Watch out for Victor's Seal Ability, which prevents characters from using magic or Special Abilities. Equip any magic users with a Bell Bracelet, which stops this effect.

All things considered, this is a fairly short fight. Victor leaves behind the **Halphas Crest** and **Night Oil**. Plus, Victor drops the **Lion Shrine Key**, which is not too far away from where he stood.

The palace is still filled with that strange purple smoke, though. The assassin may be history, but there is something left to do. Leave the room and head north, through the door and down the hall. Continue to the north and go through the top door to find the sleeping Aleksei.

Unfortunately, events occur that put Yuri and company in a bad light. Forced to leave the palace quickly, they take refuge in Edgar's shop. From there, Roger discusses the formation of Sapientes Gladio. Quickly duck down the alleyway south of Edgar's shop for a quick Wolf Bout. Russia is known for its wolves, and Petrograd is a good place to find them. However, it takes a champion like Blanca to lure the shy animals out.



WOLF BOUT

## R-3

HP 506  
MP 0  
EXP 400  
CASH 900

This alien wolf's Nova ability isn't very powerful, and his basic attacks lack a critical punch. However, R-3 can inflict Blanca with Panic, which drains away sanity points. To keep this from occurring, equip Blanca with a Feather Bracelet.

After defeating R-3, he surrenders some strange alien artifacts: a **Strike Expand** and a **Feather Bracelet**. He also relinquishes a Pawprint to power up Blanca's Soul Comet.



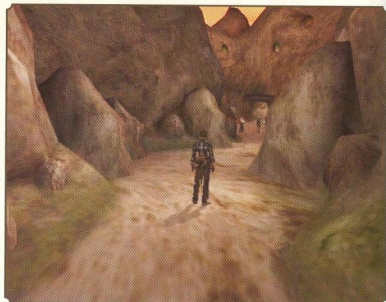
# GOREME VALLEY

22

SUGGESTED LEVEL

ITEMS	
MARAX CREST	BLUE CAPE
SEAL OF AURA	EVASION DOWN 2
SEERE CREST	ATTACK BOOST
LOTTERY TICKET	

GOREME VALLEY SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	WHEISTONE PLUS	1960	STUDED BELT	600
THERA SEED	120	STEEL RASP	2940	WESTERN BELT	1700
MANA LEAF	100	BLESSED SABER	2090	SHELL BRACELET	2770
MANA SEED	300	ESPADA	3140	BHODI BRACELET	3000
PURE LEAF	230	RED MAILBOX	2230	FEATHER BRACELET	3050
PURE SEED	510	EARTHEN PIPE	3340	BELL BRACELET	3120
SOUL BENEDICTION	150	GOLDEN FAN	2030	SILVER BRACELET	3180
PHOENIX TAIL	90	SATURN FAN	3040	MIRROR BRACELET	3240
TALSMAN OF LUCK	480	DESERT CLOAK	1890	POCKET WATCH	5200
TENT	200	LONG ROBES	2030	LEONARDO'S BEAR	3330
GAUNTLET	2160	PLASTRON	3040	REPLACEMENT MAN	5200
PHANTOM CLAW	3240	BLUE CAPE	2840	SPIKES	2810
PIANO WIRE	2300	FACE GUARD	1700	CORAL LARIAT	5050
FILAMENT	3440	HEADGEAR	2700	CORAL PENDANT	5500

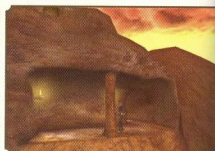


The high walls of the windswept mountains contain a secret. Deep within the valley of Goreme lives a man named Jovis, the priest who once founded Sapientes Gladio. With his help, Yuri and the others may learn about the power that Rasputin holds. Only then can the group face and finally defeat him.

## Goreme Valley

The first valley has a treasure chest with the **Marax Crest**. The strange-looking woman, Sarah, near the Save Point is a very important individual. She holds access to the Solomon Trials, a test of strength and skill. Talk to her at any time to gain access to them (for more information, see the *Side-Quests* chapter).

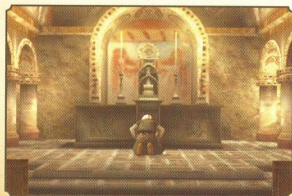
Walk north through the passageway to enter the cave system. Take the north staircase and proceed up into a passage with a large pillar lit by the sunset. The second Treasure Hunt item is at the base of the pillar: the **Seere Crest**.



Jovis awaits beyond the metal door emblazoned with a familiar crest. The first right passage after that, sealed by a simple wooden door, ends in a room with a treasure chest containing a **Blue Cape**. Return to the main passage and continue north to a small chapel. There, Jovis reveals his knowledge and experience.

### COME PROPERLY EQUIPPED!

Only Yuri and Karin take part in the next section. Make sure they are properly equipped and ready for the times ahead. Coral Pendants and a Crest with Curing spells is a must; a Pocket Watch is also useful.



When it is time to move to the trial ahead, go through the metal door on the right side of the room. Find the Ring Soul located along the right side of the circular room to get another **Attack Boost**. Move forward to speak with Jovis, who sends Yuri and Karin on a spiritual journey.

In the Graveyard, walk north to the Door of the Labyrinth. Go through the large sealed door with the figure on it. Upon doing so, Yuri and Karin appear in an ornate circular room.

# MIRROR CASTLE

22  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
OGOROJA	86	101	330	220
TWEEDLEDEUM	93	0	111	189
TWEEDLEDEE	93	0	191	111
KARIN	220	222	0	0
YURI	231	172	0	0
AMON	765	268	6000	6800

The Hall of Mirrors is a strange place within Yuri's soul. The lord of this castle is Amon, the God of Wrath, who is locked within Yuri's psyche. To gain his power, Yuri and Karin must travel through this mystical hall and challenge its master; only then can they hope to defeat Rasputin and stop his evil plans.



## The Hall of Mirrors

From the entrance hall, move north down the passage, then west, and north again. Continue to the north down the hallway toward a red room with a picture of a peacock over the fireplace. On the eastern side of the room is a large, ornate pillared mirror. After examining it further, a fight begins. Now Yuri and Karin must fight mirror versions of themselves.

After the battle, the group is transported to another area of the castle. Yuri must break Amon's seal as soon as possible; every moment gives the Mistletoe Curse time to work on his soul. The peacock room on this side is slightly different because it contains a useful Save Point. Go south this time, using the first doorway, then go west, and south again to the mirror version of the circular room from which you started.



Pick up the **Glass Key** and go north again until you reach the first doorway—but don't go through it. The mirror to the left sends the party to the other side. From there, go through the door, make a left, then go north to the peacock room. This time, take the northern door. Access the Save Point near the end of the hallway and save your game. Amon awaits beyond the doorway, which signals the arrival of a boss fight



HP 765  
MP 268  
CASH 6000  
EXP 6800

## BOSS FIGHT



## AMON

With wings that seem to scrape the ceiling and a dark countenance, Amon is rather intimidating. Still, he isn't as tough as he appears.

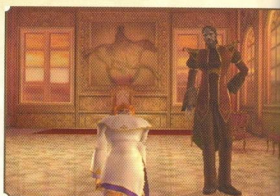
Amon is Non-Class, which means that he's not especially weak to any element; however, he is susceptible to combos. Lead off the combo with Karin's Geuschbenst, then add on Yuri in a good, powerful Fusion form, like Fire or Earth. This keeps damage high against this bad guy.

If both characters take a lot of damage from Amon's The End blasts, have Karin heal them. Let Yuri stay as the dedicated attacker, while Karin boosts their hit points. You may also give Karin buff magic, like Rage and Gale, to increase Yuri's power.

All things considered, this battle should be short and sweet. If Karin's sanity points get low, use a Pure boost. When Amon is defeated, he gives up a **Pure Extract** and **Seal of the Urn**, but Yuri gets something even more valuable—the **Amon Fusion form**.

With Amon's power in Yuri's command, Yuri learns a few things about himself and others. The large central mirror is another gateway to parts of Yuri's soul, and there he encounters an old enemy, now part-time friend: Albert Simon. After a few words, Karin and Yuri leave the Mirror Castle and return to themselves within Goreme Valley.

It's time to return to Petrogard, Russia. With no time to delay, proceed to the snow-covered streets of the Russian town. Prince Yusupov is a welcome ally from the aristocracy. He has a plan to smuggle Anastasia and her friends into the Hermitage. Meet with him on the bridge leading into the city to find a secret way into the palace.



### UPGRADING FUSION FORMS

To upgrade Yuri's Fusion forms from grade 2 to grade 3, you need an item called a Soul Drop. With one in your possession, go into the graveyard and select a Class altar of a form of which you have the grade 2 level. This triggers a fight against a shadow creature to gain grade 3.

# GALLERY OF THE DEAD

ENEMIES				
NAME	HP	MP	EXP	CASH
JACK	90	111	220	150
JILL	90	111	220	150
AGONY	100	0	234	165

23  
SUGGESTED LEVEL

ITEMS	
NIBELUNG SCENE 8	ANDROMALIUS CREST
THERA ROOT	SEAL 2
LOTTERY TICKET	TALISMAN OF LUCK
LARAJE CREST	STRONGGOIDS
ATTACK BOOST	PLASTRON
THE MAGICIAN TAROT CARD	SILVER LOCKET
LEONARDO'S BEAR	



Over 100 years ago, the rulers of Russia commissioned a secret passage leading from the Winter Palace of the Hermitage to the streets of Petrogard. This offered them safety in the event that the palace was ever compromised. This time, Yuri's group wants to get into the palace and reach Anastasia's father, Nicholas II, tsar of Russia. Little does the tsar know that the primary threat to Russia is already inside the palace in the form of Rasputin, putting the security of the empire at stake.

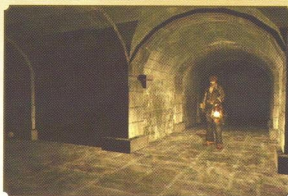


## Gallery of the Dead Secret Passages

The skeleton at the entrance holds a secret: **Nibelung Scene 8**. This powers up Karin's Special Ability Geuschbenst. Next to the skeleton is a Save Point, which signals an upcoming dungeon trek. A gate blocks any forward progress, so move the lever to the left of the gate to raise it.

Continue to the west and take the northern passage. Go down the first left split and pull the lever at the end of the tunnel. Return to the tunnel you left off and move north. Take the next split off to the right and follow it to the east and then south. At the end of that tunnel is another lever. This opens another gate further on.

Stay in the same split tunnel. There is a wolf inside a cage in the tunnel where it breaks. It seems that it is time for another “Wolf Bout,” if you so desire.



## WOLF BOUT

# NECROS

This creature is part wolf and part zombie. Necros has a very nasty trick at hand: the use of Paralyze. Equip Blanca with a Bhodi Bracelet to prevent this nasty effect; otherwise, the fight may end quickly.

Pound into Necros using Soul Comet and Light Class Crest magic. Remember to cure if things gets dicey, and use Pure Leaves as needed. When Necros is put out of its misery, it gives up a **Talisman of Mercy** and a pawprint that powers up Blanca's Soul Comet Special Ability.



Continue to the north and follow the passage to a treasure chest with the **Leraje Crest**. Just above it (to the north, near the waterway) is another opportunity to speak with the Ring Soul and acquire an **Attack Boost**.

Go south and then west to return to the parent tunnel. From there, continue north around the bend of the waterway. There is a searchable spot here that offers **The Magician Tarot Card**. Examining an area further down, near where the tunnel turns south, yields a **Leonardo's Bear**, which is just the thing for a place like the Gallery of the Dead.

Move to the south and then west to enter a room with several crypts and a Save Point. The **Andromalius Crest** is located in the southwest corner coffin. On the northern wall is an inscription, the last words of a dying man searching for a silver locket; perhaps the locket is in this maze. Go north and then east to move another lever, which opens another gate that is blocking the path.



This time, go south past the crypt room. There is a small passage leading to the west; take it and continue as it moves south again and stay on the southern course past the locked gate. At the end, there is another tunnel doorway; go through it and around this section of corridor.

Move past the split-off tunnel and open the treasure chest at the end for the useful **Plastron** armor. There's also another level at the end of the passage.

Now it's time to explore the split-off tunnel. Along the wall is yet another lever. Follow the corridor and go to the west. There is a south passage, which hides its lever.

To return to the entry corridor, go north, east, south, and then west. There's a Save Point along the way, a welcome place for a recuperative break. Take the first available southern passage to find a **Silver Locket**.

Return to the crypt room. There is an area in the center of the room near the middle coffin where you can offer up the Silver Locket to the dead. After doing so, proceed north to the T-intersection, and take the left corridor. At the end of the tunnel is the way out.

Grand Duke Dimitri is waiting at the other end of the Gallery of the Dead. Although the party is safe inside a small storage room, the tsar isn't.



24

SUGGESTED LEVEL

# PETROGRAD

## ENEMIES

NAME	HP	MP	EXP	CASH
PERYTON	99	112	250	188
NIGHT QUEEN	2380	420	8000	9900

## ITEMS

IPOS CREST	PURPLE BONDAGE SUIT
TALISMAN OF MERCY	MR. SWAN STUD CARD
HAAGENTI CREST	FROZEN TUNIA
MODN DIL	PANDRAMIC LENS
TISSUES	

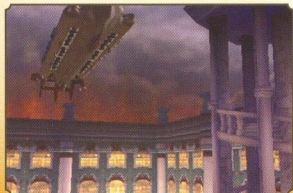
## PALACE SHOP

ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	WHETSTONE PLUS	1960	STUDDED BELT	600
THERA SEED	120	STEEL RASP	2940	WESTERN BELT	1700
MAINA LEAF	100	BLESSED SABER	2090	SHELL BRACELET	2770
MAINA SEED	300	ESPADA	3140	BHODI BRACELET	3000
PURE LEAF	230	RED MAILBOX	2230	FEATHER BRACELET	3050
PURE SEED	510	EARTHEN PIPE	3340	BELL BRACELET	3120
SOUL BENEDICTION	150	GOLDEN FAN	2030	SILVER BRACELET	3180
PHOENIX TAIL	90	SATURN FAN	3040	MIRROR BRACELET	3240
TALISMAN OF LUCK	480	DESERT CLOAK	1890	POCKET WATCH	5200
TENT	200	LONG ROBES	2030	LEONARDO'S BEAR	3330
GAUNTLET	2160	PLASTRON	3040	REPLACEMENT MAN	5200
PHANTOM CLAW	3240	BLUE CAPE	2840	SPIKES	2810
PIANO WIRE	2300	FACE GUARD	1700	CORAL LARIAT	5050
FILAMENT	3440	HEADGEAR	2700	CORAL PENDANT	5500

## PALACE SHOP 2

ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	SHARP RASP	4400	STUDDED BELT	600
THERA SEED	120	ESPADA	3140	WESTERN BELT	1700
MAINA LEAF	100	HARQUE FOIL	4710	SHELL BRACELET	2770
MAINA SEED	300	RED MAILBOX	2230	BHODI BRACELET	3000
PURE LEAF	230	EARTHEN PIPE	3340	FEATHER BRACELET	3050
PURE SEED	510	SATURN FAN	3040	BELL BRACELET	3120
SOUL BENEDICTION	150	JUPITER FAN	4560	SILVER BRACELET	3180
PHOENIX TAIL	90	WHITE SWAN	3540	MIRROR BRACELET	3240
TALISMAN OF LUCK	480	BLUE SERPENT	5320	POCKET WATCH	5200
TENT	200	PLASTRON	3040	WILL POWER	6000
PHANTOM CLAW	3240	BLUE CAPE	2840	LEONARDO'S BEAR	3330
HELLFANGS	4860	COMBAT SUIT	4250	REPLACEMENT MAN	5200
FILAMENT	3440	BAPTISM STOLE	4560	SPIKES	2810
COPPER FILAMENT	5160	HEADGEAR	2700	CORAL LARIAT	5050
STEEL RASP	2940	CIRCLET	3000	CORAL PENDANT	5500

There is music echoing in the palace from the Victory Ball inside the Great Hall. However, by the time everything ends, the principal person *not* celebrating is Rasputin. He takes his first opportunity to bolt, and now Yuri and the others must find him. The fate of Russia, and maybe even of the world, rests upon Yuri's ability to stop Gregori Rasputin and Sapientes Gladio.



## Petrograd, Palace

Take the door to the left and go down the stairs. Then take the east door and use the Save Point to save your game. Take the first door south and go into the courtyard. Examine the small treasure chest to find the **Ipos Crest**. Rasputin is more interested in leaving than fighting, and Yuri and the others follow him up the large spiral staircase.



HP 2380  
MP 420  
EXP 8000  
CASH 9900

## BOSS FIGHT

# NIGHT QUEEN



The Night Queen has lots of hit points, causes wicked magic damage, and has an Instant Death ability. One touch and it's lights out if a character isn't equipped with a Leonardo's Bear. Night Queen uses spells that hit multiple characters, like Hail Breeze and Gale Spark, so make sure that one character is equipped with the Arc Cure Crest (preferably with the Leonardo's Bear).

Night Queen is weak to the Fire Class, so Karin is a key player in this fight. As always, pairing her Geuschbenst Special Ability with Yuri (as Amon or his Fire Fusion form) or Joachim is a good choice. Using Fire Crest magic also helps to lower Night Queen's hit points. Combos also inflict major damage in this fight.

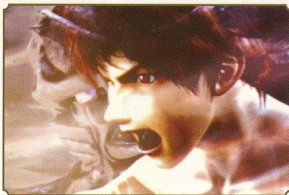
This is a long battle, so keep an eye on Karin's sanity points. Some characters aren't as efficient in prolonged fights, so use some Pure items to boost their sanity points.

When Night Queen finally goes down in defeat, she drops the **Haagenti Crest** and **Moon Oil**, fitting rewards for a hard-fought battle.



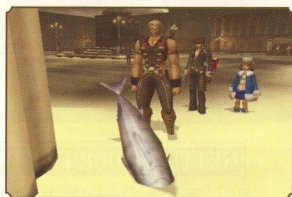
It is now a time of preparation. First, just outside of Anastasia's room, Cyril the guard relinquishes the **Mr. Swan Stud Card**.

Go to the east wing of the palace to the last room on the right for some other interesting items, like **Tissues** and the **Purple Bondage Suit**. There is another shop in the central hall of the palace, right before the building's exit.



There is also a weapon upgrade for Joachim just outside the castle to the south. The **Frozen Tuna** is just what this wrestler needs to complete his arsenal. In addition, stop by Edgar's shop once again to check on Anastasia's friend. He has a gift for Anastasia: the **Panoramic Lens**. This accessory enables the princess to Snapshot all enemies in a battle instead of only one at a time.

With everyone now prepared, it's time to leave Petrograd and take on Rasputin... or Asmodeus, as he should now be called.





# IDAR FLAMME

25

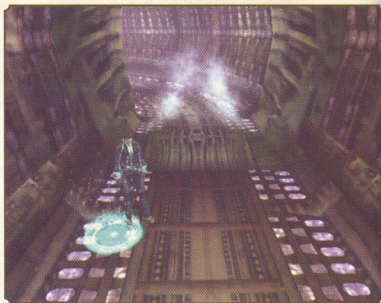
SUGGESTED LEVEL

IDAR FLAMME

ENEMIES	NAME	HP	MP	EXP	CASH
	GIGAFILARIA	135	155	700	500
	HATI	144	145	532	330
	ECHIDNA	144	66	588	305
	MEGAFILARIA	98	78	280	210
	ZAMUZA	156	108	560	315
	MOTHER FLARIA	700	230	2000	3000
	ASMODEUS	2880	468	12000	4500

ITEMS	NAME	COST
	MANA ROOT	HIT AREA EXPAND
	JUPITER FAN	FEATHER BRACELET
	BAT'S GOLD	THIRD KEY
	COSMIC BRACELET	WILL POWER
	SOUL BENEDICTION	SEAL OF SPEED
	STRIKE EXPAND	REPLACEMENT MAN
	THERA ROOT	THE WORLD TARTO CARD
	SILVER BRACELET	WARLOCK EARRINGS

IDAR FLAMME SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	STEEL RASP	2940	STUDDO BELT	600
THERA SEED	120	SHARP RASP	4400	WESTERN BELT	1700
THERA ROOT	300	ESPADA	3140	CHAINMAIL BELT	2700
MANA LEAF	100	HARQUE FOIL	4710	SHELL BRACELET	2770
MANA SEED	300	RED MAILBOX	2230	BHODI BRACELET	3000
MANA ROOT	500	EARTHEN PIPE	3340	FEATHER BRACELET	3050
PURE LEAF	230	FROZEN TUNA	5010	BELL BRACELET	3120
PURE SEED	510	SATURN FAN	3040	SILVER BRACELET	3180
PURE ROOT	1000	JUPITER FAN	4560	MIRROR BRACELET	3240
SOUL BENEDICTION	150	WHITE SWAN	3540	POCKET WATCH	5200
PHOENIX TAIL	90	BLUE SERPENT	5320	WILL POWER	6000
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FILAMENT	3440	HEADGEAR	2700	CORAL PENDANT	5500
COPPER FILAMENT	5160	CIRCLET	3000		



Idar Flamme is a floating city, the final abode of Rasputin and home to the demon Asmodeus. Like a stain upon the heavens, it speaks of imminent threat. Built from the warped imaginings of a creature beyond mortal ken, Yuri and the others must conquer its twisting corridors to challenge the monster within.

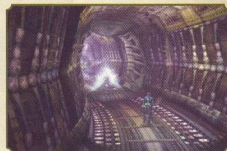
## Idar Flamme, Labyrinth 1

Just within the first entryway is a Save Point. Just up ahead, there is a circular mass surrounded by webbing. Defeat the enemy that emerges from the nest, and proceed down the hall. Take the left path when the passage forks.

### GETTING YOUR FILL OF GIGAFILARIA

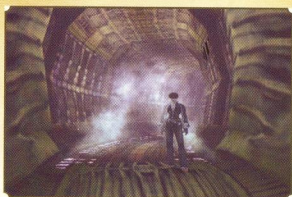
These monsters qualify as mini-bosses. They may not have as many hit points, but they are difficult to beat. These worm-like monsters usually appear in numbers of four or more, and they always target one character at a time, proceeding systematically through your ranks. Their combined basic attacks are enough to bring down even sturdy characters, and to top it all off they occasionally use combos.

However, there is lots of experience to gain by defeating these enemies. To defeat them, cast an offensive spell like Gale Spark to hit multiple enemies. After doing so, let the remaining party members attack.



Next, take the first passage to the right. Along the hallway is a treasure chest with a **Jupiter Fan**. Continue down the hallway until it reaches another fork. Go slightly south, then take the southeast fork that goes to the right. Follow it until it splits into a T-intersection.

Take the left hallway until it splits. Instead of fighting the Gigafalaria, go through the right split. At the next T-intersection, continue to the right. This leads to a room with one passage going north and another going south; take the south passage. When that comes to another fork, go right to find three treasure chests containing a **Cosmic Bracelet**, **Soul Benediction**, and **Strike Expand**. Go back to the passage you came from and continue north. Up ahead, locate the Magimel's shop and a Save Point. Purchase some supplies, if needed, but don't exit the labyrinth yet.



### HITCHING A RIDE

This time, the Magimel brothers are willing to give the party a ride out of the dungeon. This provides the opportunity to do some other things in the world before returning to face Rasputin.

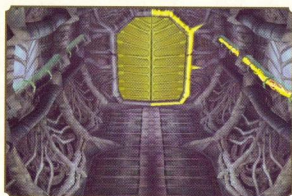
Instead, head to the west. At the fork, turn to the east (right) and stay on that course past another fork in the road. Take the north corridor for two treasure chests, which contain a **Silver Bracelet** and **Thera Root**. Return to the Save Point by going south, west, and then north. From the Save Point, take the north passage to leave the maze. Rasputin still needs to get his comeuppance.

## Idar Flamme, Labyrinth 2

A series of gates block the path through this section. The gates are controlled by a set of colored buttons. First, take a right at the intersection and follow it until you reach a north corridor with a button. Press the button and go to the left until that corridor ends. Note the appearance of another button.



Go back a bit and head north through the newly opened gate. Proceed north to reach a T-intersection; there are buttons on the left and right passages to press. Return south and go to the east along the yellow section. Examine the treasure chest in the corner for a **Feather Bracelet**. Move once again to the south, then to the right.



It's time to go north. At the first break, take the right passage. The first hallway to the north has a pink button, while going back and then right even further leads to another path with a button to the south and a treasure chest with a **Will Power**.

Return to the west and go north. There is another T-intersection, and taking the corridor to the east leads to another yellow button. Move to the west, to the newly opened door, and find the Save Point. When you're ready, go north to enter an enormous lair.

HP	700
MP	230
EXP	2000
CASH	3000

## BOSS FIGHT

## MOTHER FILARIAS



There are two sets of two Mother Filarias in this boss fight. Concentrate everything on one of the Mother Filarias. It's best to ensure that the two Mother Filarias can't use their combo attack. To do this, use Hard Hit basic attacks or Special Abilities that force the monsters away from each other. One enemy will waste its turn trying to get in position, thus breaking the combo.

Also note that Mother Filarias have a Paralyze attack. Equip your characters with Feather Bracelets to keep this status abnormality from affecting them.

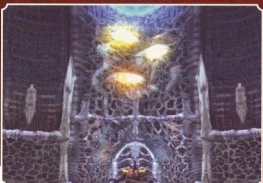
As Light monsters, Mother Filarias are weak to the Dark Class. Yuri is the character to watch here, with his Dark fusion form. Dark Class Crest magic is also good to use against these creatures.

Searching the area to the right behind the castle's heart yields a **Replacement Man**. Continue to the north and go through the door. The corridor ahead has a Save Point, which signals the party's final objective: Rasputin.

HP	2880
MP	468
EXP	12000
CASH	14500

## BOSS FIGHT

## ASMODEUS



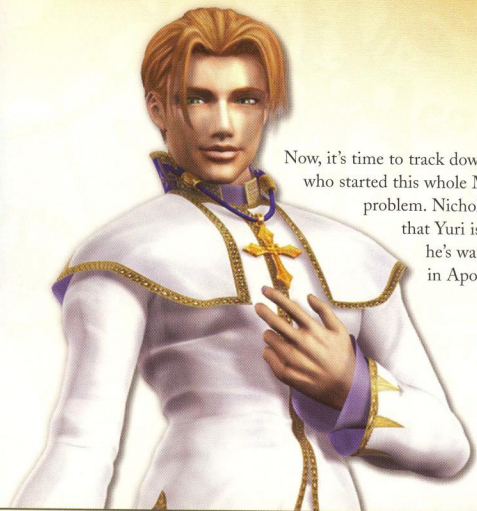
Asmodeus has lots of hit points, but he doesn't have the power to back up his stamina. Ultimately, the fight ends up as a slugfest.

Surprisingly, Asmodeus is a Non-Class enemy. This means that he is neither weak nor strong to any particular Class. Due to this fact, you can use your party's most powerful Special Abilities, Crest Magic, and Fusion forms against him. It's doing the damage that is important.

Asmodeus' spells are powerful, but they are single target spells. Remember to cast Arc Gale and Arc Rage to boost your character's speed and physical damage, respectively.

Upon defeating Asmodeus, he surrenders his **Warlock Earrings** and **The World Tarot Card**. And with that, Rasputin's dreams of world domination end.





Now, it's time to track down the person who started this whole Mistletoe problem. Nikolai knows that Yuri is coming and he's waiting for him in Apoina Tower.



### WARNING

After completing Apoina Tower, your choices on the World Map become somewhat limited. If there is anything that you want to accomplish, this is a good time to do so. Because of this, the following paragraphs detail some of those possible events.

### OTHER AVAILABLE OPTIONS

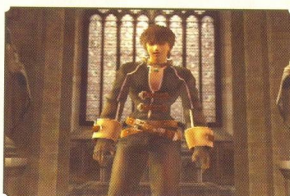
There are other things to do first before tackling Nikolai. For example, you can return to Domremy and examine it now that the military is gone. The citizens are doing a little better now, but one passerby does mention that he's seen a three-wolf pack in the forest.

Proceed up to the chapel and search around behind the altar for a **Soul Drop**. This item grants Yuri his final grade of Fusion form for a given Class. You can even take part in the next "Wolf Bout."

To do so, go to the far western section of Domremy Woods. This fight involves Blanca against three wolves: Maya, Martag, and Mash. Note, however, that this fight may be too difficult at this point in the game.

There is one person who you can beat, though. The Great Gama is waiting in Southhampton, and he has another technique for Joachim. Simply defeat him to receive Joachim's Special Ability **Deathron Hammer**.

Also, head over to Paris to Gepetto's apartment. The woman inside is Lottery Member 10 and she has the **Alloces Crest** to win. In addition in Paris, Monmartre, you can turn in any Wolf Stamps to Ernest. This helps Blanca get the **Zagan Crest**. Not to be outdone, Loud Croft in Cannes has **Treasure: Sneak** to find. Although it's not possible to find this one yet with the clue provided, its time is coming.



This is also a good time to participate in some Solomon Trials. Sarah is always waiting in Goreme Valley, and now is a great time to give it a try. You may also want to revisit the dungeons and other areas to pick up some Albums for Anastasia to fill out your Library.

29

SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
EMPTINESS	100	103	296	280
LEMURES	110	99	286	288
DANTERS	168	101	508	555
ASTARDTH	3040	472	15000	17400

ITEMS	
BELIAL CREST	KIDNAPPER'S WEIGHT
STRIKE EXPAND	SEAL OF THE SOUL
ATTACK BOOST	HIT AREA EXPAND
MURDERER'S WEIGHT	PURE EXTRACT
ARSONIST'S WEIGHT	DELAY 2
THIEF'S WEIGHT	GALAHAD'S SWORD

# APOINA TOWER



And so it all comes down to the beginning. Nicholai is the last active member of Sapientes Gladio and, arguably, a greater threat than Rasputin. Plus, it seems as though Nicholai has something else up his sleeve, something that he feels was enough to challenge Rasputin. Still, Nicholai must be stopped, and the Tower of Apoina must be made a place of peace and tranquility.

## First Floor

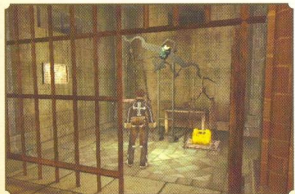
There are new places to explore within the tower that were previously inaccessible. First, go to the left top staircase and exit through the set of doors. Outside of the tower, the **Belial Crest** sits inside a treasure chest. Return to the tower and go up the right staircase.

## Third Floor

The second floor is still the same, so go straight to the third floor and the room shaped like an arrow. On the left side of the arrow room is a welcome addition to the tower: the Ring Soul. Get the **Attack Boost** from him, then leave the room and go up the staircase.



## Fourth Floor



There's a curious device at the top of the fourth floor. It seems to be a set of scales. Nearby are four treasure chests with the following items inside: **Murderer's, Kidnapper's, Thief's, and Arsonist's Weights**. Placing the correct amount of weight on the scale causes something to happen; placing the incorrect amount triggers a fight. Put on the Arsonist's and Murderer's Weights to make a door open, revealing a Save Point and another way up.

There's a curious device at the top of the fourth floor. It seems to be a set of scales. Nearby are four treasure chests with the following items inside:

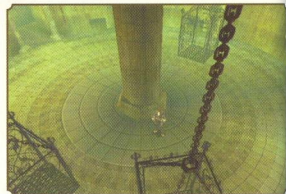
**Murderer's,**

## Fifth Floor

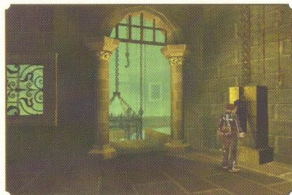
There are some cage-like baskets hanging from the ceiling. The lever near the staircase controls their ascent and descent. Place the lever in the up position, go up the staircase, then cross the new section.

## Sixth Floor

The cage completes a full section for the party to move over. There is a lever here, but it's out of reach. Move over the ledges and up the staircase.



## Seventh Floor



There's another level at the end of the staircase. Put this one in the down position, return to the sixth floor, and place the previously inaccessible lever into the lower position.

After doing so, return the lever on the seventh floor to the up position to cross over. Go up the staircase to the top floor. Don't forget to manipulate the levers here to lower a treasure chest to the fifth floor. The treasure chest contains the **Paimon Crest**.

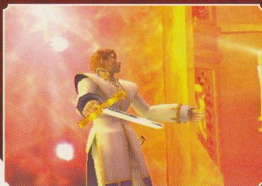
## Eighth Floor

A set of double doors automatically opens. Use the Save Point to save your game, then proceed to unleash the demon inside Nicholai.

HP 3040  
MP 472  
CASH 15000  
EXP 17400

### BOSS FIGHT

## ASTAROTH



Cast Arc Gale and Arc Rage as soon as possible to keep Astaroth in his place. With these buff spells up, your characters get to act before Astaroth. Then unleash some combos, with Joachim's Deathtron Hammer and Karin's Geuschbenst as the first Special Abilities, followed by Yuri in a powerful Fusion form (Amon, Fire, or Earth).

As a Non-Class enemy, Astaroth isn't strong or weak against any particular Class. Therefore, just use each character's hardest-hitting abilities. When it comes to dealing damage, Astaroth prefers to cast single-target, high-damage spells. To combat their effects, use curing Crest magic; in this case, Arc Cure at discrete intervals works very well.

Lastly, if a character gets low on sanity points, use Pure items. When Astaroth falls in defeat, he leaves behind **Galahad's Sword** and **Delay 2**.

With the end of the conflict, Yuri and company move to the Far East. Who knows what awaits them there, with the machinations of politicians and demonic worshippers affecting the world so strongly.



# YOKOHAMA

32  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
SPIDER WALKER	144	120	450	505
AKAGI SOLDIER	82	0	444	500
FLYING DRONE	480	0	1000	1500
LT. COL. TERADA	3360	0	18600	200000

ITEMS	
DANDY'S KIMONO	MR. DOCTOR
NABERUS CREST	THE SUN
MANA ROOT	SHINING OIL
LOTTERY TICKET X3	ATTACK BOOST X2
SMALL JUG	NIBELUNG SCENE 3
GIANT PILLAR	VAPULA CREST
HIT AREA EXPAND	SECURITY KEY 1
SILVER RASP	SECURITY KEY 2
COLORFUL COMB	THE LOVERS TAROT CARD
SOUL DROP	VINE CREST
AMOUSIAS CREST	TENT



TRAIN YARD STORE			
ITEM	COST	ITEM	COST
THERA LEAF	50	SILVER THREAD	7750
THERA SEED	120	SHARP RASP	4400
THERA ROOT	300	SILVER RASP	6610
MANA LEAF	100	HARQUE FOIL	4710
MANA SEED	300	FROZEN TUNA	5010
MANA ROOT	500	JUPITER FAN	4560
PURE LEAF	230	VENUS FAN	6830
PURE SEED	510	BLUE SERPENT	5320
PURE ROOT	1000	RED PEACOCK	7970
SOUL BENEDICTION	150	COMBAT SUIT	4250
PHOENIX TAIL	90	BAPTISM STOLE	4560
TALISMAN OF LUCK	480	DANDY'S KIMONO	6830
TALISMAN OF MERCY	820	HAKAMA PANTS	6380
TENT	200	HEADGEAR	2700
HELLFANGS	4860	CIRCLET	3000
TIGERCLAW	7290	WESTERN BELT	1700
COPPER FILAMENT	5160	CHAINMAIL BELT	2700

YOKOHAMA STREET STORE			
ITEM	COST	ITEM	COST
THERA LEAF	50	SILVER THREAD	7750
THERA SEED	120	SHARP RASP	4400
THERA ROOT	300	SILVER RASP	6610
MANA LEAF	100	HARQUE FOIL	4710
MANA SEED	300	FROZEN TUNA	5010
MANA ROOT	500	JUPITER FAN	4560
PURE LEAF	230	VENUS FAN	6830
PURE SEED	510	BLUE SERPENT	5320
PURE ROOT	1000	RED PEACOCK	7970
SOUL BENEDICTION	150	INOUE	5470
PHOENIX TAIL	90	AWATAGUCHI	8200
TALISMAN OF LUCK	480	COMBAT SUIT	4250
TALISMAN OF MERCY	820	BAPTISM STOLE	4560
TENT	200	DANDY'S KIMONO	6830
HELLFANGS	4860	HAKAMA PANTS	6380
TIGERCLAW	7290	HEADGEAR	2700
COPPER FILAMENT	5160	CIRCLET	3000

## BLANCA TO THE RESCUE!

The following section requires that you only use Blanca for a time. Make sure that he is equipped with everything that he needs, particularly a curing Crest and a Coral Pendant.

It's been three months since the events in Apoina Tower. Yuri and the others have followed Kato Masaji to Yokohama, Japan, and during the course of their journey they have lost the use of their airship. Forced to continue their trek on foot, they are now holed up in an old brick and wood building, with a dismal section of the city lingering outside.



## Brick Warehouses

The treasure chest inside the first room holds a **Dandy's Kimono**. Leave this room and go out into the streets. It seems as though there is far more interesting stuff going on outside.

## Train Yard

A young swordsman is being attacked by a group of armed soldiers. It's your choice whether to come to his aid, but it's certain that he is outnumbered and in dire straits.

### YOUTHFUL SPEED

You may find it difficult to use the young swordsman's Judgment Ring, especially if you are accustomed to using Coral Pendants. To make things easier, reduce the number of attacks on his Judgment Ring as soon as possible.

After the fight, proceed through the train yard. First, go north to find a treasure chest with the **Naberius Crest**. Then move out of this area and to the south, taking the stairs up to the platform.



There's a searchable area in the second room on the left (on the platform). Examine the area to find a **Small Jug**. Leave that room and head to the east. A Save Point is there, along with a treasure chest containing a **Silver Rasp**, just the upgrade that Blanca needs. From the Save Point, continue to the southeast. There, the young swordsman recognizes some people in a treacherous position and a fight ensues.

The reward for this act of courage and compassion is a **Colorful Comb**. This accessory for Blanca is a telling reminder of the people that he aided. With that, you return to Yuri and the others.

Leave the room and travel to the second room on the west platform again. A giant red pillar there speaks to Joachim. With it in hand, go to the first north room on the west platform as well. Secret Dealer Kensuke waits in a little hollow among the boxes, and he has some interesting new goods for sale, including the **Cimeies Crest** and a **Raccoon Friend** (which is used in a new dress for Cornelia).



There is also a helpful person wandering around the southern section of the yard: Lottery Member 9. Up for grabs are a **Huge Jug** and a **Mirror Bracelet**. Leave the train yard to the south and go into the city streets.

## Yokohama Streets

After a large commotion, Yuri and the others find themselves in the abode of a mysterious old man, the master of the young swordsman Kurando. Blanca seems to have made some intriguing friends, and, unfortunately, one of them is in danger.

In the building, behind the old man, is a treasure chest with a **Soul Drop**, and just outside is another Save Point. Not far away from that, to the south, is a treasure chest with the **Amdusias Crest**. On the other side of the platform with the chest, behind a black and white sign, is the **Mr. Doctor Stud Card**. Perhaps not surprisingly, the Magimel brothers have set up shop; check out their new wares.

Talk to the woman to the south, Tomoko, three times to make her hand over the **Shining Oil**. To her left, on the corner, is the Ring Soul, who hands over an **Attack Boost**. Lastly, a little further from the Ring Soul along the side of the store is a searchable area that yields **The Sun Tarot Card**. After exploring the area, it's time to leave for more dangerous regions, including the Mikasa Warship.





## GOING IN DIFFERENT DIRECTIONS

The next section requires that you break up the party into two teams of four people. Make sure that everyone is properly equipped before heading out.

### Mikasa Battleship

The Mikasa battleship awaits in the harbor. The Ring Soul, who is outside the ship in a small shed area, hands over another Attack Boost. Beneath the walkway is the **Vapula Crest**, and the first sailor that you talk to (on the ship) has another present, **Nibelung Scene 3**.

Move to the east and down the staircase. From this point on, the party is divided into two search parties. Simply press the Square button to switch between the groups. First, use Kurando's party. There is a Save Point in the starting room and a treasure box, which contains the **Security Key 1**. Use the key on the security panel next to the large metal door by putting it into the second keyhole, and then switch to Yuri's party.



This opens a door in the lower deck. Go through the door leading in to the hall, then go to the south. Examine the treasure chest to acquire **Security Key 2**. The console in the same room opens the correct door if you slide the key into the first keyhole. Switch back to Kurando's party.



Take the key out and move through the open door. Take the side hallway and follow it to its end. There you find the **The Lovers Tarot Card**. On the opposite side is a second

open door. Place the key in the console here, then switch to Yuri's party.

Make sure that the key is in the *second* keyhole and go through the door. At the end of the hallway is another open door. The sailor in this section is Lottery Member 8. There is also a treasure chest with the **Cabin Key**. The cabin is in a small room in the second central region of the ship; to access it, use the door next to the console of the room from which Yuri's party started. Toggle the switch in the cabin, then switch back to Kurando's party.

Take out the security key and go through the door at the end of the hall. The treasure chest in this room holds the **Vine Crest**. Don't forget to activate the switch, then return to Yuri's party. It's now time to backtrack a bit. Return to the room with the key in it and move it to the first keyhole; switch to Kurando's party.



Go back to the first console and use the key on the second keyhole. It's now possible to move around with Yuri's party, so return to them. Take out the Security Key and go through the square-shaped doors until you reach another console on the lower center of the ship. Put the key in the first keyhole and switch to Kurando's party.

Take out the key again and walk through the first door. Stop at the end of the hallway, where the door blocks further passage. Then, return to Yuri's party. Swap the key to the second keyhole, then move back to Kurando's party. His group can now go through the door and down the staircase at its end. On the lower level, push the lever down and return to Yuri's party.



Go to the bow of the boat (where you can see Kurando) and down the stairs. Stand at one switch console. Go back to Kurando's group and send them down the stairs to stand by the other switch console. This returns the group back to its initial number of four members.

## AKAGI SOLDIERS

HP 82  
MP 0  
EXP 444  
CASH 500

## BOSS FIGHT

## TERADA

HP 3360  
MP 0  
EXP 18600  
CASH 20000



# AKAGI SOLDIERS AND LT. COL. TERADA

Focus on the Akagi Soldiers first because they form combos with themselves and Terada. The resulting damage from these combos can be massive.

Terada's Rapid Fire attack causes big-time damage, but luckily it only hits one character at a time. Because of Terada's weight, some combos may not work. This entire battle may become a slugfest, trading basic attacks back and forth. Make sure that Yuri uses a high-powered Fusion form so that the physical damage he does is as strong as possible. In addition, both Joachim and Kurando work well together, with their emphasis on damage dealing rather than magic.

Because this is a prolonged fight, the use of Pure items may help. Keep a close eye on your characters' sanity points. When Terada finally admits defeat, he surrenders **Demon Earrings** and a **Seal of Vitality**.



# NIHONBASHI

33

SUGGESTED LEVEL

## ENEMIES

NAME	HP	MP	EXP	CASH
HIEN	621	634	0	0
RAIDEN	675	584	0	0
ARMORED FIGHTER	2500	0	0	0

## ITEMS

SP-DEFEND DOWN 4	SOUL BENEDICTION
MANA ROOT	P-DEFEND DOWN 4

With the party reunited and Yoshiko safe, it seems that the villains of the world are down a plot or two. Yuri has definitely managed to anger someone in charge. The enemies now must decide on their next course of action, and there may even be some maneuvering between them. To add to the anarchy of the situation, Kato Masaji is unveiling his newest creation for his elite Mutant Ape fighting force: Ouka.



## Hojo Research Lab

Use the Save Point, then go through the door and talk to the first person outside, Hien. He is one of the Mutant Apes as well, but he wants to test himself.

### TRAINING BOUT: HIEN

Hien hits rather hard, but Ouka has more hit points and causes more damage. Just use basic attacks against him and everything will go smoothly. If things get rough, use Thera Extract on Ouka. Hien relinquishes a **P-Defend Down 4** after the fight.



Ouka's new instructions involve a target practice section. Basically, you must press the buttons indicated next to the targets. You must hit the targets to proceed, and destroying ones with Kato on them increases your time. It's more important to go for accuracy over speed, because there is no real set reward for a good time trial. At the end of the hallways is a shooting range. Time to practice your skills with button pressing. You must destroy 30 targets to proceed. It's back to more hallways with more targets. At the end of this section, Ouka meets a second Mutant Ape, Raiden. Time for another test.



### TRAINING BOUT: RAIDEN

Raiden is a bit tougher than Hien, but not as fast. Use Bombs or even basic attacks to bring him down, and remember to cure when needed. Raiden gives Ouka an **Sp-Defend Down 4** with his surrender.

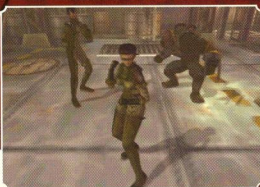


Ouka now has to work with her entire team to defeat an enemy. This is designed to test the group's ability to work together and function well.



HP 2500  
MP 0  
EXP 0  
CASH 0

## BOSS FIGHT



# ARMORED FIGHTER

This boss has lots of hit points, plus you're now working with unfamiliar Judgment Rings and character abilities. Remember that there is a large pile of curing items ready for consumption, so use them if necessary.

Raiden, with his high damage dealing, is the perfect choice to go toe-to-toe with this boss. Ouka's bombs cause decent damage, and her attacks are a good secondary way to hurt the Armored Fighter. Hien can either inflict damage or play the role of healer.

There is no reward for defeating the Armored Fighter, but the entire team has done a wonderful job and Kato Masaji is proud of them. With that, the time with the Mutant Apes ends. Yuri and the others now command your full attention, and they have plans of their own that must be satisfied.

# YOKOHAMA

34  
SUGGESTED LEVEL

## ITEMS

SP-DEFEND DOWN 3

## CONTROL RETURNS TO YURI

Yuri and the others are now back to their own adventures. They've made some new allies among the populace, but their path is not yet clear. Still left to be determined are the whereabouts of Kato Masaji and his purpose in taking Nicholai.

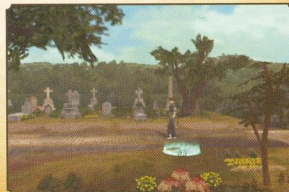


## Yokohama Streets

Return to Naniwa's house. This is where Yuri learns why he and Yoshiko are in Yokohama. Yuri and friends decide to join them, and together they leave the streets to visit the cemetery.

## Foreigner's Graveyard

As might be expected from a place full of death, there is a Save Point just inside the gates to the cemetery. Move forward and into the strange dreamscape.



# OTHERWORLD

34

SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
TSUKIYOMI	3600	444	19000	24000
PERA-PERA	118	120	570	536
NOH MASKS	150	156	624	1080
GAKI	125	125	588	528
GARAN	3720	500	21000	30000

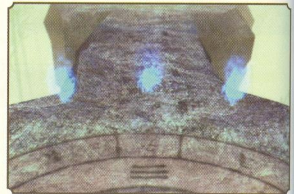
ITEMS	
PURE ROOT	GETTUP!
STRIKE EXPAND	ORACLE EARRINGS
CALMING CHARM	GLASYALABOLAS CREST
DISPELLING CHARM	

OTHERWORLD SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	SILVER THREAD	7750	CIRCLET	3000
THERA SEED	120	SHARP RASP	4400	WESTERN BELT	1700
THERA ROOT	300	SILVER RASP	6610	CHAINMAIL BELT	2700
MANA LEAF	100	HARQUE FOIL	4710	SHELL BRACELET	2770
MANA SEED	300	FROZEN TUNA	5010	BHODI BRACELET	3000
MANA ROOT	500	GIANT PILLAR	7520	FEATHER BRACELET	3050
PURE LEAF	230	JUPITER FAN	4560	BELL BRACELET	3120
PURE SEED	510	VENUS FAN	6830	SILVER BRACELET	3180
PURE ROOT	1000	BLUE SERPENT	5320	MIRROR BRACELET	3240
SOUL BENEDICTION	150	RED PEACOCK	7970	POCKET WATCH	5200
PHOENIX TAIL	90	INOUE	5470	WILL POWER	6000
TALISMAN OF LUCK	480	AWATAGUCHI	8200	LEONARDO'S BEAR	3330
TALISMAN OF MERCY	820	COMBAT SUIT	4250	REPLACEMENT MAN	5200
TENT	200	BAPTISM STOLE	4560	SPIKES	2810
HELLFANGS	4860	DANDY'S KIMONO	6830	CORAL LARIAT	5050
TIGERCLAW	7290	HAKAMA PANTS	6380	CORAL PENDANT	5500
COPPER FILAMENT	5160	HEADGEAR	2700		

This is a land of eternal fires and mystical symbols, a land where spirits and deities roam. In this place of ghosts and monsters, escape is difficult without patience and fortitude.

## In the Otherworld

Almost immediately, Yuri and the others are drawn into an odd conflict. In this land of eerie blue flames and warped time, who knows what strange things can happen?



HP 3600  
MP 444  
EXP 19000  
CASH 24000

### BOSS FIGHT

## TSUKIYOMI

This Light Class enemy is weak against all the Dark Class magic and Fusion forms. Use Crest magic from that element, and make sure at least one character is equipped with Arc Cure. Also, Arc Rage and Arc Gale prove useful in this fight.

Arc Cure is used to counteract Tsukiyomi's ability Hell's Light. This spell hits everyone in a line, causing big damage. In fact, even Tsukiyomi's basic attacks are powerful. Thus, make sure one character is devoted to curing the others.

Because Tsukiyomi is so strong, unleash some powerful combos and Special Abilities early and often. Matching Karin or Joachim with Yuri is a good start, but time things correctly with Geuschbenst to avoid breaking the combo.

When Tsukiyomi is finally defeated, you receive the **Valak Crest** and a **Seal of Aura**. At this point, you are also trapped in this strange Otherworld.



Up ahead is a Save Point and a place to shop. Travel straight ahead toward the foggy pathways. Stay to the left to reach a treasure chest with a **Calming Charm**. Then return to the entryway. This time, move to the right and go north.

At the fork in the path, stay to the right and move left. At the top is a treasure chest with a **Dispelling Charm**. Return back to the entryway again. This time, turn to the left and take a right at the fork. Continue moving to the north.

Near the top of the long staircase is a Save Point, which means the exit is probably near. However, there is just one obstacle standing between the party and home: a boss fight!



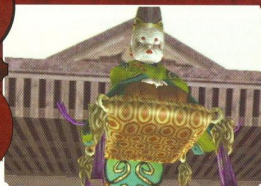
### PERA-PERA

HP 118  
MP 120  
EXP 570  
CASH 536

### GARAN

HP 3720  
MP 500  
EXP 21000  
CASH 30000

## BOSS FIGHT



## PERA-PERAS AND GARAN

First, defeat all of the Pera-Pera enemies. They have fewer hit points, plus they like to combo with Garan. Also during this first turn, cast some buff spells (like Arc Barrier), because Garan usually starts his first turn using Mind Assault. This ability drains away all of a character's magic points.

Note, however, that Garan is weak against strong physical damage. Although most of your characters may be without magic points, they can still utilize combos. For a bit of extra strength, have Yuri in a Light Fusion form because Garan is weak to that Class.

Garan may try to use magic against the party as well. To counteract this, cast Arc Barrier as soon as possible (within the first turn if possible) to enable the group to take less damage. Upon defeat, Garan gives up his **Oracle Earrings** and **Glasyalabolas Crest**.



# IMPERIAL CAPITAL

36  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
SHOKI	4550	455	26000	34000
KOSHOKI	244	144	700	1200
STEEL SOLDIER	160	0	633	633
BEETLE WALKER	256	170	650	666
FLYING DRONE X	650	0	1900	2000
MASTER CYLINDER	6040	520	29000	39000
ELEANOR	810	0	2000	2500

ITEMS	
EMCEE DESK	EVASION DOWN 3
LOTTERY TICKET X4	DRAGONSWORD
BUER CREST	HIT AREA EXPAND
DAPHNE FRUIT X2	STRIKE EXPAND X2
THE TOWER TAROT CARD	PURE ROOT
JUDGMENT TAROT CARD	STEP TRIPLER
SEAL OF VITALITY	SP-ATTACK DOWN 3
SEAL OF SOUL	SEAL OF LUCK
MANA EXTRACT	FIFTH KEY
SEAL OF WISDOM	TENT
THERA ROOT	PRIEST EARRINGS

NIHONBASHI STORE			
ITEM	COST	ITEM	COST
THERA LEAF	50	HALO THREAD	11620
THERA SEED	120	SILVER RASP	6610
THERA ROOT	300	ADAMANTINE RASP	9910
MANA LEAF	100	DRAGONSWORD	10590
MANA SEED	300	GIANT PILLAR	7520
MANA ROOT	500	VENUS FAN	6830
PURE LEAF	230	GODDESS FAN	10250
PURE SEED	510	RED PEACOCK	7970
PURE ROOT	1000	SNOW FLOWER	11960
SOUL BENEDICTION	150	AWATAGUCHI	8200
PHOENIX TAIL	90	DOJKIRI	12300
TALISMAN OF LUCK	480	DANDY'S KIMONO	6830
TALISMAN OF MERCY	820	HAKAMA PANTS	6380
TENT	200	KENDO ARMOR	9570
TIGERCLAW	7290	ASCETIC'S STOLE	10250
TORTOISE CLAW	10949	CIRCLET	3000
SILVER THREAD	7750	KENDO MASK	5800
		LOIN GUARD	3000
		FRILLY APRON	5600
		SHELL BRACELET	2770
		BHODI BRACELET	3000
		FEATHER BRACELET	3050
		BELL BRACELET	3120
		SILVER BRACELET	3180
		MIRROR BRACELET	3240
		POCKET WATCH	5200
		WILL POWER	6000
		LEONARDO'S BEAR	3330
		REPLACEMENT MAN	5200
		SPIKES	2810
		CORAL LARIAT	5050
		CORAL PENDANT	5500

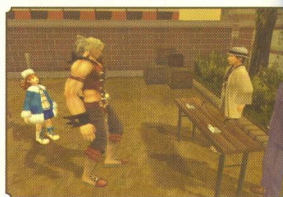
This is a large and thriving community on the banks of a wide river. For many politicians and scientists, it is a place of discovery and creation, and it holds a special place in Naniwa's heart. To this old man, Nihonbashi isn't just a place of residence but also a home.



## Nihonbashi

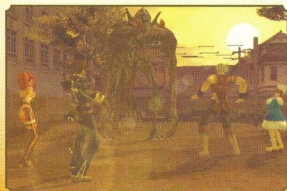
While walking the gentle streets of the city, take the left path and go to the wrestling ring. On one side of the Save Point, Joachim finds something that he likes: the Emcee's Desk. There is also a shop and a treasure chest nearby with the **Buer Crest**. Step up to the wrestling ring and speak with the Great Gama. If you want, you can fight him to learn **Artem Buster**, Joachim's final Special Ability.

Proceed to the right to find a second Save Point, then enter the park to meet up with Yuri and Karin later. Unfortunately, everyone is interrupted by the emergence of hideous creatures.



### FIGHTING TIPS

As soon as possible, equip the entire party with Leonardo's Bears or a resurrect Crest. There are some creatures with Instant Death in this area, and these items help protect against it.

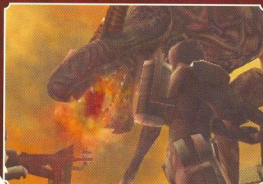


These creatures are nothing compared with the upcoming main event. Move to the west and fully prepare for the next encounter by purchasing items or equipment at the shop.

HP 4550  
MP 455  
EXP 26000  
CASH 34000

## BOSS FIGHT

# SHOKI



Oddly enough, Shoki is Light Class, so bring Dark Class abilities to bear against it. This includes Dark Crest magic and Yuri's Dark Fusion form. Combos are also effective against Shoki. This time, pairing up Geuschbenst and a high-powered Fusion form work wonderfully. Deathtron Hammer or Artem Buster also work well as combo openers.

The fiercest weapon that Shoki has in its arsenal is Instant Death, so make sure at least one character has the ability to resurrect other party members.

Shoki also has Bright Light, a Light Class spell that hits multiple characters. To combat this spell, make sure at least one character has Arc Cure equipped. Also, buff spells like Arc Rage and Arc Gale help the party cause more damage and let them attack before the enemy.

When Shoki finally is defeated, it leaves behind the **Judgment Tarot Card**, a **Seal of Soul**, and a **Seal of Vitality**.



After the fight, take some time to talk to the citizens to find some valuable items. For instance, Lottery Member 7 is on the train tracks. This time, look for the **Warning Device**, which prevents a character from being surrounded by enemies. Behind the Lottery Member is **The Tower Tarot Card**.

There's also another "Wolf Bout" in the park. This time, Blanca faces a pink wolf named Eleanor. Although this canine would like nothing more than to be closer with Blanca, she is not about to let him defeat her.



## WOLF BOUT

# ELEANOR

HP 810  
MP 0  
EXP 2000  
CASH 2500

Eleanor packs a mean punch and has the ability to inflict Small Ring. For best results, equip Blanca with a Pocket Watch and Cure Plus to heal himself. Then, watch his health and use items as needed.

If Blanca's weapons have been upgraded, the fight should be a little easier. Having the Add-On Effect of Poisons works well, too. Also, the Mind's Eye accessory gives Blanca double-damage ability.

Eleanor gives Blanca the **Stoles Crest** and a **Friilly Apron** upon her defeat. She also gives up a pawprint, allowing Blanca to use **Comeback**.

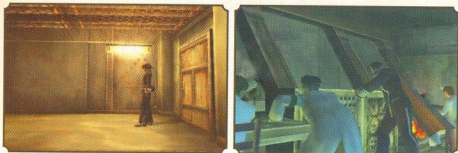




## Hojo Research Lab

Walk into the small shed in front of the entrance. With the stolen guard uniform, walk in through the front door. A Save Point is in the hall to the left, while a second left hallway leads to two guards protecting an elevator. Take the elevator down to the next floor.

Walk straight across the hall to the viewing room. Wait for a little bit to see the results of Dr. Hojo's experiments, then move out of the room toward the Save Point. Go through the large metal doors to the T-intersection. Take the left path and move west. The first south passage holds a treasure chest with a **Dragonsword**. From there, continue west and then north.



HP 5040  
MP 520  
EXP 29000  
CASH 39000

### BOSS FIGHT

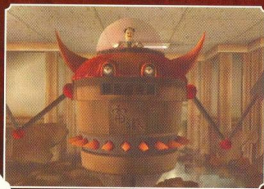
## MASTER CYLINDER

The Master Cylinder doesn't have much in the way of defense, but it makes up for it by dishing out big-time damage. Some of Master Cylinder's attacks even hit multiple characters at once. Make sure that one character is equipped with Arc Cure for healing purposes.

Master Cylinder also has the ability to use Instant Death. Leonardo's Bears and the proper use of Raise Up Crest magic should keep this from hampering this fight too much.

Master Cylinder's weakness to your party's attacks is very evident. A good combo with Karin's Geuschbenst or Joachim's Deathtron Hammer (or Artem Buster) can hit it for almost 1000 hit points. Try boosting this strong, offensive attack with Arc Rage for even more damage!

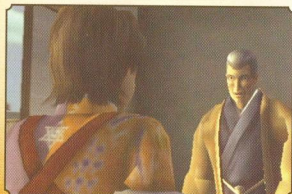
Upon its defeat, Master Cylinder relinquishes a **Lottery Ticket** and **Priest's Earrings**.



Take the west passage and head south when possible. While going south, look for a small west hall; at the end of it is a **Step Tripler**. Continue south as far as possible. From the metal operating room table, move west. The next room has another Save Point. Continue up the emergency stairs to access the main floor, which is close to the end.



Proceed to the east and open the door to find another Save Point. Little do Yuri and the others know that someone has no intention of letting them leave the facility.



With Dr. Hojo defeated, it's time to regroup back at Naniwa's place. First, though, return to the Foreigner's Graveyard in Yokohama. There you can get **Nibelung Scene 6** and visit the Ring Soul, who hands over an **Attack Boost**.

The next stop for Yuri and company is to visit a helpful associate of Naniwa's. There they can hopefully learn more about their situation. Upon doing so, walk around Nihonbashi and collect your party. In particular, look around the park and the wrestling ring.

# FOREST OF WIND

39  
SUGGESTED LEVEL

These beautiful woods are home to a variety of different animals. The wildlife frolics under the balmy skies and flickering sunshine. Truly, this is a forest of paradise, with the slightest sounds of the breeze flowing over the leaves.

## Forest Trail

Move forward and enjoy the sights of the woodland. This is a lovely place and a chance for all of the characters to unwind a bit. Unfortunately, there is no time for them to relax.



# PURGATORY

39  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
ENKU	165	112	700	690
YOMI SAMURAI	302	178	1420	1380
TOWD	724	210	2180	2200
YAMA GARAN	5100	600	32500	45000

ITEMS	
STRIKE EXPAND	MARBAS CREST
HIT AREA EXPAND	POISON 3
MANA ROOT	

PURGATORY SHOP					
ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	HALD THREAD	11620	KENDO MASK	5800
THERA SEED	120	SILVER RASP	6610	LOIN GUARD	3000
THERA ROOT	300	ADAMANTINE RASP	9910	FRILLY APRON	5800
MANA LEAF	100	DRAGONSWORD	10590	SHELL BRACELET	2770
MANA SEED	300	GIANT PILLAR	7520	BHOODI BRACELET	3000
MANA ROOT	500	EMCEE'S DESK	11280	FEATHER BRACELET	3050
PURE LEAF	230	VENUS FAN	6830	BELL BRACELET	3120
PURE SEED	510	GODDESS FAN	10250	SILVER BRACELET	3180
PURE ROOT	1000	RED PEACOCK	7970	MIRROR BRACELET	3240
SOUL BENEDICTION	150	SNOW FLOWER	11960	POCKET WATCH	5200
PHOENIX TAIL	90	AVATAGUCHI	8200	WILL POWDER	6000
TALISMAN OF LUCK	480	DOJKIRI	12300	LEONARDO'S BEAR	3330
TALISMAN OF MERCY	820	DANDY'S KIMONO	6830	REPLACEMENT MAN	5200
TENT	200	HAKAMA PANTS	6380	SPIKES	2810
TIGERCLAW	7290	KENDO ARMOR	9570	CORAL LARIAT	5050
TORTOISE CLAW	10940	ASCETIC'S STOLE	10250	CORAL PENDANT	5500
SILVER THREAD	7750	CIRCLET	3000		

A second world rips through the fabric of reality. This is a land of fire and magic, with ghosts and other spirits haunting this netherland. The only thing that matters now to Yuri and his friends is how to escape this reflection of Limbo.



INTRODUCTION  
CHARACTERS  
USING THIS GUIDE  
GAME MECHANICS  
WALKTHROUGH  
SIDE QUESTS  
BESTIARY  
ITEMS  
APPENDICES

## Maze of Stars and Candles

The way out to the left is blocked by a set of sigils. To the right, the Magimel brothers set up shop. Take this opportunity to shop and use the Save Point. To break free of this world, you must solve an easy puzzle. It requires that you walk around the two triangle-shaped regions without doubling back *at any point*. Walk forward and stay along the right side of the triangle until you reach the end.

The stars above each region change color as you pass under them. Go toward the west and follow that segment down until the end. From there, go southeast until you reach a split-off segment. Go directly east from that point.

At the second split region, walk to the northwest. At the next split, go to the southwest. This completes the interior triangle, and you should arrive at the first split. Now continue south, returning to the Save Point and shop area.

Go to the left and examine the sigils again. They disappear at your touch, thus opening the path ahead. Walk forward and face the person who started all this.



HP 5100  
MP 600  
EXP 32500  
CASH 45000

### BOSS FIGHT

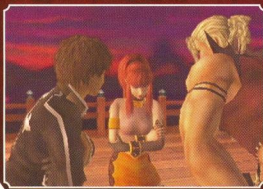
## YAMA GARAN

You should have known. Who else would construct a mental world of torment but this insane magician?

The strategy for fighting Yama Garan is very similar to the battle against his weaker Garan form. He's only weak to physical damage, so use combos and hit him as hard as possible. Once again, cast Arc Gale first followed by Arc Rage, because this guy steals magic points.

Yama Garan is Dark Class, which means he's weak against Light. However, instead of using Yuri's Light form, which is more magically-based, go for a heavy physical attack form, like Fire. It is far more useful to hit Yama Garan as hard as possible instead of going for his elemental weakness.

Yama Garan can also send your characters out of the fight. This, however, merely prolongs the inevitable. When this occurs, it signals that he's low on hit points. Just continue to hit him and enjoy the **Marbas Crest** and **Poison 3** as rewards for winning this fight. The group continues on its journey to Inugami Village. Perhaps there they can find the answers they seek.



# INUGAMI VILLAGE

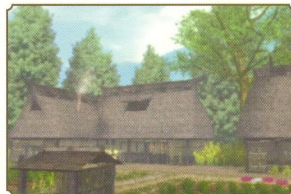
40 SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
KOUENKI	5720	582	39000	46000

ITEMS	
SOUL DROP	LOTTERY TICKET
VALEFOR CREST	SEAL OF AURA
ATTACK BOOST	SUNRISE OIL
SILVER ANGEL	SEAL 3
CLAY IDOL	ORACLE EARRINGS
THE STAR TAROT CARD	

GOREME VALLEY SHOP			
ITEM	COST	ITEM	COST
THERA LEAF	50	ADAMANTINE RASP	9910
THERA SEED	120	LION'S POLISH	14860
THERA ROOT	300	DRAGONSWORD	10590
MANA LEAF	100	FOREST SABER	15890
MANA SEED	300	GIANT PILLAR	7520
MANA ROOT	500	EMICEE'S DESK	11280
PURE LEAF	230	GODDESS FAN	10250
PURE SEED	510	POSEIDON FAN	15340
PURE ROOT	1000	SNOW FLOWER	11960
SOUL BENEDICTION	150	GLOW-EGG	17940
PHOENIX TAIL	90	DOJIKIRI	12300
TALISMAN OF LUCK	480	YOTO	18450
TALISMAN OF MERCY	820	KENDO ARMOR	9570
TENT	200	ASCETIC'S STOLE	10250
TORTOISE CLAW	10940	NINJA GI	15380
PHOENIX FANG	16400	FOUNTAIN ROBE	14350
HALO THREAD	11620	CIRCLLET	3000
RAINBOW THREAD	17430	KENDO MASK	5800
		LOIN GUARD	3000
		FRILLY APRON	5800
		SHELL BRACELET	2770
		BHODI BRACELET	3000
		FEATHER BRACELET	3050
		BELL BRACELET	3120
		SILVER BRACELET	3180
		MIRROR BRACELET	3240
		ZODIAC BRACELET	10300
		COSMIC BRACELET	11500
		POCKET WATCH	5200
		WILL POWER	6000
		LEONARDO'S BEAR	3330
		REPLACEMENT MAN	5200
		SPIKES	2810
		CORAL LARIAT	5050
		CORAL PENDANT	5500

Nestled within the Forest of Wind is a scenic little hamlet. For many years, the people of Inugami Village have acted as guardians and protectors of Japan, using all of their abilities to safeguard its peoples. Yuri, Karin, and the rest of the group have come to this place to uncover Nicholai's whereabouts.



## Inugami Village Fields

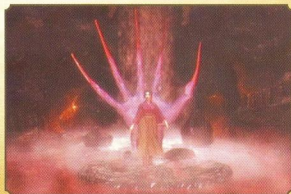


At the start of the area, take advantage of the Save Point and the shop. Go to the southeast corner of the village for a **Soul Drop**, then move to the north and get the **Valefor Crest** from a nearby treasure chest. Not too far away, the Ring Soul makes a return visit and gives the party another **Attack Boost**. After that, search the left area of the house for a **Silver Angel**, which is used for Anastasia's ultimate weapon.

A member of the village tells the party to move to the north and into the cave. Within the recesses of this cavern is a mystical waterfall, near which you find the leader of this village, Saki.

## Waterfall Cavern

Not long after engaging in this magical search for Nicholai, something horrible occurs. Nicholai, or Astaroth as he should now be called, has entirely too much power at his disposal.



HP 5720  
MP 582  
EXP 39000  
CASH 46000

## BOSS FIGHT

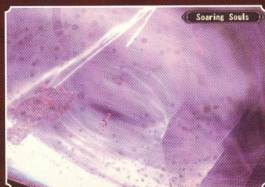
## KOUENKI

Kouenki can unload some nasty magical spells. Make sure that one party member focuses on healing, and cast Arc Gale early in the fight so that your characters can act before the boss.

One of the weapons at this foe's disposal is Seal. Make sure that the party's curing character is equipped with a Cosmic or Bell Bracelet to prevent them from being stymied.

This enemy is Fire Class, but that doesn't mean that Karin's Geuschbenst paired with Yuri's Fusion form doesn't do damage. Joachim's Deathtron Hammer is also effective in combos. When Joachim fights by himself, indulge in an Artem Buster.

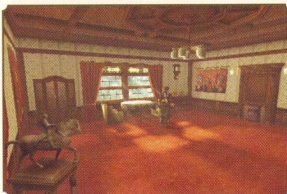
Although this boss has a lot of hit points, the strategy for winning isn't much different than for other fights. Use a fair amount of combos and cure when needed. The nice reward is a set of **Oracle Earrings** and **Seal 3**.



## Inugami Village Fields

It's time to explore the whole town at your leisure. The second floor of the starting mansion has a treasure chest with a very useful item: Sunrise Oil. In addition, just outside, **The Star Tarot Card** waits by the staircase.

Walk down to the shop area and look around the trees nearby to find Lottery Member 6, a cute little ladybug. The **Dark Angel Earrings** are the prize for this one. Not far from here, along the path to the waterfall, is a **Clay Idol**, which Joachim immediately takes as his own. If you want, return to the waterfall cave at this time for another "Wolf Bout," this time with Matsunaga.



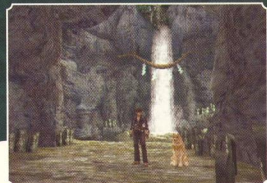
## WOLF BOUT

## MATSUNAGA

HP 900  
MP 0  
EXP 3500  
CASH 4500

As always, make sure that Blanca has the Cure Plus ability. The use of Gale to speed up Blanca's attacks along with Soul Comet (for damage) is always a good way to go.

Most of the time, the wolves in these bouts rely on gimmicks, like Ring abnormalities or status effects, to make the fights more difficult. This time, however, it's a fight to the finish. After the Wolf Bout, leave Inugami Village and head to the place that Saki's visions indicated: Mt. Fuji, the Immortal Mountain.



# IMMORTAL MOUNTAIN

42  
SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
BLOOMING PHOENIX	206	158	950	777
LAVA LUMP	291	176	1780	1462
SAMURAI GHOUL	321	55	1810	1478
SCORPILUS	800	200	2760	2286
NEO ASHTAROTH	6120	630	46000	47000
LOBO	1010	0	5000	5000

ITEMS	
PURE EXTRACT	HUGE JUG
SAMIGINA CREST	SEAL OF LIFE
RED CRYSTAL	THERA EXTRACT
BLUE CRYSTAL	KOGARA-MARH
YELLOW CRYSTAL	MANA EXTRACT
HADES FAN	FLARE BROACH
ORIAS CREST	ASTAROTH CREST
SMALL JUG	DELAY 3

Mt. Fuji is an active volcano not far from Inugami Village. This landmark has always had a strong influence in Japanese culture and mythology, and it is known as a place of great power. At the moment, it is also home to an evil force, the demon Astaroth, who plans to unleash the volcano's full destructive power.



## Immortal Mountain Passageways

The first cavern (Section 1) holds a Save Point, a treasure chest on the right with the **Samigina Crest**, and a treasure chest with the **Red Crystal**. To traverse the passage of Mt. Fuji, the party needs to find three crystals: Red, Blue, and Yellow. Then they must be placed in the teleports in a specific order.

### PATH 1

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	RED

**OBJECTIVE:** Section 2. This contains a treasure chest with the **Blue Crystal** and a **Save Point**.

### PATH 2

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	RED
SECTION 2 MIDDLE EAST	BLUE

**OBJECTIVE:** Section 3. This contains a treasure chest with the **Yellow Crystal**.

### PATH 3

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	RED
SECTION 2 MIDDLE EAST	BLUE
SECTION 3 EAST	YELLOW

**OBJECTIVE:** Section 4. This contains a treasure chest with the **Hades Fan**.

### PATH 4

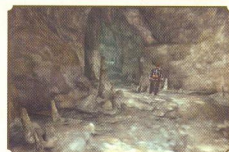
CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	BLUE

**OBJECTIVE:** Section 5.

### PATH 5

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	BLUE
SECTION 5 MIDDLE WEST	RED

**OBJECTIVE:** Section 6. This contains a treasure chest with the **Orias Crest**.



### PATH 6

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	BLUE
SECTION 5 MIDDLE WEST	RED
SECTION 6 TOP NORTH	YELLOW

**OBJECTIVE:** Section 7. This has a "Wolf Bout" with Lobo.

## WOLF BOUT

## LOBO

HP 1010  
MP 0  
EXP 5000  
CASH 5000

A Leonardo's Bear is essential for this fight. Lobo's trump card is his Instant Death ability. The Leonardo's Bear, fortunately, keeps this from affecting Blanca.

A Mind's Eye is a wonderful accessory. It is even worth your time for the later Wolf Bouts to get used to Blanca's Ring, because it can really help increase his damage.

Also, make sure you have a good Cure Plus Crest equipped so that Blanca can cure himself in this battle. Gale makes a good addition to this fight as well.

## PATH 7

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	BLUE
SECTION 5 MIDDLE WEST	YELLOW

OBJECTIVE: Section 8.

## PATH 8

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	BLUE
SECTION 5 MIDDLE WEST	YELLOW
SECTION 8 MIDDLE	RED

OBJECTIVE: Section 9. This contains a searchable area with a **Small Jug**.

There are other paths, but these lead you to all of the items within the dungeon. To move forward to the next area, take Path 9.

## PATH 9

CAVERN	TELEPORTER CRYSTAL
SECTION 1 TOP NORTH	RED
SECTION 2 TOP NORTH	BLUE

OBJECTIVE: Section 10. The Ring Soul (with an **Attack Boost**) is waiting to the right. To the north is a searchable area with a **Huge Jug**, and next to that is a teleporter. Place the Yellow Crystal inside it to move to the next region of Mt. Fuji.



HP 6120  
MP 630  
EXP 46000  
CASH 47000

## BOSS FIGHT

## NEO ASTAROTH

Neo Astaroth takes some wicked damage from combos, particularly those with Karin, Joachim, and Yuri. Second, his attacks aren't that powerful. To take advantage of his slow reaction speed, cast Arc Gale early in the fight. This keeps the party one step ahead of the enemy for a while. Back them up with Arc Rage to increase their physical damage and lay on the combos.

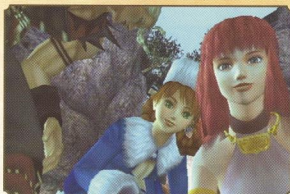
In terms of Class, Neo Astaroth isn't strong or weak to any element. He's mainly just weak to powerful attacks. As long as one character is set aside to cure the party, you shouldn't have much of a problem sending him to defeat.

At the end of the fight, you get **Delay 3** and the **Astaroth Crest**.



After Yuri awakes in the waterfall cave in Inugami Village, pay a visit to Saki to gain a clearer perspective. After doing so, return to the Foreigner's Graveyard in Yokohama. This is where Kato tells the group where to find the Japanese minister who attempted to pull some very nasty political and magical strings.

On the way to the capital, however, stop by the Forest of Wind again. The fragrant breeze blowing through is perfect for soothing shattered and frayed nerves.



# FOREST OF WIND

344  
SUGGESTED LEVEL

## ENEMIES

NAME	HP	MP	EXP	CASH
TENGU	660	200	3500	3500
MUTANT SNAIL	198	0	934	750

## ITEMS

MALPHUS CREST	SEAL OF THE SOUL
---------------	------------------

## GOREME VALLEY SHOP

ITEM	COST	ITEM	COST	ITEM	COST
THERA LEAF	50	WHETSTONE PLUS	1960	STUDED BELT	600
THERA SEED	120	STEEL RASP	2940	WESTERN BELT	1700
MANA LEAF	100	BLESSED SABER	2090	SHELL BRACELET	2770
MANA SEED	300	ESPADA	3140	BHOODI BRACELET	3000
PURE LEAF	230	RED MAILBOX	2230	FEATHER BRACELET	3050
PURE SEED	510	EARTHEN PIPE	3340	BELL BRACELET	3120
SOUL BENEDICTION	150	GOLDEN FAN	2030	SILVER BRACELET	3180
PHOENIX TAIL	90	SATURN FAN	3040	MIRROR BRACELET	3240
TALISMAN OF LUCK	480	DESERT CLOAK	1890	POCKET WATCH	5200
TENT	200	LONG ROBES	2030	LEONARDO'S BEAR	3330
GAUNTLET	2160	PLASTRON	3040	REPLACEMENT MAN	5200
PHANTOM CLAW	3240	BLUE CAPE	2840	SPIKES	2810
PIANO WIRE	2300	FACE GUARD	1700	CORAL LARIAT	5050
FILAMENT	3440	HEADGEAR	2700	CORAL PENDANT	6500



There are creatures lurking in the woods now, and they are somewhat difficult to get the jump on. To avoid being surrounded, equip a character with a Warning Device. By doing so, you can start the fights on your terms. Make sure to visit the small forest path on the right. It leads to a small cliff overlooking the forest. Not far from there is a treasure chest with the **Malphus Crest**.



# IMPERIAL CAPITAL

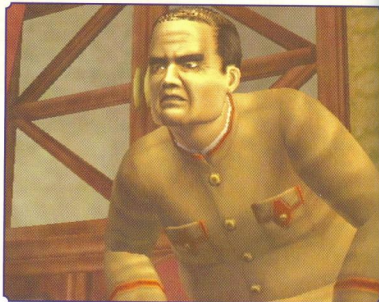
45

SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
TITANIUM SOLDIER	210	0	1020	780
MECHA LORD	6380	555	50000	48000

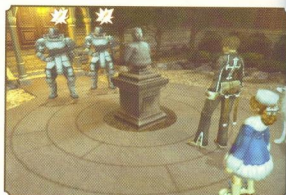
ITEMS	
PURE EXTRACT	LOCKER 5 KEY
MIND'S EYE	LOCKER 1 KEY
LOTTERY TICKET	ASHRA'S EARRINGS
SEAL OF STRENGTH	SEAL OF FORCE

Minister Ishimura has always had great plans. From his secret mansion, he has gathered his forces and spread his base of power throughout Japan. Now Yuri and the group have decided that it is time that he was taught a lesson, and they are moving forward to stop his plans.



## Azabu Kamiyashiki

Guards attempt to stop the party from entering the secret mansion. They come in squads of six Titanium Soldier, and feature multiple waves. These fights can be fairly difficult because the Titanium Soldiers form combos with each other. These combos are capable of bringing down weaker characters in a single round; unfortunately, you can only defeat up to four soldier at a time. Make sure to resurrect a fallen comrade so they get the experience.



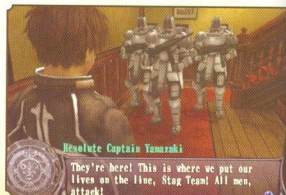
Walk to the north and search the bodies for a key before you reach the staircase at the end. Then go into the small side room in the north. Inside is a Save Point and a series of lockers. You can return to this room later, because the lockers hold secret treasures.

## MAKE CHANGES!

At this time, change around your party configuration and swap Crests. The upcoming boss is susceptible to Crest magic and special attacks. If their levels are high enough, make a party of Karin and three magic users (from Anastasia, Gepetto, Blanca, and Lucia).

Make sure that at least two of them can resurrect and cure. In addition, Arc Surge is a necessity, followed by Arc Gale. Aside from that, concentrate on powerful magical spells, such as that found on the Astaroth Crest, and pay special attention to those that are Fire-based.

Proceed up the staircase. At the end of it, another fight against five Titanium Soldiers occurs. After the fight, the valiant Lt. Col. Terada joins in. This is not the same man who you fought on the Mikasa Battleship; this time, he brought powerful armor.



HP 6380  
MP 555  
EXP 50000  
CASH 48000

## BOSS FIGHT

# MECHA LORD



Cast Arc Surge immediately. Mecha Lord is susceptible to magic and special attacks. Note that it is also immune to physical attacks caused by Special Abilities. Therefore, when using Special Abilities, make sure they cause special attack damage. Anything with a physical component equals zero damage against this boss.

Arc Surge increases the damage done by special attacks, and is a god-send in this fight. Add to the mix a good Arc Gale and Arc Barrier for best results. Mecha Lord's basic attacks target one character, possibly bringing him down in one round. This boss also a very powerful ability that can hit multiple characters at once.

This time, the star of the battle is Karin. Her Bullenfogel Special Ability is very effective, and with Surge on, she can do some nice damage. Blanca also works well, putting his Soul Comet Special Ability to good use.

Have one character dedicated to keeping everyone healthy. Have the final character work as a backup healer (equip him or her with a Raise Up Crest), capable of casting offensive magic at the enemy. Concentrate any offensive magic into the element of Fire, because Mecha Lord is Water Class.

Work in some combos using Crest magic. A multi-hit spell like Gale Spark is a good choice for starting a combo, followed up by Bullenfogel or Soul Comet. For winning this fight, the party receives **Ashra's Earrings** and **Seal of Force**.

Proceed into Ishimura's office. When you get a chance, return to the secret mansion.

Search the two rooms upstairs for two keys: one to Locker 1 and one to Locker 5. Go back downstairs and open the lockers.

Locker 1 contains a **Mind's Eye**, while Locker 5 holds a man who is running away. He is also Lottery Member 5, and there are good things to gain from him. With the Émigré Manuscript in Yuri's possession, he finally holds the secret of life and death. It may be just the thing that can give him back his lost love.



# QUEEN'S GARDEN

47  
SUGGESTED LEVEL

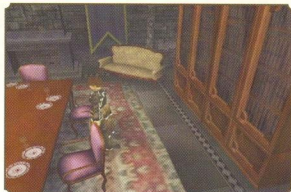
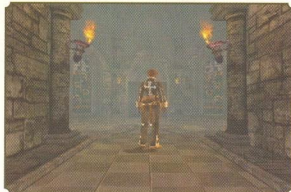
ENEMIES				
NAME	HP	MP	EXP	CASH
BETHLEHEM	333	235	2300	1486
GRAFFIAS	320	166	2160	1500
MORGAN	309	222	2020	1522
KING TAMAKOS	6450	675	53000	49000

ITEMS	
THERA EXTRACT	SEAL OF FORCE
KNIGHT	QUEEN
PARALYZE 3	FLAMBERGE
HIT AREA EXPAND	KING
LOTTERY TICKET	STRENGTH CARD
PAWN	SEAL OF SPEED

The Queen's Garden is a secret villa once frequented by Queen Victoria. Since her death, it has lapsed into decline; the grounds are overgrown, the paint faded and chipped, and the inside rooms are in complete disrepair. The only sign of human involvement has been the recent passing of Kato Masaji, and even he did not linger there.



## Chessboard Passageways



Walk into the villa and head north. Inside the small dining room search the table to find a chess piece: the Knight. Exit the room and proceed to the left. The next room after the semicircular passage holds a variety of furnishings. There is also another chess piece here: the **Pawn**. Leave this room and return to the south, around to the other side.

The Pawn chess piece unlocks the door here. Inside is a mirror image of the room that you just left, except with a few small differences. You must make this room look exactly like the one that you left.

### WHAT TO MOVE

1. The chair in the middle of the room.
2. The vase on the small table near the bed.
3. The cabinet door from over the fireplace.
4. The picture near the blue banner.

### INITIAL ROOM APPEARANCE

If you already moved things around and you're stuck and don't want to return to the other room, here is a brief synopsis of what the room should look like.

The chair faces the bookcase

The vase should be on the small nightstand

The cabinet door is leaning on the bookcase

There is a blue banner on the wall

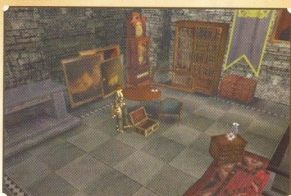
The portrait of the man is on its side

The portrait near the banner is tilted with its top-left corner away from the banner

The sofa is facing toward the entrance

By solving the puzzle, a slight unlocking sound is heard. The treasure chest is now open so pick up the **Queen**. This time, go to the north and through that passage.

This leads into a game room. On one side is a billiards table and behind it is a treasure chest with a **Flamberge**. There is also a chess board here. Place the Knight in such a way as to protect the White King. If you do this incorrectly, a random battle occurs. The answer to this logic puzzle is to put the piece on one of the *far-right squares*, next to a pawn. Do so correctly to receive the **King** chess piece.



Leave this room and return to the dining room at the entrance to the dungeon. Place the King chess piece on the fireplace mantle. Then move all the way north, continuing in that direction at the foyer with the chess piece seal on it. Ahead is a Save Point. Continue to the north to the statue with the **Moon Crystal**. Walk forward to claim this prize.

HP 6450  
MP 675  
EXP 53000  
CASH 49000

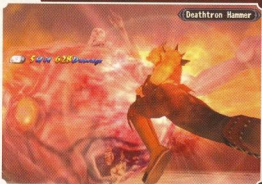
## BOSS FIGHT

# KING TAMAKOS

Many of the same basic attacks that work against other bosses work well here. Buff spells like Arc Gale and Arc Rage are excellent choices. In addition, pull out all of your Special Abilities, pairing Karin's Geuschbenst, Joachim's Deathtron Hammer and Artem Buster, and Yuri's Fusion forms.

King Tamakos does have an Instant Death ability, though, so make sure the party's primary healer has a Leonardo's Bear equipped.

As a Wind Class creature, King Tamakos is weak to Earth. This is great for Yuri, because his Earth Fusion form is a powerful physical attack. This boss leaves behind the **Strength Tarot Card** and a **Seal of Speed**.



From here, return to Wales. Go down the elevator to meet Roger and perform an amazing (and dangerous) magical ritual. When everything is said and done, Yuri returns to Inugami Village. Now it's on to meet Kato Masaji on the Stone Platform.

# STONE PLATFORM

50

SUGGESTED LEVEL

This stone platform has withstood centuries. Its carven surface hints at great magical potential. All that it needs to activate its powerful spiritual energy is the proper incantation and, more importantly, the strength of the caster's will to activate.



# ASUKA ISHIBUTAI

50

SUGGESTED LEVEL

ENEMIES				
NAME	HP	MP	EXP	CASH
ARAHABAKI	1000	700	5000	3000
TAKAOKAMI	218	178	1374	800
YATONOKAMI	840	0	4300	2380
HINOGAKUTSUCHI	340	265	2700	1578
LION DOG	826	200	4050	2222
TAKEMIKAZUCHI	225	191	1554	810
ASHRA	356	400	3100	1592
KUKUNOCHI	856	600	4662	2460
FUJUN	3540	620	65000	26000
RALJIN	3780	620	65000	26000
KUSANAGI SWORD	1590	0	0	0
YASAKANI GEM	1250	777	0	0
YATA MIRROR	1370	666	0	0
SUSANO-O	10000	999	0	0

## ITEMS

PURE EXTRACT	ULTRA BELT
SEAL OF STRENGTH	GETTUP!
DANCER'S STARS	DEATH TAROT CARD
SPIDERWEB	DEVIL LOINCLOTH
EVASION DOWN 4	CRUCIFIX
MONK EARRINGS	



Yuri has come a long way, fought a great number of battles, and emerged as a stronger man. Kato Masaji has also had a difficult journey, but his experiences have brought him a great deal of grief. Both men are still willing to lay everything on the line for their beliefs. When all is said and done, the person with the strongest will is the one who can shape the world. But which man is it?



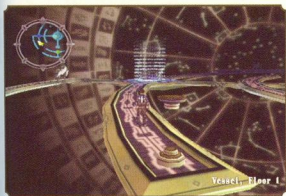
## First Floor

The first floor is rather simple. Go forward and examine the crystalline map in the center. At this point, the party discusses the significance of the crystal structure and what they should do next.

### PREPARING FOR THE FINAL BATTLE

This is essentially the final dungeon, which means that there are specific side-quests to still complete.

There are many things to accomplish before the final battle. First, everyone has special weapons, armor, and accessories that they can equip. Second, all of their Special Abilities can reach their full power. Finally, there is the Solomon Key and Trials to complete. For more information regarding these side-quests, refer to the *Side-Quests* chapter.



Now move to the left and down. There is a device here that powers up the blue elevator. Take this light elevator to the next floor.

## Second Floor

Go to the north to the massive crystal in the center. For this floor and the next (upper) two, this device changes the orientation of the rings. At the moment, you can only move north and south on the rings. Arrange the direction of the rings to acquire all of the treasure chests, especially the one near the green section, which is the Dancer's Stars.

Upon doing so, examine the map again. Move the ring so that the two bottom colors match. The blue portal should be directly west. Take the blue portal down to the first floor.

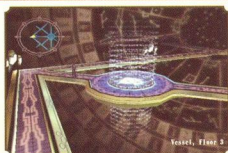


Go directly to the northeast along the path. The red portal should be active at this point, so proceed to the third floor.

## Third Floor

This section is also oriented to the north and south. Once again, shift the ring around to gain all of the treasure chests. The one near the red portal is an **Ultra Belt**, while the one near the blue portal is

a set of **Monk's Earrings**. Make sure the bottom ring colors all match up, so that blue is to the west. Take the green portal up to the next floor.



## Fourth Floor

This time, only the west is open. Go to the south and open the treasure chest near the green portal to get the **Death Tarot Card**. From the center, shift around the ring to get all of the treasure chests *except* the one near the blue portal (you can get it later). Finally, make sure all of the colored portals are matched up and that the blue portal is directly west.



This teleports the party back to the first floor, but all of the portals are now active. Take the blue portals back up to the top floor and get the previously inaccessible treasure chest with the **Crucifix** inside. Go back down to the first floor again and go directly north. Just past the red portal is another larger, more intimidating portal. This leads to the end.

## THE LAST CHOICE

Yuri's fate depends upon the answer that he gives Jeanne. What has he decided is his true path to happiness? Is it being himself or living life peacefully? This answer decides how Yuri lives after he faces Kato Masaji.

## Beyond the Rings

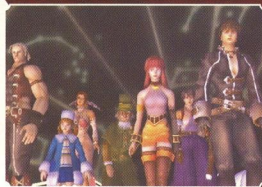
Use the Save Point and a Tent (if you want). Go north and face the last two remaining Mutant Apes: Fuujin and Raiden. They have sworn to protect Kato with their lives and to reach him you must go through them.

## FUUJIN

HP 3540  
MP 620  
EXP 65000  
CASH 26000

## RAIJIN

HP 3780  
MP 620  
EXP 65000  
CASH 26000



## BOSS FIGHT

## FUUJIN AND RAIJIN

The first thing to do is cast Arc Gale. These enemies are slow, and it helps to combat them quickly. You can have two or more rounds of attacks while Fuujin and Raijin move into position. Don't forget to use Arc Rage to increase the party's physical damage ability.

Concentrate all of your attacks on Fuujin. He has fewer hit points than Raijin, and it's important to finish off one of them before they combo. Raijin and Fuujin try to do combos as quickly as possible. This is their best attack, and it can do a fair amount of damage. Once they are in position for a combo, no amount of hard hit attacks can get them out of position. Instead of forcing them apart, use your party's own high-damage combos.

On his own, Raijin is no match for concentrated combo attacks. Use some of the party's most powerful ones against him, like Karin's Geuschbenst and Joachim's Deathtron Hammer paired with Yuri's most powerful Fusion form (Dark Seraphim works wonderfully). After the fight, go north to face the final confrontation.

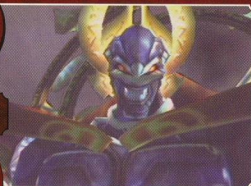


# The End of Time

Kato is waiting in a place where time and space no longer have meaning. This is the end... and the beginning. There is no going back, as everyone prepares for the last battle.

## KUSANAGI SWORD

HP 1590  
MP 0  
EXP 0  
CASH 0



## YASAKANI GEM

HP 1250  
MP 777  
EXP 0  
CASH 0



## YATA MIRROR

HP 1370  
MP 666  
EXP 0  
CASH 0



## SUSANO-O

HP 10000  
MP 999  
EXP 0  
CASH 0



## KUSANAGI SWORD, YASAKANI GEM, YATA MIRROR, AND SUSANO-O

Kato Masaji is no more. In his place is a god of Japanese legend: Susano-o, the lord of wind and sea. He has summoned to him the final spirits of the Mutant Apes, with the Kasunagi Sword holding Hien, the Yata Mirror belonging to Raiden, and the Yasakani Gem dedicated to Ouka. Together, they are the receptacles of enormous spiritual and physical power.

This is the time to bring out all the stops. First, try to defeat the Yasakani Gem. It has curing abilities that work to rejuvenate the other enemies. It must be destroyed immediately.

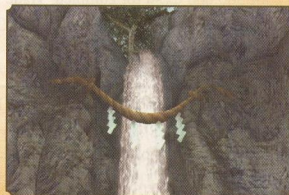
When attacking the Yasakani Gem, try to defeat it during the first round. This means using the Keys that you've been collecting since the beginning of the game. The Third Key enables you to attack up to three times, the Fifth Key up to five times, and the Seventh Key up to seven times. The indicator moves faster after each attack, so pay attention.

Use Yuri's most powerful Fusion form (like Dark Seraphim) and combo him with Karin's Geuschbenst and Joachim's Deathtron Hammer. For solo attacks, Sonnestark and Artem Buster are good choices. If you have the Solomon Crest, use Melt Crest to damage all of the enemies. As always, it helps to have one character dedicated simply to curing the party or casting Arc Gale and Arc Rage.

After the Yasakani Gem is down, focus on the Kasunagi Sword. This enemy inflicts decent damage on its own, but a round or two of solid combos from the party usually finishes it off. The same holds true for the Yata Mirror. It lacks a high number of hit points, so hit it with combos and spells.

Susano-o has a lot of hit points and the ability to unload wicked spells that hit multiple characters. Continue to utilize combos, focusing on the strongest and most powerful attacks. Without the support of his allies, Susano-o is an easy target.

It is now a time of fate for the party. Each of them has a story and life of their own. The choice made by Yuri regarding his form of happiness has great consequences for his future, but the rest of the group can clearly follow their destiny. For most, it is a time of happiness and success.



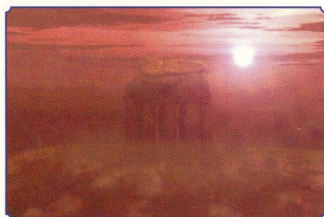


# THE CURTAIN DESCENDS

This chapter covers the sub-quests and side-quests in *Shadow Hearts: Covenant*. A great deal of hidden information and details regarding the characters, including their final equipment and Special Ability information, is presented here. Although a great deal of effort has been made to limit the amount of spoilers in this section, there may be some information presented in the interest of thoroughness that could give away some parts of the plot. **YOU'VE OFFICIALLY BEEN WARNED!**



## BEFORE DEFEATING THE FINAL BOSS



Many of these side-quests can only be accomplished late in the game. Some even require that you visit the final dungeon. For those quests, you must simply move ahead to trigger the first cutscene. Here is a list of the things you may want to do before confronting the final boss

The following tables list all of the game's "final errands." For ease of use, they are provided twice (once sorted by area, and a second time sorted by the character who benefits the most). This way, players can choose what they want to do based on whether they are going for gameplay thoroughness or to max out their favorite character.

## GOALS BY LOCATION

### DOMREMY

- Get a Soul Drop: Look around the church
- Find Blanca's Ultimate Armor: Revisit church
- Wolf Bout to Win Fool Tarot Card: Defeat Maya in forest

### PARIS, MONMARTRE

- Final Wolf Bout against Ernest for Blanca's Ultimate Weapon: Talk to Ernest after completing all Wolf Bouts

### PARIS, CHAMPS ELYSEES

- One Stage of Yuri's Ultimate Armor: Talk to Napach, who abandoned his past

### PARIS, CATHEDRAL

- Buy Gepetto's Accessory (Silver Chair): Buy at Junk Shop for 10,000 Cash
- Purchase Lucia's Ultimate Weapon: Buy from Junk Shop for 500,000 Cash (or complete Trade Quest)
- Get Karin's Ultimate Weapon: Give Ogress Mask to Japanophile Taylor

### LE HAVRE

- Get Joachim's Second-Best Weapon: Defeat the Peach Bat
- Unlock Lucia's Side Dungeon: Talk to the Drunken Man in Granny Lot's place and open Black Forest
- Stage of Karin's Ultimate Weapon: Give Engagement Ring from Fortress of Regrets to the bitter old woman
- Get Joachim's Ultimate Armor (Rose Bondage Armor): Win from Silver Bat after Lottery Members 2-16 are found

### WINE CELLAR

- Get Mr. Chef Card: Win from Jimote by playing his new game
- Get a Soul Drop: Win from Jimote in the second round of his game
- Get the Decarabia Crest: Win from Jimote in the third round of his game
- Mr. Baigen Card: Win from Jimote in the last round of his game

### SOUTHAMPTON

- Trading Quest: Get Dried Straw to man on top of stone steps
- Get Lucia's Alternate Outfit: Talk to Mr. Lawrence on top of stone wall
- Get Karin another Neibelung Opera Piece: Talk to Sefo, The Rescued Barfly, in the bar

### WALES

- Get White Underpants Accessory: Give Shanghai Heaven from Neam to Roger Bacon
- Get Yuri's Ultimate Weapon: Win from Roger Bacon after Neam is completed again (Running Game)
- Get Karin's Alternate Outfit: Given by Roger Bacon after visiting final dungeon and completing Neam again. Must have Karin and Lucia's Ultimate Weapons.

**NEAM UNDERGROUND**

- Find Shanghai Heaven: Look Inside Chest on the next-to-last floor
- Get the Orobas Crest: Defeat dungeon boss
- Get Anastasia's Final Special Ability: Snapshot the boss
- Stage of Karin's Ultimate Weapon: Take the Hieroglyphics from a chest in the next-to-last floor
- Stage of Joachim's Ultimate Weapon: Take the Hieroglyphics from a chest in the next-to-last floor

**FLORENCE**

- Trade Quest: Give Massimo the Dried Straw for Underground Film
- Stage of Yuri's Neo Amon Fusion: Talk to Backstreet Nero to open Tiffagues Castle
- Get Karin's Ultimate Armor: Talk with Healthy Rooney after you have 10,000 Steps and have fully entered the Final Dungeon
- Get Aurora Oil: Talk to Carla after defeating the Black Forest boss
- Stage of Lucia's Alternate Outfit: Talk to Carla after entering the final dungeon

**SG ITALIAN BRANCH HQ**

- Wolf Bout against Henri: Look on the final floor, where the boss battle previously took place

**CANNES**

- Trade Quest: Trade Underground Film to Ijichi, the Aspiring Director, for Daruma Doll
- Treasure Hunt Quest: Talk to Lord Croft for first three Treasure Hunts
- Get Mr. Samurai Card: Buy a drink for Anatol, Giving People the Eye, in the bar
- Stage of Yuri's Ultimate Armor: Talk to kids at the beach
- Stage of Yuri's Ultimate Armor: Talk to Calculating Cesare
- Get Joachim's Ultimate Weapon: Talk to Professor Stein at beach after giving Hieroglyphics to ghost Professor; search the beach as well

**ST. MARGUERITE ISLAND**

- Stages of Karin and Joachim's Ultimate Weapon Quests: Enter Fortress of Regrets and complete Ghost Quests

**PETROGRAD**

- Trade Quest: Trade Daruma Doll to Edgar for Holy Easter Egg
- Stage of Anastasia's Ultimate Weapon: Get Silver Angel from roof of Veronica fight
- Get Anastasia's Ultimate Weapon: Trade 5 Silver Angels to Edgar
- Get Asmodeus Crest: Buy from Elio the Tippler for 100,000 Cash
- Stage of Yuri's Ultimate Armor (Bike Jacket): Talk to Tough Old Tanarope near Gallery of the Dead
- Get Karin the Neibelung Opera Piece: Talk to Old Boris
- Mr. Swan Card: Talk to Cyril the Guard (left side of palace, top floor)
- Get Anastasia's Ultimate Armor: Talk to Anastasia's family after entering the final dungeon

**GOREME VALLEY**

- Treasure Quest: Get Seere Crest by searching the outside pillars (second floor inside building)
- Get Soul Drop: Talk to Mr. Lawrence after leaving Goreme the first time
- Get Black Silk Panties: Talk to Mr. Lawrence after Library is complete (requires a second playthrough of the game)
- Get Gepetto's Ultimate Armor: Complete the final stage of the Solomon Trials
- Get the Seven-Eyed Mask and Solomon Crest: Complete all Solomon Trials, complete all regions of Solomon's Key, then defeat Solomon

**QUEEN'S GARDEN**

- Get Gusion Crest: Search behind altar in boss fight room
- Get Karin the Neibelung Opera Piece (Finale) and P-Attack Down 4: Defeat Guardian after talking with Sefo; must have all other Opera pieces

**YOKOHAMA STREETS**

- Get a Soul Drop: Search the Northern Stores
- Stage of Gepetto's Ultimate Weapon: Talk to Reminiscing Mizuta to open Doll House, a side dungeon
- Treasure Hunt: Talk to Lord Croft for fourth and fifth treasure hunts
- Get Anastasia's second-to-last weapon: Take the Monster Quiz from Uzawa
- Get Shining Oil for Lucia: Talk to Tomiko, Just Back From France, multiple times

**FOREIGNER'S CEMETERY**

- Get a Soul Drop: Look around the graves in the front area
- Stage of Karin's Ultimate Weapon: Talk to Retired Old Man about Broken Watch from Fortress of Regrets
- Get Karin a Neibelung Opera Piece: Talk to Azama, Mindful of His Ancestors

**BATTLESHIP MIKASA**

- Treasure Quest: Search military uniform in the cabin (third floor, southern part of the right side)
- Wolf Bout against Carven: Fight Carven on the second floor, north side
- Get Foras Crest: Take Captain Kaneda's Quiz

**NIHONBASHI**

- Mr. Wrestler Card: Talk to Woken-Up Yamaguchi
- Stage of Anastasia's Ultimate Weapon: Take Wrestler Quiz from Woken-Up Yamaguchi for Silver Angel
- Learn Joachim's Final Ability: Talk to Great Gama and complete the Man Festival (Funniest Quest Ever)
- Trade Quest: Trade Burning Candle to Troubled Tomoyo for a Getup!

**MUKYO-AN**

- Get "Extreme" Accessory: Talk to Naniwa Kawashima
- Get extra Blanca Weapon: Search by stone lantern near pond
- Lottery: Talk to Yoshiko, who becomes Lottery Member 2

**AZABU KAMIYASHIKI**

- Lottery: Search Locker 5 to find Man Who Is Running Away, Lottery Member 5

**FOREST OF WIND**

- Treasure Quest: Get Blood Jewel Accessory by searching on the edge between the eastern path and the main path
- Wolf Bout against Lobos: Defeat Lobos a second time, after entering the final dungeon

**INUGAMI VILLAGE**

- Get a Soul Drop: Search the buildings on the east side
- Stage of Kurando's Ultimate Weapon: Talk to Saki to open Dog Shrine; must max out all of Yuri and Kurando's Fusions (except Dark Seraphim)
- Learn Kurando's final Demon Morph: Defeat Saki after entering the final dungeon
- Get Anastasia's Alternate Outfit: Receive from Saki after completion of Dog Shrine

**IMMORTAL MOUNTAIN**

- Wolf Bout against Lobos: Defeat Lobos on the right side of the dungeon

**TRIFFAUGES CASTLE (SIDE DUNGEON)**

- Learn Yuri's Fusion, Neo Amon: Complete dungeon and defeat boss
- Get the Devil Tarot Card: Inside a treasure chest in the northwest corner of the dungeon
- Get Ronova Crest: Open chest off the first main hallway
- Wolf Bout against Henri (redux): Look for him in the southeast corner

**BLACK FOREST (SIDE DUNGEON)**

- Get Gaap Crest and Stage of Aurora Oil: Defeat boss at end of forest
- Get Seven Stars Accessory for Lucia: Search for a chest early in the forest

**DOG SHRINE (SIDE DUNGEON)**

- Get Kurando's Ultimate Weapon: Reach dungeon boss

**DOLL HOUSE (SIDE DUNGEON)**

- Get Gepetto's Ultimate Weapon and Baal Crest: Defeat boss
- Learn Anastasia's Special Ability "Nightmare": Get Snapshot of Bailey

**GRAVEYARD (YURI'S SOUL)**

- Learn Yuri's Final Fusion: Search under tree for Drop of Rebirth after all other Fusions are Max Grade and Fully Leveled (Kurando's Demon Forms must be maxed out)
- Get Thor's Belt Accessory: Defeat special boss fight against Final Fusion form

## GOALS BY CHARACTER



### YURI

LOCATION	OBJECTIVE	DESCRIPTION
Wales	Ultimate Weapon	After completing Neam a second time, talk to Roger Bacon and win his mini-game
Cannes	Find Lenny	Speak to the children down on the beach
Petrograd	Find Lenny (2)	Talk to the old lady, Tamarope, near the bridge on the east side of town
Champs Elysees	Find Lenny (3)	Look for the hunched man and talk to him (he is a former Iron Claw)
Cannes	Find Lenny (4)	Talk to man on the east stairs and play a short math game with him
St. Marguerite	Ultimate Armor	Talk to Lenny where he fought earlier (must complete Find Lenny quest first)
Champs Elysees	Neo Amon Fusion	Unlock dungeon Triffauges Castle by talking to Napach
Triffauges Castle	Neo Amon Fusion	Complete dungeon and defeat boss
Graveyard	Dark Seraphim Fusion	Search by the tree after Yuri and Kurando have fully upgraded all of their forms
Domremy Village	Soul Drop	Search the Church
Goreme Valley	Soul Drop	Return and Talk to Mr. Lawrence after leaving Goreme Valley the first time
Wine Cellar	Soul Drop	Play the second round of Jimote's Box Game and win
Yokohama Streets	Soul Drop	Search the shops in the north
Foreigner's Cemetery	Soul Drop	Return and search the Graves
Inugami Village	Soul Drop	Search near the building on the east side of town

## KARIN



LOCATION	OBJECTIVE	DESCRIPTION
St. Marguerite	Fortress of Regrets	Return to this area to find out about the Side Dungeon (search the storage room for the ladder down)
Le Havre	Ultimate Weapon	Give Engagement Ring to the old woman (near Joachim's place)
St. Marguerite	Ultimate Weapon	Give the Prisoner's Spirit a pack of Tissues from Rasputin's Room or a failed Lottery bid
St. Marguerite	Ultimate Weapon	Play the Lottery three times with the Spirit
Paris Cathedral	Ultimate Weapon	Give Ogress Mask to Japanophile Taylor
Foreigner's Cemetery	Ultimate Weapon	Show the Old Watch to a man in the Graveyard
Cannes	Ultimate Weapon	Talk to the Ghost Professor in the Fortress of Regrets, then speak with the Scholar on the Cannes Beach
Neam Underground	Ultimate Weapon	Search treasure chest on next-to-last floor for Hieroglyphics; return it to the Ghost Professor
St. Marguerite	Ultimate Weapon	After talking to the Professor about the Hieroglyphics, get Joachim's Ultimate Weapon and return to the Professor
Florence	Ultimate Armor	Talk to Healthy Rooney after getting 10,000 steps on the Pedometer
Zurich (Alice's Grave)	Unique Accessory	Get Anne's Cross from Yuri by visiting Alice's grave with him
Gepetto's Apartment	Neibelung Saga (1)	Received from Gepetto when you stay there
St. Marguerite	Neibelung Saga (2)	Finish the dungeon to find it
Southhampton	Neibelung Saga (3)	Gained from Man in Bar
Florence	Neibelung Saga (4)	Talk to Jones, near the fountain
Petrograd	Neibelung Saga (5)	Boris (near Edgar's Shop) has this during second trip to Petrograd
Gallery of the Dead	Neibelung Saga (6)	Search the skeleton in the first passage of the dungeon
Battleship Mikasa	Neibelung Saga (7)	Talk to the Sailor on the top deck of the Mikasa
Foreigner's Cemetery	Neibelung Saga (8)	Talk to the visitor at the Graveyard upon returning
Southhampton	Neibelung Saga (9)	Return with all other pieces of the Saga and talk to the man in the bar again
Queen's Garden	Neibelung Finale	Go to the area of a previous boss fight and search behind the altar
Wales	Alternate Outfit	Talk to Roger Bacon after visiting the final dungeon, completing the Trade Quest, and defeating Neam again



## GEPETTO

LOCATION	OBJECTIVE	DESCRIPTION
Yokohama Streets	Doll House	Talk to Mizuta and learn about the Doll House
Doll House	Ultimate Weapon	Defeat the Doll House boss
Goreme Valley	Ultimate Armor	Complete the last stage of Solomon's Trials
Paris Cathedral	Unique Accessory	Buy it at the Junk Shop (10,000 Cash) late in the game
Petrograd	Special Outfit	Search Veronica's room for her Bondage Outfit
Brick Warehouses	Special Outfit	Purchased from the salesmen in the Warehouses
Yuri's Design	Special Outfit	Talk to the Magime! Brothers after unlocking all the outfits; Yuri contributes
Gepetto's Apartment	Mr. Sommelier	Search the Apartment
Southhampton	Mr. Detective	Search the second floor of the bar
Yokohama Streets	Mr. Doctor	Search behind a sign on the north side of town
Florence	Mr. Matador	Talk to Betsy, out in the main plaza
Petrograd	Mr. Swan	Talk to a soldier on the left side of the castle (top floor, patrolling the hall)
Wine Cellar	Mr. Chef	Win the Box Game
Solomon Trials	Mr. Sax	Defeat the fourth stage of the Initiate Trials
Cannes	Mr. Samurai	Talk to the man in the bar
Nihonbashi	Mr. Pro Wrestler	Chat with the wrestling fans who give the Wrestling Quiz

## ANASTASIA



LOCATION	OBJECTIVE	DESCRIPTION
Yokohama Streets	Secondary Weapon	Take the Monster Quiz from Uzawa
Goreme Valley	Path to Ultimate Weapon	Defeat Solomon Trial (The Worshipful 1) for a Silver Angel
Forest of Wind	Get Anastasia's Special Ability "Falling Leaves"	Get Snapshot of Tengu (must have warning device equipped)
Inugami Village	Path to Ultimate Weapon	Search the corner of the buildings north of the Save Points
Nihonbashi	Path to Ultimate Weapon	Answer the Wrestler Quiz questions in the western park for a Silver Angel
Doll House	Path to Ultimate Weapon	Search the left side of the final room on the second floor for a Silver Angel
Doll House	Learn Anastasia's Special Ability "Nightmare"	Get Snapshot of Bailey
Petrograd	Path to Ultimate Weapon	Search the area where Veronica fought for a Silver Angel
Petrograd	Ultimate Weapon	Trade five Silver Angels to Edgar for the special Golden Angel
Petrograd	Ultimate Armor	Talk with Anastasia's family, in their private quarters, behind the throne room
Petrograd	Unique Accessory	Go to Edgar's shop and talk to him after fighting Veronica for the Panoramic Lens
Inugami Village	Alternate Outfit	Talk to Saki after Kurando finishes the Dog Shrine
Neam Ruins (second time)	Learn Anastasia's Special Ability "Euthanasia"	Get Snapshot of Orobas
Solomon Trials	Learn Anastasia's Special Abilities "Aqua Raise," "Direct Press," "Cash Steal," "Remove," "Power Cannon," and "Spirit Ward"	Get Snapshots of Pendulum, Hati, Andre, Oscar, Mecha Lord, and King Tamakos, respectively

## LUCIA



LOCATION	OBJECTIVE	DESCRIPTION
Le Havre	Unlock Black Forest	Talk to the Drunken Man in Granny Lot's place
Paris Cathedral	Ultimate Weapon	If you didn't complete the Trade Quest, pay 500,000 Cash to get the Nemesis Fan
Final Dungeon	Ultimate Armor	The Dancer's Star is on floor two of the Vessel
Black Forest	Unique Accessory	Seven Stars greatly aids Tarot readings by promising a special result; search a chest early in the Black Forest
Southampton	Alternate Outfit	Clear the Black Forest, talk to Carla (twice), then seek Lawrence on the walls of Southampton
SG Italian Branch	Tarot Card	Justice is found on this dungeon's boss
St. Marguerite	Tarot Card	Temperance is gained from Oscar's Room
St. Marguerite	Tarot Card	The Wheel of Fortune Card is also in Oscar's Room
Petrograd	Tarot Card	Search Anastasia's room in the castle for The Empress
Gallery of the Dead	Tarot Card	Search the northeastern corner at the top of the map, central hallway (near the K Gate); The Magician Card
Battleship Mikasa	Tarot Card	Look on the second deck and search the corner across from the stairs leading down (through the wall west from those steps); The Lovers Card
Nihonbashi	Tarot Card	Search the ground just north of Lottery Member 7 for The Tower
Inugami Village	Tarot Card	The Star is just north of the entrance of Saki's house
Final Dungeon	Tarot Card	Level Four, Green Side (Death Card)
Tiffauges Castle	Tarot Card	The Devil Card is inside a chest at the northwest tip of this dungeon
Domremy Village	Tarot Card	The Fool Card is held by Maya (Wolf Bout) in the forest outside town
Monmarte	Tarot Card	The Emperor Card is the reward for completing nine Wolf Bouts
Black Forest	Tarot Card	The Chariot is in the Black Forest, hidden in the middle of the path (left fork, then center, center to reach it)
Cannes	Rare Oil	Search near the fountain to find the Glass Oil
Yokohama Streets	Rare Oil	Talk to Tomiko three times to get her Shining Oil
Inugami Village	Rare Oil	Look on the second floor of Saki's house for a chest with Sunrise Oil
Black Forest	Rare Oil	Defeat this area's boss, then return to Carla (in Florence) for the Aurora Oil

## JOACHIM



LOCATION	OBJECTIVE	DESCRIPTION
Southampton	Free Weapon	The Locker near the wrestling ring is ripe for the taking
Wales	Free Weapon (2)	Roger's Postbox is just large enough to entice our giant friend
St. Marguerite	Free Weapon (3)	Search the area where the Oscar fell for an immense Pipe
Petrograd	Free Weapon (4)	There's a Chilled Tuna outside the castle (on the south edge) where it meets the wall (must expel Rasputin from the city)
Brick Warehouses	Free Weapon (5)	Take the Central Pillar in the western buildings
Nihonbashi	Free Weapon (6)	Look in the left park and behind the wrestling ring; it's the Emcee's Desk
Inugami Village	Free Weapon (7)	The Totem on the side of the path toward the waterfall is quite worthy
Le Havre	Free Weapon (8)	Return to Le Havre near the end of the game and fight the Peach Bat
Cannes	Ultimate Weapon	Search the beach after giving the hieroglyphics to the Ghost Professor
Le Havre	Ultimate Armor	Win the Lottery from the Silver Bat after finding all other Lottery members
Petrograd	Unique Accessory	The Prism Band is won from Lottery Member 11; this item makes Joachim turn Invisible more often
Goreme Valley	Unique Accessory	The Gold Band is won from a Solomon Trial (Faithful 3); this item helps Joachim turn into a Bat
Goreme Valley	Unique Accessory	The Electro Band is won by beating Solomon Trial (Embodiment 2); this item helps Joachim turn into the mighty Grand Papillon
Nihonbashi	New Ability	Defeat the Man Festival to receive the Mask of the Question. Joachim takes on a new heroic form after this victory

## KURANDO



LOCATION	OBJECTIVE	DESCRIPTION
Inugami Village	Path to Kurando's Ultimate Weapon	Talk to Saki to unlock Dog Shrine (must max out all of Yuri and Kurando's Fusions <i>except</i> Dark Seraphim)
Inugami Village	Learn Kurando's final Demon Morph, Juten douji	Defeat Saki after entering the final dungeon
Dog Shrine	Path to Kurando's Ultimate Weapon	Defeat the dungeon boss

## BLANCA



LOCATION	OBJECTIVE	DESCRIPTION
Monmarte	Ultimate Weapon	Fight Ernest after completing all Wolf Bout fights
Domremy Village	Ultimate Armor	Revisit Church for cutscene and armor
Mukyo-An	Secondary Weapon	Search the Stone Lantern near the pond
Domremy Village	Maya Wolf Bout	Fight Maya in the forest outside town; win Fool Tarot Card
Monmarte	Wolf Bout (1)	Defeat Tetsu, who stands next to Ernest
Florence	Wolf Bout (2)	Fight against Jerome and win
Wine Cellar	Wolf Bout (3)	Defeat Kelly
SG Italian Branch	Wolf Bout (4)	Defeat the dungeon to find Henri at the old boss area
St. Marguerite	Wolf Bout (5)	Fight Phillip in the Wolf Forest
Gallery of the Dead	Wolf Bout (6)	Necros is locked inside a cell on the east side of the dungeon
Petrograd	Wolf Bout (7)	R-3 is located in the alley where you first meet Anastasia
Domremy	Wolf Bout (8)	Available before the party goes to Japan; look in the forest
Battleship Mikasa	Wolf Bout (9)	Carben is in a small cubbyhole on the Mikasa; second floor, north side
Nihonbashi	Wolf Bout (10)	Return to the city and look in the park on the east side
Inugami Village	Wolf Bout (11)	Appears on the path to the waterfall
Immortal Mountain	Wolf Bout (12)	On the east side of the dungeon
Tiffagues Castle	Wolf Bout (13)	Look the southeast corner of the dungeon
Forest of Wind	Wolf Bout (14)	Lobos is on the path leading into the village

## SIDE-QUESTS



Side-quests involve additional character work, often toward the end of the game. There are several added dungeons to unlock to extend characters' backgrounds, story, and usefulness.

### TIFFAUGES CASTLE

To access this dungeon, talk to a man named Backstreet Nero in Florence. Despite its dark reputation, there is a very solid case for visiting Tiffauges Castle. The primary one is that it is integral if you want to acquire many of the character's Special Abilities. These alone make it a good spot to visit and complete.

#### REASONS TO VISIT TIFFAUGES CASTLE...

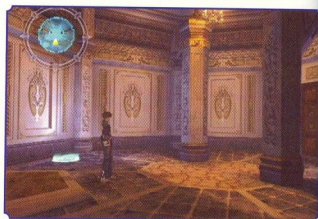
- Obtain Yuri's Special Fusion form Neo Amon
- Open the path to get Yuri's Final Fusion form Dark Seraphim
- Defeat one of the last Wolf Bouts for Blanca (Henri, for a second time)
- Round out more of Lucia's Tarot Card collection
- Play the Lottery with Lottery Member 4
- Acquire some additional Crests

The mirrors in this area are all one-way, so doubling back isn't an option. However, they do go in a rough loop around the dungeon. To the north is the **Remove Crest**; continue in that direction for the **Devil Tarot Card**.

As you move along, Lottery Member 4 is to the northeast. Soon after that, head to the south but pay particular attention to the southeast corner of the dungeon; there's a "Wolf Bout" here. Proceed north, then west, then north again to find the boss, Neo Amon.

Have one character be a dedicated healer, also spending turns casting Arc Gale and Arc Rage. This should keep everyone healthy. Use Yuri's Amon form or one of his other high-powered Fusions, like the Fire or Earth form. Note that Neo Amon is a Non-Class enemy.

Also use some combos. Use Karin's Geuschbenst first, or Joachim with Deathtron Hammer, followed by Yuri's attacks. With the bonus gained from a good Arc Rage, this should really pile on the damage. The **Amon Crest** is the reward for defeating Neo Amon. Yuri also receives the **Neo Amon Soul**, which enables him to transform into Neo Amon.



#### YURI'S FINAL FUSION FORM: DARK SERAPHIM

To get Dark Seraphim, you must do the following: 1. Visit the final dungeon up to the first cutscene; 2. Have all of Yuri's Fusion forms at grade 3, level 10; 3. Receive Kurando's second—and final—Demon Morph.

After meeting all of these criteria, go to the Graveyard. At the base of the tree is a **Drop of Rebirth**. Journey through the Graveyard to the location where Jeanne showed visions of Yuri's past. At that point, you must fight Dark Seraphim and defeat it to receive Yuri's ultimate Fusion, **Dark Seraphim**.

# BLACK FOREST

The Drunkard in Le Havre knows of a forest where strange plants exist and many folks are known to go astray. Meet this man at Granny Lot's place and speak to him to unlock this extra region.

## WHY VENTURE INTO THE DEEP, BLACK FOREST?

- Lucia gets her final Oil there
- Lucia receives another Tarot Card (**The Chariot**) and her special "Seven Stars" accessory
- Other party members benefit from a Seventh Key, another powerful crest, and more experience

Speak to the plants along the way, and take heed of their warnings if you wish to figure things out. Here is the way the flowers operate: Yellow and Red to Blue, then the Flowers speak True.

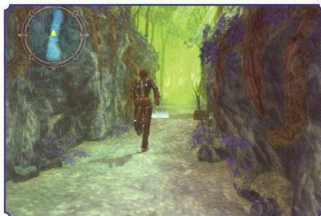
To make a flower speak truthfully, you must speak with an earlier one on the chain. Talk to a Yellow (it will lie), but a Red after that is truthful. Try a Red first (it lies), then the Blue afterward is honest. The cycle continues with Blue lying but forcing a Yellow afterward to be sincere. Get it? White flowers seem to be honest all of the time (maybe), and Black flowers just want to get people out of their forest. Basically, it works like this:

1. First junction: Red then Blue (Left, Middle)
2. Second junction: White (Right, Right, Left)
3. Third junction: Blue then Yellow (Left, Middle, Middle, Right)
4. Fourth junction: White (Right, Middle, Right, Left, Left)
5. Fifth junction: Yellow then Red (Left, Left, Left, Left, Left, Left)
6. Sixth junction: Blue only; it follows the Red from Junction Five (Right, Left, Center)
7. Seventh junction: Ignore the White Flower (there's a special death ending to the right)

Look for **The Chariot** after the second junction. Take the right path, then stop in the next screen and search the left side for a chest with this Tarot Card. From the third junction, walk left and then up the middle. Search the right side of that area for **Slow 4**.

A Save Point glows near the final junction. Save and rest and consider taking the right path just to see what happens (*after saving*). When the party is ready to fight, walk left and find out what is going on with the White flowers.

The boss fight against Gaap, another powerful demon, is somewhat difficult. He has 7,500 hit points and is immune to a full spread of status effects, so use heavy physical attacks and combos to drain his hit points. Win this fight to receive **Paralysis 4** and the demon's very own Crest! Take the samples you find from the nearby plants to Carla, in Florence. Lucia gains her **Aurora Oil** from that conversation. After completing the Black Forest, return a final time and travel up one path (it takes you much further than before). Search the center of the junction beyond for Lucia's **Seven Stars** Accessory.





## DOLL HOUSE

While traveling through Yokohama Streets, someone named Reminiscing Mizuta mentions this dungeon. This creates an opportunity to visit the Doll House, a place of memories, regrets, and obsessions.

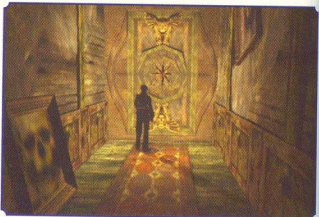
### WHY PLAY IN THE DOLL HOUSE?

- Find Gepetto's Ultimate Weapon, Crimson Thread
- Uncover a vital component of Anastasia's Ultimate Weapon (a Silver Angel)
- There is an Album Entry for Anastasia (Bailey, which gives Nightmare)
- Kurando's or Yuri's Unique Accessory Flare Brooch is a reward
- Another chance for a powerful Crest (Baal Crest)

The Doll House is a series of small rooms on three floors. Gepetto is the guide for this section, so he's part of your party. The entire house is filled with marionettes. There are also several different types of monsters roaming the place, including enormous roaches. Have Anastasia take a Snapshot of these creatures to gain her Special Ability, **Nightmare**.

The second floor is the most interesting. The first room has a **Crucifix** in it, which protects characters from all Ring and status effects. The second room holds a searchable area with a **Silver Angel**, one of five items needed for Anastasia's Ultimate Weapon.

A journal upstairs in the second room contains the ramblings of the house's owner, revealing that a secret is hidden in the basement. The dolls even offer to share it with you if you guess their name. The answer to the password to unlock the final section is an anagram of the first letters of each doll's name. It also spells out the name of the owner's daughter: Bridget.



The boss battle with Baal occurs in the basement. Gepetto is the perfect character to act as the party's dedicated healer. Have him concentrate on making sure that the rest of the party is healthy so that the others can focus on doing damage. Also, equip him with Arc Gale and Arc Rage to buff the group.

As a reward, Baal gives up the Baal Crest and a Flare Brooch. The Flare Brooch is Yuri and Kurando's Unique Accessory, and it helps to limit the drain on sanity points that Fusion and Demon Morph cause. In addition, Gepetto can receive his Ultimate Weapon, **Crimson Thread**.

# DOG SHRINE

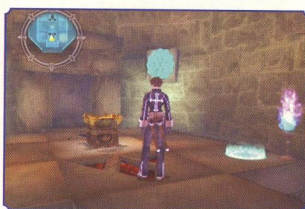
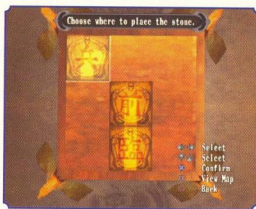
Kurando's family has a long history of serving his village. There is an equally old shrine near Inugami that holds a legendary blade. Though created to guard against evil, something is invading the Dog Shrine and Saki wants to see that everything is made safe. Kurando isn't one to back down from his duties, and he's more than ready to rush forward in the name of honor.

## WHAT TREASURE IS HIDDEN IN THE DOG SHRINE?

- Kurando's Ultimate Weapon
- Some useful peripheral items (Poison 4, Ultra Belt)
- The Mumerio Crest is attainable
- Kurando's final fusion form, thus the Quest for Yuri's final form, are unlocked after defeating the Dog Shrine
- Anastasia gets her alternate costume here

The puzzle here involves the use of changing tunnels to reach different areas within the dungeon.

At first, you have just enough tiles to reach one location, then success opens more opportunities. The first goal is the chamber on the left side of the dungeon. Approach the stone block at the center of the initial room and look at the tablet. Placing the stones on the tablet changes the dungeon's tunnels around, opening the areas ahead.



## STAGE 1

To reach the left side, place the long "1" piece at the bottom center, the four-way "plus" stone above it, and the flat "-" piece to the left of center. This forms a chain of tunnels to the open room with another tablet and another stone. This "Rei" stone is a "r" junction that opens to the left. Use that on the Tablet in the right space, and the final stone, a right-to-bottom bend, on the far point. Take these tunnels into the treasure room beyond and acquire **Strongoids**, a **Talisman of Mercy**, and **Poison 4**, then return to the beginning of the dungeon; bring the stones, too.

## STAGE 2

Use the first tablet again. Use the "1" at the bottom and the "plus" above that. Then, add the new "Rei" stone at the top to form a path way north along the tablet. Walk up there and take a look around. The "Jin" Stone is in the next room (this is a "t" junction that stands upright). Use all four remaining stones on the new tablet to reach the far chamber: "Jin" in the lower-right, the two bend junctions on the left, then the flat "-" to take Kurando from the upper-right over to the room itself. The "Zal" stone and a **Seal of the Urn** are in there.

## STAGE 3

Retrieve all of the stones and walk to the beginning again. Starting anew, place the "1" at the bottom, the "Rei" above it, and a bend at the top to reach the upper-right. Finish the board with a flat "-" to hit the room there.

On the tablet beyond, place the "Zal" stone in the left slot and "Jin" in the right. Before leaving, open the chest for an **Ultra Belt**. Use the tunnels and seek the last tablet in this chain.

Note that only the "plus" is needed to get through the next stretch. At the end of this thread is a "Zen" stone, an odd piece that seems to terminate in the middle of nowhere.

## STAGE 4

Take the stones back and seek the first tablet. Place the "1" in the bottom and follow it with the "Zen" in the center of the map. This creates the path down into the center of the Dog Shrine. Walk the path, rest at the Save Point, then attack the force that inhabits the shrine.

## FIGHTING SAKI

Return to Inugami when the Dog Shrine is clear. There are actually several more pieces to this quest. Saki tests Kurando to see if he is ready to become the next protector of Inugami. Give Kurando a Coral Pendant and Mind's Eye for accuracy and high damage, then add the Demon Earrings for wicked damage. Blast Saki with a Third Key in the first round too.

After the fight, talk to Saki again in her home. She has a heart-to-heart with Anastasia and gives the young princess a beautiful outfit. Now that Kurando and Yuri can level all of their Fusion Forms, Yuri's final Form is available. See the "Dark Seraphim" tip from the Tiffauges Castles section for more details.

## FORTRESS OF REGRETS

The Fortress of Regrets is hidden underneath the Isle of St. Marguerite. It seems that spirits from beneath the prison have been calling out and scaring off the prisoners and guards. There could be something to this, so it's worth looking into.

### WHY CLEAR THE FORTRESS OF REGRETS?

- Open the way to Karin and Joachim's Ultimate Weapons
- Help out some unlucky souls
- Get a chance for another Mind's Eye! (Lottery Member 3)

The ladder down into the older fortress is in the storage room. Walk there and look around by the boxes on the north side of the room. The Fortress of Regrets holds onto the souls of its occupants who have died without completing something that they very much wished to accomplish. If you clear away the spirits from each level, the next doorway unlocks. Successfully completing this task results in a fine weapon for Karin and Joachim gets his peripherally.



## THE ENGAGEMENT RING

---

The Ghostly Professor, who appears on all the floors, suggests that you look around and talk to everyone you meet. A young man who died at sea never got to give his engagement ring to the woman he loved. Take it and go to Le Havre and look around. The snappy old woman down the first set of stairs was once young, so give her the ring in good faith. Return and bring the “good” news to the spirit.

## THE UNLUCKY MAN

---

Across the way is a prisoner who died with a more immediate regret. This unlucky man died during a cave-in while “doing his business.” Therefore, he’s eager to get his hands on some tissues. If you Tissues in your inventory, give them to him.

## THE GIRL & THE OGRE MASK

---

The girl in the northwest corner is terrified of the Ogre Mask she possesses. Fearful of it, she is almost reluctant to part with it. However, you can calm her down and take the mask to the lover of Japanese things who stays near the Junk Shop in Paris. Return to the girl and let her know that she is safe from the Mask’s curse.

## UNKNOWN SAILOR

---

There’s another man of the sea in the northeast. Take his watch and use it to uncover the identity of the sailor in his life. Travel to the Foreigner’s Cemetery and show the watch to an old man there. He explains who the sailor was and you can let the spirit rest with that knowledge.

## LOTTERY MEMBER

---

A Lottery Member is here with three prizes remaining, and he won’t leave until someone plays three rounds of the Lottery with him. Do so and try for the **Mind’s Eye** item. This is a *very difficult* task, though.

## THE PROFESSOR

---

The last spirit is the Professor, who died while investigating a weapon of immense power and danger to the world. Though he can’t remember all the details at first, you can help out by taking part in a quest.

### HELPING THE PROFESSOR

---

1. Talk to the Professor on the third floor of the Fortress of Regrets
2. Find the Professor’s friend down on the beach
3. Talk to the Professor again to remind him of his previous search
4. Obtain the Hieroglyphs from Neam, near the bottom of the dungeon
5. Return and show the Hieroglyphs to the Professor
6. Travel to Cannes again and scour the beach for Joachim’s Ultimate Weapon
7. Meet the Professor’s old friend just off the docks, up on the boardwalk
8. Talk to the Professor a final time to give him a gentle farewell

Not only does Joachim get his weapon, but also the door behind the Professor leads to a scene in which Karin gets her final blade.



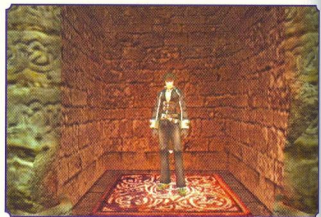
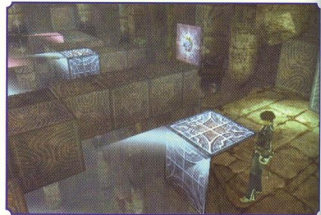
## NEAM UNDERGROUND REVISITED

There are points of interest for several party members in Neam, although it's a long trek back through the dungeon. Still, glance through the list of goodies in this section and see what lies on the puzzle-filled floors this time through.

### REWARDS OF NEAM REVISITED

- Yuri's Ultimate Weapon
- Karin's Alternate Costume
- The Hieroglyphs to complete the Fortress of Regrets; through this, you can obtain Karin and Joachim's Ultimate Weapons
- Anastasia's Last Album Ability (Euthanasia)
- Another high-end crest (Orobas)
- A bunch of extra items, like Delay 4

Travel to Wales and talk to Roger about Neam. Roger would like to the party to investigate the evil for him. Also, he lost an important item down there and wants it returned.



### A BOSS ENCOUNTER

Negotiate the same puzzles a second time to access the new basement levels. This time, however, the bottom goes further when the blocks on the old basement travel directly down. The boss fight is against Orobas, an old and somewhat whimsical demon. This foe uses moderate damage and plenty of status ailments. Since Anastasia is leading this foray, she and Kurando are sure to be involved in the fight. Keep Anastasia on buff and cure duty, and occasionally have her use an Arc Heal if the party starts to accumulate some negative effects.

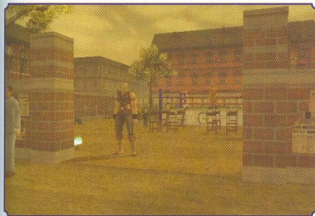
Because Orobas doesn't have any elemental weaknesses, stick with pure physical attacks. Combos with Karin and Yuri are good to alternate with Kurando soloing and Anastasia holding the party in place. Make sure Anastasia takes a picture of Orobas to rake in her final Album ability!

After the fight, Roger forces Yuri to do a "Running Game" to receive his Ultimate Weapon. Try to adjust for the increasing ring speed to succeed.

Give Roger his magazine back while leaving the old guy a bit of dignity. The reward is a set of **White Underpants**. This accessory only works on female party members to reduce physical damage by 50%. Yet, Gepetto can equip it as well!

The **Hieroglyphics** near the bottom of the dungeon are needed to finish off the Fortress of Regrets. Give them to the Ghost Professor to open the way for Joachim and Karin's Ultimate Weapons.

# MAN FESTIVAL



Talk to the Great Gama after reaching the final phase of the game. Save outside of the Nihonbashi arena challenge the Great Gama in the Man Festival.

## REWARDS FOR THE MAN FESTIVAL

- Final Ability for Joachim (Could he be known under a new name? Stay tuned!)
- Get Ashra's Earrings and a Seventh Key
- Receive a modest experience reward at the end (no experience is given during the festival)

Equip the Mind's Eye for the first few floors and battle the waves of enemies. When multiple enemies appear, Joachim can bring allies of his own. There is no opportunity to heal between fights, so choose allies like Karin or Lucia. The only chance to rest and save occurs after every ten fights.

Things get interesting during the final eight fights. Each character gets to fight a solo battle against an enemy with useful skills. Preparing certain accessories ahead of time turns this from grueling into simple. Because each foe has roughly 1000 hit points, these aren't long fights.

## FINAL BATTLES OF THE MAN FESTIVAL

EVENT	CHARACTER	ENEMY SPECIAL ATTACK	COUNTER
Battle 93	Kurando	Fast Ring	Pocket Watch
Battle 94	Gepetto	Deadly Poison	Shell Bracelet
Battle 95	Lucia	Up Ring	Pocket Watch
Battle 96	Karin	Fake Ring	Anne's Cross
Battle 97	Blanca	Lowers SP	Will Power or Fast Victory
Battle 98	Anastasia	Instant Death	Leonardo's Bear
Battle 99	Yuri	None	Yuri is a Counter
Battle 100	Joachim	None	Instant Death, Seventh Key, Fast Victory

With the proper counters in place, only the final fight offers real danger. First, equip Joachim with a Mind's Eye. Fast damage is very important in this battle. Also, add some Hit Area Expands to Joachim to help him with any Third Keys. A single key prevents your enemy from launching his own Seventh Key in the seventh round. The rewards for winning are the **Ashra's Earrings** and **Seventh Key**, along with a new form for Joachim.



## SUB-QUESTS

Certain quests are ongoing. They start early in the game and continue well into the later stages of gameplay. In most cases, the earlier you are aware of these quests, the easier it is to accomplish them. Because these quests aren't directly related to the characters, they often benefit the entire group to some extent or allow greater customization of the party.

### SOLOMON TRIALS



#### BEGINNER

##### LEVEL 1

# OF CHARACTERS:	1
Conditions	Win 5 battles in a row
Reward	Sabnock Crest
Strategy	The enemies here are low level. Have one character use Cure or a Thera item if you get into trouble.

##### LEVEL 2

# OF CHARACTERS:	4
Conditions	Create a Combo of 28 hits or more and defeat enemy
Reward	Blood Jewel
Strategy	Use some high-hit combo attacks. Use Karin's Geuschbenst and Joachim's Deathtron. The two of them paired together can truly brutalize an opponent.

##### LEVEL 3

# OF CHARACTERS:	2
Conditions	Win 4 battles with Reverse Ring status and no misses
Reward	Third Key
Strategy	Reverse Ring isn't the most brutal Ring abnormality by a long shot, but it can be annoying. Make sure everyone is equipped with a Coral Lariat or Pendant; this slows down the speed of the Indicator significantly. If trouble still persists, decrease the number of Hit Areas needed to trigger to 1, which makes it much easier.

##### LEVEL 4

# OF CHARACTERS:	3
Conditions	Win 6 battles while poisoned, using no items, without curing abnormalities
Reward	Mr. Sax Stud Card
Strategy	You can't heal with items or use recuperative materials, but you can still cast Crest Magic. Have at least one character with Arc Cure to heal party members.

These are contests of strength, skill, and natural talent. Under Sarah's guidance, you can enter these tests. There are certain conditions that must be met, and during the Solomon Trials, all status effects that the Trial specifies cannot be cured.

The Solomon Trials also provide the opportunity to revisit some previous boss fights. This gives Anastasia the chance to get Snapshots of them.

#### MONK

##### LEVEL 1

# OF CHARACTERS:	4
Conditions	Create a combo of 18 hits or more without using Special Abilities
Reward	Gold Necklace
Strategy	Create a 4-person combo, or a 3-person combo, with one of the characters in it using Gale Spark (which hits 10 times).

##### LEVEL 2

# OF CHARACTERS:	2
Conditions	Win 3 battles with a Tight Ring and no misses
Reward	Fifth Key
Strategy	A Tight Ring means that Hit Areas are smaller and, therefore, harder to trigger. To combat this, lower the number of Hit Areas on your characters' Rings. Also, make sure you use Coral Pendants.

##### LEVEL 3

# OF CHARACTERS:	3
Conditions	Win 5 battles
Reward	Step Drouler
Strategy	The last fight is tough, involving a Night Queen with two friends. Equip your character's with Leonardo's Bears to combat her Instant Death attack. Lay on the combos, hit her as hard as possible, and don't forget to use buff spells.

##### LEVEL 4

# OF CHARACTERS:	1
Conditions	Win 5 battles with a Blind Ring
Reward	Mind's Eye
Strategy	Yuri and Joachim, as heavy hitters, are strongly recommended here. If you are having difficulty, switch to the Practice Ring so that if you miss, your turn won't end.

## BELIEVER

### LEVEL 1

#### # OF CHARACTERS: 2

**Conditions** Win 3 battles with Reverse and Tight Ring with no misses

**Reward** Warlock Earrings

**Strategy** Limit your number of attacks to 1 and use characters with a wide Hit Area. You should also use Coral Pendants.

### LEVEL 2

#### # OF CHARACTERS: 3

**Conditions** Win 5 battles with Fake Ring and Poison

**Reward** Shax Crest

**Strategy** Use characters whose Ring you're familiar with; this makes it easier to recognize the fake Hit Areas from the real ones. Also, you may want to switch to the Practice Rings just in case you trigger a fake Hit Area. Magic is rather difficult, so melee fighters (Yuri, Joachim, Kurando) are a real bonus here. An exception to magic is Arc Cure, as it has an easy Modulate Area.

### LEVEL 3

#### # OF CHARACTERS: 1

**Conditions** Win 4 battles with Small Ring and no misses

**Reward** Gold Ring

**Strategy** Coral Pendants are really useful. Also, limit the number of Hit Areas.

### LEVEL 4

#### NO. OF CHARACTERS: 4

**Conditions** Win 12 battles

**Reward** Seventh Key

**Strategy** Arc Cure is very useful for on-the-spot recuperation. There are lots of bosses to fight, which means more hit points and higher damage potential. Use Anastasia's Snapshot to get some Album Entries. Finally, bring along some Crests with powerful offensive spells.

## WORSHIPPER

### LEVEL 1

#### # OF CHARACTERS: 4 (GEPETTO, BLANCA, LUCIA, AND ANASTASIA)

**Conditions** Win 4 battles without using the Attack Command

**Reward** Silver Angel

**Strategy** Since most of these characters are dedicated magic users, choose one to be the healer and have the rest of them use high-powered offensive spells.

### LEVEL 2

#### # OF CHARACTERS: 4 (YURI, KARIN, JOACHIM, AND KURANDO)

**Conditions** Win 5 battles without using Crest or Combo magic

**Reward** Ultimate Loincloth

**Strategy** Since two of these characters can't use Crest magic, rely on simple rounds of using basic attacks against the foes. To cure, use Thera Roots and Extracts.

### LEVEL 3

#### # OF CHARACTERS: 3

**Conditions** Win 5 battles with Fast Ring and No Items

**Reward** Dragonsword

**Strategy** Reduce the number of attacks for the heavy hitters or set them to the practice ring to reduce wasted attacks. Coral Pendants make a difference here, but the ring still spins fast. Avoid complex spells or abilities.

## EMBODIMENT

### LEVEL 1

#### # OF CHARACTERS: 1

**Conditions** Win 6 battles

**Reward** Demon Earrings

**Strategy** Sanity isn't much of a problem, so use Yuri's best forms freely unless you want to bring another character in. Either way, use powerful abilities to end fights as quickly as possible. Use restorative items to regain mana or hit points toward the end of fights, when there are fewer enemies.

### LEVEL 2

#### # OF CHARACTERS: 4

**Conditions** Win 4 battles

**Reward** Electro Band

**Strategy** None of these enemies are too tough, but watch out for the fourth encounter against the Mecha Lord. Use the best available Crests for fast attacks (Arc Gale), S-Attack Damage (Arc Surge), and some fine curing.

## CREATOR

### LEVEL 1

#### # OF CHARACTERS: 4

**Conditions** Win 4 Battles

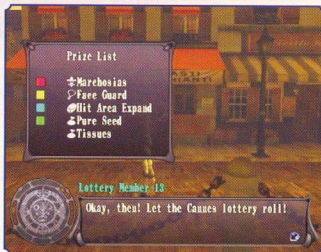
**Reward** Puppeteer's Cape

**Strategy** The fight against the Tin Lion is a serious encounter, because the Tin Lion is immune to almost everything. To counteract this, use Joachim's Drain Touch for an instant kill.



## THE LOTTERY

The Lottery mini-game is basically a game of skill more than a game of chance. It involves using the Judgment Ring to trigger specifically colored areas. If you get a colored area, you get a special prize. All red and yellow items cannot be received twice, and there are consolation prizes for failing to activate any of the areas.



The various Lottery Rings all have different effects. Some make it difficult to trigger the areas. Make sure you save before taking part in the Lottery each time. Lottery Members are scattered throughout the world, but you must acquire a Lottery Ticket to find them. Lottery Tickets are also scattered about the world or rewarded as prizes for defeating an enemy. To get extra Lottery Tickets, equip the Warning Device and head over to the Forest of Wind and fight the Tengu enemies.

## LOTTERY MEMBERS AND THEIR REWARDS

### LOTTERY MEMBER 16

Area	Le Havre
Condition	Talk to the man outside the "Mayor's" house in Le Havre
Special Traits	None
<b>Prizes</b>	
Red	Patin Crest
Yellow	Hit Area Expand
Blue	Daphne Fruit
Green	Pure Leaf

### LOTTERY MEMBER 15

Area	Southampton
Condition	Speak to the woman near the Magimel Brothers in the streets
Special Traits	None
<b>Prizes</b>	
Red	Slow 1
Yellow	Hit Area Increase
Blue	Talisman of Luck
Green	Thera Seed

### LOTTERY MEMBER 14

Area	Rhonnda Mine
Condition	Find the man in the large, dark room (lower floor)
Special Traits	Hidden Ring
<b>Prizes</b>	
Red	Third Key
Yellow	Hit Area Increase
Blue	Daphne Fruit
Green	Pure Leaf

### LOTTERY MEMBER 13

Area	Cannes
Condition	Standing outside the Cannes Bar
Special Traits	Small Ring
<b>Prizes</b>	
Red	Malkoshias Crest
Yellow	Face Guard
Blue	Hit Area Increase
Green	Pure Seed

### LOTTERY MEMBER 12

Area	St. Marguerite
Condition	Speak through a door by the main cells, near the dungeon entrance
Special Traits	Up Ring
<b>Prizes</b>	
Red	Slow 2
Yellow	Western Belt
Blue	Talisman of Luck
Green	Thera Seed

### LOTTERY MEMBER 11

Area	Petrograd
Condition	Talk to a maid on the second floor of the castle (southeast side)
Special Traits	Reverse Ring
<b>Prizes</b>	
Red	Prism Band
Yellow	Voodoo Doll
Blue	Hit Area Increase
Green	Mana Seed

### LOTTERY MEMBER 10

Area	Paris, Gepetto's Apartment
Condition	Go into Gepetto's Apartment and Greet his Landlord
Special Traits	Fast Ring
<b>Prizes</b>	
Red	Aloses Crest
Yellow	Will Power
Blue	Hit Area Increase
Green	Pure Seed

### LOTTERY MEMBER 9

Area	Brick Warehouses
Condition	Talk to the man west of the tracks (south side)
Special Traits	None
<b>Prizes</b>	
Red	Huge Jug
Yellow	Mirror Bracelet
Blue	Thera Extract
Green	Thera Root

### LOTTERY MEMBER 8

Area	Battleship Mikasa
Condition	On the Lower Deck, center of ship (after Z door)
Special Traits	None
<b>Prizes</b>	
Red	P-Attack Down 3
Yellow	Kendo Mask
Blue	Hit Area Increase
Green	Mana Root

### LOTTERY MEMBER 7

Area	Nihonbashi
Condition	Find the man to the right of the street, just after the bridge
Special Traits	None
<b>Prizes</b>	
Red	Warning Device
Yellow	Zodiac Bracelet
Blue	Hit Area Increase
Green	Pure Root

### LOTTERY MEMBER 6

Area	Inugami Village
Condition	Examine the Tree to the left of the Save Point
Special Traits	Small Ring
<b>Prizes</b>	
Red	Dark Angel
Yellow	Cosmic Bracelet
Blue	Thera Extract
Green	Hit Area Increase

### LOTTERY MEMBER 5

Area	Secret Mansion
Condition	Find a soldier hiding inside Locker #5
Special Traits	Reverse Ring
<b>Prizes</b>	
Red	Slow 3
Yellow	Ninja Gi
Blue	Mana Extract
Green	Hit Area Increase

### LOTTERY MEMBER 4

Area	Tiffauges Castle
Condition	Talk to girl in northeast corner
Special Traits	Hidden Ring
<b>Prizes</b>	
Red	Demon Ward
Yellow	Strongoids
Blue	Pure Extract
Green	Hit Area Increase

### LOTTERY MEMBER 3

Area	St. Margeurite
Condition	Second floor, Castle of Regrets
Special Traits	Fast Ring, maximum of three attempts
<b>Prizes</b>	
Red	Mind's Eye
Yellow	Bat's Gold
Blue	Strike Area Increase
Green	Thera Extract

### LOTTERY MEMBER 2

Area	Mukyo-An
Condition	Talk to Yoshiko after Members 16 to 3 have been found
Special Traits	Up Ring
<b>Prizes</b>	
Red	Pirate Earrings
Yellow	Getitup!
Blue	Strike Area Increase
Green	Mana Extract

### LOTTERY MEMBER 1

Area	Le Havre
Condition	Bat appears after all other members are found
Special Traits	Random Ring
<b>Prizes</b>	
Red	Rose Bondage
Yellow	Comet Mask
Blue	Strike Area Increase
Green	Pure Extract



11 STING



HP	32	NO EFFECT	
MP	22	PARALYSIS	
WT	LIGHT	SEAL	
EXP	5	PETRIFY	
CASH	38	P-ATTACK DOWN	
SOULS	1	SP-ATTACK DOWN	

16 ROACH QUEEN



HP	53	NO EFFECT	
MP	18	PARALYSIS	
WT	HEAVY	S-ATTACK DOWN	
EXP	10	SLOW	
CASH	80		
SOULS	1		

12 EKIMMU



HP	51	NO EFFECT	
MP	40	POISON	
WT	NORMAL	DEADLY POISON	
EXP	6	INSTANT DEATH	
CASH	52	P-DEFENSE DOWN	
SOULS	1		

19 CENTIPEDE



HP	27	NO EFFECT	
MP	0	POISON	
WT	NORMAL	DEADLY POISON	
EXP	4	P-ATTACK DOWN	
CASH	35		
SOULS	1		

13 CASTOR



HP	275	NO EFFECT	
MP	100	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	75	PETRIFY	INSTANT DEATH
CASH	550	P-ATTACK DOWN	S-ATTACK DOWN
SOULS	25	S-DEFENSE DOWN	SLOW
		HP DOWN	

20 VERONICA VERA



HP	220	NO EFFECT	
MP	90	POISON	P-DEFENSE DOWN
WT	NORMAL	DEADLY POISON	SP-ATTACK DOWN
EXP	100	PARALYSIS	SP-DEFENSE DOWN
CASH	205	SEAL	HP DOWN
SOULS	0	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

14 POLLUX



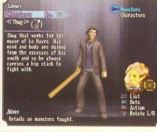
HP	275	NO EFFECT	
MP	100	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	75	PETRIFY	INSTANT DEATH
CASH	550	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	25	S-ATTACK DOWN	DELAY
		HP DOWN	

21 MEURSAULT



HP	666	NO EFFECT	
MP	170	POISON	SP-ATTACK DOWN
WT	LIGHT	DEADLY POISON	SP-DEFENSE DOWN
EXP	200	PARALYSIS	HP DOWN
CASH	1500	SEAL	EVADE DOWN
SOULS	55	INSTANT DEATH	DELAY

15 THUG



HP	41	NO EFFECT	
MP	0	SEAL	
WT	LIGHT		
EXP	6		
CASH	56		
SOULS	1		

22 BARGHEST



HP	55	NO EFFECT	
MP	38	PETRIFY	
WT	NORMAL	INSTANT DEATH	
EXP	16	P-ATTACK DOWN	
CASH	120	SP-ATTACK DOWN	
SOULS	1		

16 FAT THUG



HP	38	NO EFFECT	
MP	0	SEAL	
WT	HEAVY		
EXP	6		
CASH	54		
SOULS	1		

23 PROPOLIS



HP	63	NO EFFECT	
MP	36	PETRIFY	SP-DEFENSE DOWN
WT	NORMAL	SEAL	HP DOWN
EXP	15	P-ATTACK DOWN	EVADE DOWN
CASH	118	SP-ATTACK DOWN	DELAY
SOULS	1	P-DEFENSE DOWN	SLOW

17 GREGOR




HP	32	NO EFFECT	
MP	18	NONE	
WT	LIGHT		
EXP	6		
CASH	1		
SOULS	1		

24 TAMMUZ




HP	60	NO EFFECT	
MP	41	SEAL	SP-DEFENSE DOWN
WT	NORMAL	INSTANT DEATH	DELAY
EXP	18	P-DEFENSE DOWN	SLOW
CASH	115		
SOULS	1		


## 25 LAMBTON WORM

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	208	NO EFFECT	
	MP	0	POISON	P-ATTACK DOWN
	WT	HEAVY	DEADLY POISON	SP-ATTACK DOWN
	EXP	40	PARALYSIS	EVADE DOWN
	CASH	170	SEAL	HP DOWN
	SOULS	2		


## 26 GRIMLOCK

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	780	NO EFFECT	
	MP	215	POISON	INSTANT DEATH
	WT	LIGHT	DEADLY POISON	P-DEFENSE DOWN
	EXP	425	PARALYSIS	SP-ATTACK DOWN
	CASH	1600	SEAL	HP DOWN
	SOULS	65	PETRIFY	DELAY


## 27 CLAWED COMMANDER

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	59	NO EFFECT	
	MP	40	SEAL	
	WT	NORMAL	P-ATTACK DOWN	
	EXP	32	P-DEFENSE DOWN	
	CASH	85	HP DOWN	
	SOULS	1		


## 28 LENNY CURTIS

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	570	NO EFFECT	
	MP	0	PARALYSIS	P-DEFENSE DOWN
	WT	HEAVY	SEAL	SP-ATTACK DOWN
	EXP	666	PETRIFY	SLOW
	CASH	300	INSTANT DEATH	HP DOWN
	SOULS	70	P-ATTACK DOWN	


## 29 FORTUNE STICK

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	53	NO EFFECT	
	MP	55	SEAL	
	WT	LIGHT	P-DEFENSE DOWN	
	EXP	25		
	CASH	80		
	SOULS	1		


## 30 DOMOVI

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	63	NO EFFECT	
	MP	48	POISON	
	WT	LIGHT	DEADLY POISON	
	EXP	28	PARALYSIS	
	CASH	126	INSTANT DEATH	
	SOULS	1	SLOW	

## 31 KATHERINE


 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	57	NO EFFECT	
	MP	67	POISON	
	WT	LIGHT	DEADLY POISON	
	EXP	28	SEAL	
	CASH	130	P-ATTACK DOWN	
	SOULS	1	HP DOWN	

## 32 ANDRE


 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	830	NO EFFECT	
	MP	260	POISON	P-ATTACK DOWN
	WT	HEAVY	DEADLY POISON	SP-ATTACK DOWN
	EXP	1200	PARALYSIS	SP-DEFENSE DOWN
	CASH	1900	SEAL	DELAY
	SOULS	75	PETRIFY	SLOW

INSTANT DEATH EVADE DOWN


## 33 GREMLIN

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	56	NO EFFECT	
	MP	71	SEAL	EVADE DOWN
	WT	LIGHT	INSTANT DEATH	DELAY
	EXP	36	P-DEFENSE DOWN	SLOW
	CASH	96	SP-DEFENSE DOWN	
	SOULS	1		

## 34 LANGSUIR

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	72	NO EFFECT	
	MP	69	SEAL	
	WT	NORMAL	INSTANT DEATH	
	EXP	40	P-DEFENSE DOWN	
	CASH	144	SP-DEFENSE DOWN	
	SOULS	1	EVADE DOWN	


## 35 JANUS

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	880	NO EFFECT	
	MP	69	POISON	P-DEFENSE DOWN
	WT	HEAVY	DEADLY POISON	SP-ATTACK DOWN
	EXP	2000	PARALYSIS	SP-DEFENSE DOWN
	CASH	2300	SEAL	HP DOWN
	SOULS	85	PETRIFY	EVADE DOWN


INSTANT DEATH SLOW

P-ATTACK DOWN


## 36 CALAMITY ORB

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	68	NO EFFECT	
	MP	55	P-ATTACK DOWN	DELAY
	WT	NORMAL	P-DEFENSE DOWN	SLOW
	EXP	49	SP-ATTACK DOWN	EVADE DOWN
	CASH	101	SP-DEFENSE DOWN	
	SOULS	1		

## 37 OFNIR

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	256	NO EFFECT	
	MP	88	POISON	INSTANT DEATH
	WT	LIGHT	DEADLY POISON	SP-ATTACK DOWN
	EXP	146	SEAL	SP-DEFENSE DOWN
	CASH	200		
	SOULS	2		

## 38 OTHEON

 <p>Labors          &lt; Details &gt;          &lt; Abilities &gt;          &lt; Skills &gt;          &lt; Drops &gt;          &lt; Details &gt;          &lt; Details &gt;</p>	HP	256	NO EFFECT	
	MP	0	PARALYSIS	
	WT	HEAVY	SEAL	
	EXP	146	PETRIFY	
	CASH	205	P-ATTACK DOWN	
	SOULS	2	P-DEFENSE DOWN	

### 39 STAR GAZER

<p>Laber</p> <p>Star Gazer</p> <p>It's under the crescent moon that the star gazers are most active. It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next star gazer.</p> <p>Abilities: Details on monster's flight.</p>	HP	320	NO EFFECT	
	MP	0	POISON	P-ATTACK DOWN
	WT	LIGHT	DEADLY POISON	SP-ATTACK DOWN
	EXP	200	SEAL	HP DOWN
	CASH	200		
	SOULS	2		

### 46 GODHAND

<p>Laber</p> <p>Godhand</p> <p>Lower than the ground, but higher than the sky. The Godhand is a creature that lives in the void between the earth and the sky. It is a powerful and dangerous creature.</p> <p>Abilities: Details on monster's flight.</p>	HP	1960	NO EFFECT	
	MP	0	POISON	DEADLY POISON
	WT	HEAVY	PARALYSIS	SEAL
	EXP	4400	PETRIFY	INSTANT DEATH
	CASH	4000	P-ATTACK DOWN	P-DEFENSE DOWN
	SOULS	95	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	EVASION DOWN	
		HP DOWN		

### 40 GRAIL GAZER

<p>Laber</p> <p>Grail Gazer</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Grail Gazer.</p> <p>Abilities: Details on monster's flight.</p>	HP	1240	NO EFFECT	
	MP	409	POISON	P-DEFENSE DOWN
	WT	LIGHT	DEADLY POISON	SP-DEFENSE DOWN
	EXP	2900	PARALYSIS	SLOW
	CASH	2500	SEAL	EVASION DOWN
	SOULS	90	PETRIFY	HP DOWN
		INSTANT DEATH		

### 47 PENDULUM

<p>Laber</p> <p>Pendulum</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Pendulum.</p> <p>Abilities: Details on monster's flight.</p>	HP	333	NO EFFECT	
	MP	140	POISON	DEADLY POISON
	WT	NORMAL	PARALYSIS	SEAL
	EXP	298	INSTANT DEATH	P-DEFENSE DOWN
	CASH	444	S-ATTACK DOWN	DELAY
	SOULS	2		

### 41 PALADIN

<p>Laber</p> <p>Paladin</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Paladin.</p> <p>Abilities: Details on monster's flight.</p>	HP	77	NO EFFECT	
	MP	86	NONE	
	WT	NORMAL		
	EXP	62		
	CASH	146		
	SOULS	1		

### 48 QUARTZBACK

<p>Laber</p> <p>Quartzback</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Quartzback.</p> <p>Abilities: Details on monster's flight.</p>	HP	85	NO EFFECT	
	MP	88	PARALYSIS	
	WT	NORMAL	PETRIFY	
	EXP	94		
	CASH	166		
	SOULS	1		

### 42 CLAWED ADMIRAL

<p>Laber</p> <p>Clawed Admiral</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Clawed Admiral.</p> <p>Abilities: Details on monster's flight.</p>	HP	80	NO EFFECT	
	MP	63	SEAL	SP-ATTACK DOWN
	WT	NORMAL	PETRIFY	SP-DEFENSE DOWN
	EXP	64	P-ATTACK DOWN	EVASION DOWN
	CASH	140	P-DEFENSE DOWN	
	SOULS	1		

### 49 WORMGAUR

<p>Laber</p> <p>Wormgaur</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Wormgaur.</p> <p>Abilities: Details on monster's flight.</p>	HP	107	NO EFFECT	
	MP	98	POISON	SP-ATTACK DOWN
	WT	NORMAL	DEADLY POISON	DELAY
	EXP	99	SEAL	SLOW
	CASH	172	PETRIFY	HP DOWN
	SOULS	1	INSTANT DEATH	

### 43 OSCAR

<p>Laber</p> <p>Oscar</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Oscar.</p> <p>Abilities: Details on monster's flight.</p>	HP	400	NO EFFECT	
	MP	0	POISON	INSTANT DEATH
	WT	HEAVY	DEADLY POISON	P-DEFENSE DOWN
	EXP	600	PARALYSIS	SP-DEFENSE DOWN
	CASH	2000	SEAL	HP DOWN
	SOULS	0	PETRIFY	DELAY

### 50 VICTOR

<p>Laber</p> <p>Victor</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Victor.</p> <p>Abilities: Details on monster's flight.</p>	HP	1800	NO EFFECT	
	MP	200	POISON	DEADLY POISON
	WT	NORMAL	PARALYSIS	SEAL
	EXP	5200	PETRIFY	INSTANT DEATH
	CASH	4200	P-DEFENSE DOWN	S-DEFENSE DOWN
	SOULS	100	SLOW	EVASION DOWN
		HP DOWN		

### 44 KHEPERER

<p>Laber</p> <p>Kheperer</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Kheperer.</p> <p>Abilities: Details on monster's flight.</p>	HP	90	NO EFFECT	
	MP	77	INSTANT DEATH	
	WT	NORMAL	P-DEFENSE DOWN	
	EXP	122		
	CASH	260		
	SOULS	1		

### 51 TWEEDLEDEE

<p>Laber</p> <p>Tweedledee</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Tweedledee.</p> <p>Abilities: Details on monster's flight.</p>	HP	93	NO EFFECT	
	MP	0	P-ATTACK DOWN	
	WT	NORMAL	SP-ATTACK DOWN	
	EXP	111	SP-DEFENSE DOWN	
	CASH	191	HP DOWN	
	SOULS	1	DELAY	


### 45 GATORBACK

<p>Laber</p> <p>Gatorback</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Gatorback.</p> <p>Abilities: Details on monster's flight.</p>	HP	300	NO EFFECT	
	MP	86	PARALYSIS	
	WT	HEAVY	EVASION DOWN	
	EXP	188		
	CASH	388		
	SOULS	2		


### 52 TWEEDLEDUM

<p>Laber</p> <p>Tweedledum</p> <p>It's a beautiful sight, but it's also a dangerous one. If you're not careful, you'll be the next Tweedledum.</p> <p>Abilities: Details on monster's flight.</p>	HP	93	NO EFFECT	
	MP	0	P-ATTACK DOWN	
	WT	NORMAL	SP-ATTACK DOWN	
	EXP	111	SP-DEFENSE DOWN	
	CASH	189	HP DOWN	
	SOULS	1	DELAY	


## 53 OGOROJA

 <p>HP 86 MP 101 WT LIGHT EXP 220 CASH 330 SOULS 1</p>	NO EFFECT	
	POISON	
	DEADLY POISON	
	PARALYSIS	
	INSTANT DEATH	
	SLOW	


## 54 KARIN

 <p>HP 220 MP 222 WT NORMAL EXP 0 CASH 0 SOULS 0</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	SP-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	EVADE DOWN
	INSTANT DEATH	DELAY
P-ATTACK DOWN	SLOW	


## 55 YURI

 <p>HP 231 MP 172 WT NORMAL EXP 0 CASH 0 SOULS 0</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	SP-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	EVADE DOWN
	INSTANT DEATH	DELAY
P-ATTACK DOWN	SLOW	


## 56 AMON

 <p>HP 765 MP 268 WT HEAVY EXP 6800 CASH 6000 SOULS 105</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	SP-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	EVADE DOWN
	INSTANT DEATH	DELAY
P-ATTACK DOWN	SLOW	


## 57 JACK

 <p>HP 90 MP 111 WT LIGHT EXP 150 CASH 220 SOULS 1</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	EVADE DOWN
	SEAL	HP DOWN


## 58 JILL

 <p>HP 90 MP 111 WT HEAVY EXP 150 CASH 220 SOULS 1</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-DEFENSE DOWN
	PARALYSIS	EVADE DOWN
	INSTANT DEATH	HP DOWN
	P-ATTACK DOWN	


## 59 AGONY

 <p>HP 100 MP 0 WT LIGHT EXP 165 CASH 234 SOULS 1</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-DEFENSE DOWN
	PARALYSIS	EVADE DOWN
	INSTANT DEATH	HP DOWN
	P-ATTACK DOWN	

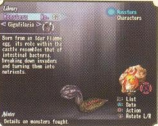
## 60 PERYTON

 <p>HP 99 MP 112 WT LIGHT EXP 188 CASH 250 SOULS 1</p>	NO EFFECT	
	POISON	P-ATTACK DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	EVADE DOWN
	INSTANT DEATH	HP DOWN


## 61 NIGHT QUEEN

 <p>HP 2380 MP 420 WT LIGHT EXP 9900 CASH 8000 SOULS 110</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	PETRIFY	INSTANT DEATH
	P-ATTACK DOWN	S-ATTACK DOWN
	DELAY	SLOW
	EVADE DOWN	HP DOWN


## 62 GIGAFILARIA

 <p>HP 135 MP 155 WT LIGHT EXP 500 CASH 700 SOULS 3</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	SP-DEFENSE DOWN
	SEAL	DELAY
	INSTANT DEATH	SLOW
	P-ATTACK DOWN	EVADE DOWN


## 63 MEGAFILARIA

 <p>HP 98 MP 78 WT LIGHT EXP 210 CASH 280 SOULS 1</p>	NO EFFECT	
	NONE	

## 64 ZAMUZA

 <p>HP 156 MP 108 WT NORMAL EXP 315 CASH 560 SOULS 1</p>	NO EFFECT	
	SEAL	
	PETRIFY	
	INSTANT DEATH	

## 65 ECHIDNA

 <p>HP 144 MP 166 WT NORMAL EXP 305 CASH 588 SOULS 1</p>	NO EFFECT	
	SEAL	SP-DEFENSE DOWN
	PETRIFY	DELAY
	P-DEFENSE DOWN	HP DOWN

### 66 HATI



HP	144	NO EFFECT	
MP	145	POISON	
WT	NORMAL	DEADLY POISON	
EXP	330	P-ATTACK DOWN	
CASH	532	HP DOWN	
SOULS	1		

### 73 AKAGI SOLDIER



HP	82	NO EFFECT	
MP	0	POISON	SP-ATTACK DOWN
WT	NORMAL	DEADLY POISON	SP-DEFENSE DOWN
EXP	444	PARALYSIS	EVADE DOWN
CASH	500	SEAL	HP DOWN
SOULS	0	INSTANT DEATH	

### 67 MOTHER FILARIA



HP	700	NO EFFECT	
MP	230	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	3000	PETRIFY	INSTANT DEATH
CASH	2000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	30	S-ATTACK DOWN	S-DEFENSE DOWN
		SLOW	EVADE DOWN

### 74 SPIDER WALKER



HP	144	NO EFFECT	
MP	120	POISON	SP-ATTACK DOWN
WT	HEAVY	DEADLY POISON	SP-DEFENSE DOWN
EXP	450	SEAL	SLOW
CASH	505	PETRIFY	EVADE DOWN
SOULS	2	INSTANT DEATH	

### 68 ASMODEUS



HP	2880	NO EFFECT	
MP	468	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	14500	PETRIFY	INSTANT DEATH
CASH	12000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	150	S-ATTACK DOWN	SLOW
		EVADE DOWN	HP DOWN

### 75 FLYING DRONE



HP	480	NO EFFECT	
MP	0	POISON	SP-ATTACK DOWN
WT	HEAVY	DEADLY POISON	SP-DEFENSE DOWN
EXP	1000	PARALYSIS	SLOW
CASH	1500	SEAL	EVADE DOWN
SOULS	4	INSTANT DEATH	HP DOWN

### 69 EMPTINESS



HP	100	NO EFFECT	
MP	103	POISON	P-ATTACK DOWN
WT	NORMAL	DEADLY POISON	SP-ATTACK DOWN
EXP	280	PARALYSIS	SLOW
CASH	296	INSTANT DEATH	HP DOWN
SOULS	1		

### 76 LT. COL. TERADA



HP	3360	NO EFFECT	
MP	0	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	18600	PETRIFY	INSTANT DEATH
CASH	20000	S-DEFENSE DOWN	DELAY
SOULS	200	EVADE DOWN	HP DOWN

### 70 DANTERS



HP	168	NO EFFECT	
MP	101	POISON	P-ATTACK DOWN
WT	NORMAL	DEADLY POISON	SP-ATTACK DOWN
EXP	555	PARALYSIS	SLOW
CASH	598	PETRIFY	HP DOWN
SOULS	1	INSTANT DEATH	

### 77 HIEN



HP	621	NO EFFECT	
MP	634	POISON	P-DEFENSE DOWN
WT	NORMAL	DEADLY POISON	SP-ATTACK DOWN
EXP	0	PARALYSIS	SP-DEFENSE DOWN
CASH	0	SEAL	HP DOWN
SOULS	1	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

### 71 LEMURES



HP	110	NO EFFECT	
MP	99	POISON	P-DEFENSE DOWN
WT	LIGHT	DEADLY POISON	S-DEFENSE DOWN
EXP	288	SEAL	DELAY
CASH	286	PETRIFY	EVADE DOWN
SOULS	1	INSTANT DEATH	

### 78 RAIDEN



HP	675	NO EFFECT	
MP	584	POISON	P-DEFENSE DOWN
WT	HEAVY	DEADLY POISON	SP-ATTACK DOWN
EXP	0	PARALYSIS	SP-DEFENSE DOWN
CASH	0	SEAL	HP DOWN
SOULS	0	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

### 72 ASTAROTH



HP	3040	NO EFFECT	
MP	472	POISON	DEADLY POISON
WT	LIGHT	PARALYSIS	SEAL
EXP	17400	PETRIFY	INSTANT DEATH
CASH	15000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	150	S-DEFENSE DOWN	DELAY
		SLOW	EVADE DOWN
		HP DOWN	





### 93 TOWD



HP	724	NO EFFECT	
MP	210	POISON	SP-ATTACK DOWN
WT	LIGHT	DEADLY POISON	SP-DEFENSE DOWN
EXP	2180	SEAL	DELAY
CASH	2200	PETRIFY	SLOW
SOULS	4	INSTANT DEATH	EVADE DOWN
		P-ATTACK DOWN	HP DOWN
		P-DEFENSE DOWN	

### 96 LAVA LUMP



HP	291	NO EFFECT	
MP	176	POISON	INSTANT DEATH
WT	NORMAL	DEADLY POISON	DELAY
EXP	1780	PARALYSIS	SLOW
CASH	1462	SEAL	HP DOWN
SOULS	3		

### 94 YAMA GARAN



HP	5100	NO EFFECT	
MP	600	POISON	DEADLY POISON
WT	LIGHT	PARALYSIS	SEAL
EXP	32500	PETRIFY	INSTANT DEATH
CASH	45000	S-ATTACK	P-ATTACK DOWN
SOULS	250	P-DEFENSE DOWN	S-ATTACK DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN

### 100 SAMURAI GHOUL



HP	321	NO EFFECT	
MP	55	POISON	SP-ATTACK DOWN
WT	LIGHT	DEADLY POISON	SP-DEFENSE DOWN
EXP	1810	PARALYSIS	SLOW
CASH	1478	SEAL	EVADE DOWN
SOULS	3	INSTANT DEATH	HP DOWN
		P-DEFENSE DOWN	

### 95 TENGU



HP	660	NO EFFECT	
MP	200	POISON	SP-ATTACK DOWN
WT	NORMAL	DEADLY POISON	SP-DEFENSE DOWN
EXP	3500	PARALYSIS	DELAY
CASH	3500	PETRIFY	SLOW
SOULS	5	INSTANT DEATH	EVADE DOWN
		P-ATTACK DOWN	HP DOWN
		P-DEFENSE DOWN	

### 101 SCORPILUS



HP	800	NO EFFECT	
MP	200	POISON	INSTANT DEATH
WT	HEAVY	DEADLY POISON	P-ATTACK DOWN
EXP	2760	PARALYSIS	P-DEFENSE DOWN
CASH	2286	SEAL	SP-ATTACK DOWN
SOULS	4	PETRIFY	SP-DEFENSE DOWN

### 96 MUTANT SNAIL



HP	198	NO EFFECT	
MP	0	PARALYSIS	SP-ATTACK DOWN
WT	HEAVY	SEAL	SP-DEFENSE DOWN
EXP	934	P-ATTACK DOWN	EVADE DOWN
CASH	750	P-DEFENSE DOWN	
SOULS	2		

### 102 NEO ASTAROTH



HP	6120	NO EFFECT	
MP	630	POISON	DEADLY POISON
WT	LIGHT	PARALYSIS	SEAL
EXP	46000	PETRIFY	INSTANT DEATH
CASH	47000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	270	S-ATTACK DOWN	S-DEFENSE DOWN
		SLOW	EVADE DOWN
		HP DOWN	

### 97 KOENKI



HP	5720	NO EFFECT	
MP	582	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	39000	PETRIFY	INSTANT DEATH
CASH	46000	P-DEFENSE DOWN	S-ATTACK DOWN
SOULS	260	S-DEFENSE DOWN	DELAY
		SLOW	EVADE DOWN
		HP DOWN	

### 103 TITANIUM SOLDIER



HP	210	NO EFFECT	
MP	0	SEAL	SP-DEFENSE DOWN
WT	NORMAL	PETRIFY	DELAY
EXP	1020	INSTANT DEATH	SLOW
CASH	780	P-ATTACK DOWN	EVADE DOWN
SOULS	2	P-DEFENSE DOWN	

### 98 BLOOMING PHOENIX



HP	206	NO EFFECT	
MP	158	PARALYSIS	SP-ATTACK DOWN
WT	LIGHT	PETRIFY	SP-DEFENSE DOWN
EXP	950	P-ATTACK DOWN	EVADE DOWN
CASH	777	P-DEFENSE DOWN	HP DOWN
SOULS	2		

### 104 MECHA LORD




HP	6380	NO EFFECT	
MP	555	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	50000	PETRIFY	INSTANT DEATH
CASH	48000	P-ATTACK	DELAY
SOULS	280	SLOW	HP DOWN

### 105 BETHLEHEM




HP	333	NO EFFECT	
MP	235	POISON	P-ATTACK DOWN
WT	LIGHT	DEADLY POISON	P-DEFENSE DOWN
EXP	2300	PARALYSIS	SP-ATTACK DOWN
CASH	1486	PETRIFY	EVADE DOWN
SOULS	3	INSTANT DEATH	HP DOWN


## 106 GRAFFIAS

 <p>Level 100</p> <p>HP 320</p> <p>MP 166</p> <p>WT NORMAL</p> <p>EXP 2160</p> <p>CASH 1500</p> <p>SOULS 3</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	SP-DEFENSE DOWN
	SEAL	SLOW
	INSTANT DEATH	HP DOWN


## 107 MORGAN

 <p>Level 100</p> <p>HP 309</p> <p>MP 222</p> <p>WT NORMAL</p> <p>EXP 2020</p> <p>CASH 1522</p> <p>SOULS 3</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	P-ATTACK DOWN
	DEADLY POISON	SP-ATTACK DOWN
	PARALYSIS	SP-DEFENSE DOWN
	SEAL	EVADE DOWN
	PETRIFY	HP DOWN


## 108 KING TAMAKOS

 <p>Level 100</p> <p>HP 6450</p> <p>MP 675</p> <p>WT LIGHT</p> <p>EXP 53000</p> <p>CASH 49000</p> <p>SOULS 290</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	PETRIFY	INSTANT DEATH
	P-ATTACK DOWN	P-DEFENSE DOWN
	S-ATTACK DOWN	S-DEFENSE DOWN
DELAY	EVADE DOWN	


## 109 TAKAOKAMI

 <p>Level 100</p> <p>HP 218</p> <p>MP 178</p> <p>WT NORMAL</p> <p>EXP 1374</p> <p>CASH 800</p> <p>SOULS 2</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	INSTANT DEATH
	DEADLY POISON	P-DEFENSE DOWN
	SEAL	SP-DEFENSE DOWN
	PETRIFY	SLOW


## 110 HINOGAKUTSUCHI

 <p>Level 100</p> <p>HP 340</p> <p>MP 265</p> <p>WT NORMAL</p> <p>EXP 2700</p> <p>CASH 1578</p> <p>SOULS 3</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	PARALYSIS	SP-ATTACK DOWN
	SEAL	SP-DEFENSE DOWN
	PETRIFY	DELAY
	INSTANT DEATH	SLOW
	P-ATTACK DOWN	EVADE DOWN
P-DEFENSE DOWN		


## 111 LION DOG

 <p>Level 100</p> <p>HP 826</p> <p>MP 200</p> <p>WT HEAVY</p> <p>EXP 4050</p> <p>CASH 2222</p> <p>SOULS 41</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	INSTANT DEATH	P-DEFENSE DOWN
	S-ATTACK DOWN	S-DEFENSE DOWN
	DELAY	SLOW
EVADE DOWN		


## 112 YATONOKAMI

 <p>Level 100</p> <p>HP 840</p> <p>MP 0</p> <p>WT HEAVY</p> <p>EXP 4300</p> <p>CASH 2380</p> <p>SOULS 41</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	PETRIFY	P-DEFENSE DOWN
	S-DEFENSE DOWN	DELAY
	HP DOWN	


## 113 TAKEMIKAZUCHI

 <p>Level 100</p> <p>HP 225</p> <p>MP 191</p> <p>WT NORMAL</p> <p>EXP 1554</p> <p>CASH 810</p> <p>SOULS 2</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	P-DEFENSE DOWN
	S-DEFENSE DOWN	DELAY


## 114 ASHRA

 <p>Level 100</p> <p>HP 356</p> <p>MP 400</p> <p>WT NORMAL</p> <p>EXP 3100</p> <p>CASH 1592</p> <p>SOULS 3</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	INSTANT DEATH	P-ATTACK DOWN
	S-ATTACK DOWN	DELAY
	EVADE DOWN	


## 115 KUKUNOCHI

 <p>Level 100</p> <p>HP 856</p> <p>MP 600</p> <p>WT HEAVY</p> <p>EXP 4662</p> <p>CASH 2460</p> <p>SOULS 4</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	PARALYSIS	SEAL
	PETRIFY	INSTANT DEATH
	P-ATTACK DOWN	S-ATTACK DOWN
	SLOW	HP DOWN

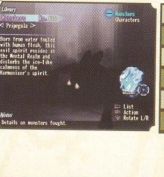
## 116 ARAHABAKI

 <p>Level 100</p> <p>HP 1000</p> <p>MP 700</p> <p>WT HEAVY</p> <p>EXP 5000</p> <p>CASH 3000</p> <p>SOULS 4</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	PETRIFY	INSTANT DEATH
	P-ATTACK DOWN	P-DEFENSE DOWN
	S-ATTACK DOWN	S-DEFENSE DOWN
DELAY	SLOW	
EVADE DOWN	HP DOWN	


## 117 MOCOS

 <p>Level 100</p> <p>HP 600</p> <p>MP 260</p> <p>WT NORMAL</p> <p>EXP 0</p> <p>CASH 0</p> <p>SOULS 0</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	S-ATTACK DOWN
	PARALYSIS	S-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	DELAY
INSTANT DEATH	SLOW	
P-ATTACK DOWN		


## 118 PRIPEGALA

 <p>Level 100</p> <p>HP 600</p> <p>MP 260</p> <p>WT NORMAL</p> <p>EXP 0</p> <p>CASH 0</p> <p>SOULS 0</p> <p>Abilities: Steals on monster fought</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	S-ATTACK DOWN
	PARALYSIS	S-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	DELAY
INSTANT DEATH	SLOW	
P-ATTACK DOWN		


### 119 SVAROZIC

 <p>How from the East and West, Svarozic is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	600	NO EFFECT	
	MP	260	POISON	P-DEFENSE DOWN
	WT	NORMAL	DEADLY POISON	S-ATTACK DOWN
	EXP	0	PARALYSIS	S-DEFENSE DOWN
	CASH	0	SEAL	HP DOWN
	SOULS	0	PETRIFY	DELAY
			INSTANT DEATH	SLOW
		P-ATTACK DOWN		


### 125 MUSCIDA

 <p>Mean and evil to gain the power, Muscida is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	808	NO EFFECT	
	MP	328	PARALYSIS	DELAY
	WT	NORMAL	SEAL	SLOW
	EXP	330	PETRIFY	EVADE DOWN
	CASH	2130	P-ATTACK DOWN	HP-DOWN
	SOULS	4	P-DEFENSE DOWN	


### 120 ERISVORCH

 <p>How from the East and West, Erisvorch is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	600	NO EFFECT	
	MP	260	POISON	P-DEFENSE DOWN
	WT	NORMAL	DEADLY POISON	S-ATTACK DOWN
	EXP	0	PARALYSIS	S-DEFENSE DOWN
	CASH	0	SEAL	HP DOWN
	SOULS	0	PETRIFY	DELAY
			INSTANT DEATH	SLOW
		P-ATTACK DOWN		


### 126 NEO AMON

 <p>To rise to stand from the East and West, Neo Amon is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	6660	NO EFFECT	
	MP	777	POISON	DEADLY POISON
	WT	HEAVY	PARALYSIS	SEAL
	EXP	54000	PETRIFY	INSTANT DEATH
	CASH	49000	P-ATTACK DOWN	S-ATTACK DOWN
	SOULS	290	S-DEFENSE DOWN	DELAY
			SLOW	EVADE DOWN
		HP DOWN		


### 121 SVAROG

 <p>How from the East and West, Svarog is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	600	NO EFFECT	
	MP	260	POISON	P-DEFENSE DOWN
	WT	NORMAL	DEADLY POISON	S-ATTACK DOWN
	EXP	0	PARALYSIS	S-DEFENSE DOWN
	CASH	0	SEAL	HP DOWN
	SOULS	0	PETRIFY	DELAY
			INSTANT DEATH	SLOW
		P-ATTACK DOWN		


### 127 GREAT GAMA

 <p>To rise to stand from the East and West, Great Gama is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	250/510/880	NO EFFECT	
	MP	0	DEADLY POISON	SP-ATTACK DOWN
	WT	HEAVY	PARALYSIS	SP-DEFENSE DOWN
	EXP	100/600/3000	SEAL	HP DOWN
	CASH	10	PETRIFY	EVADE DOWN
	SOULS	0	INSTANT DEATH	DELAY
			P-ATTACK DOWN	SLOW


### 122 VELES

 <p>How from the East and West, Veles is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	600	NO EFFECT	
	MP	260	POISON	P-DEFENSE DOWN
	WT	NORMAL	DEADLY POISON	S-ATTACK DOWN
	EXP	0	PARALYSIS	S-DEFENSE DOWN
	CASH	0	SEAL	HP DOWN
	SOULS	0	PETRIFY	DELAY
			INSTANT DEATH	SLOW
		P-ATTACK DOWN		


### 128 MURGH KORMA

 <p>To rise to stand from the East and West, Murgh Korma is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	340	NO EFFECT	
	MP	50	POISON	DEADLY POISON
	WT	LIGHT	SEAL	PETRIFY
	EXP	1	INSTANT DEATH	P-ATTACK DOWN
	CASH	1	P-DEFENSE DOWN	S-ATTACK DOWN
	SOULS	1	S-DEFENSE DOWN	DELAY
			EVADE DOWN	HP DOWN


### 123 DUERGAR

 <p>How from the East and West, Duergar is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	212	NO EFFECT	
	MP	188	POISON	SP-ATTACK DOWN
	WT	LIGHT	DEADLY POISON	SP-DEFENSE DOWN
	EXP	1090	PARALYSIS	DELAY
	CASH	752	SEAL	SLOW
	SOULS	2	P-ATTACK DOWN	EVADE DOWN
			P-DEFENSE DOWN	

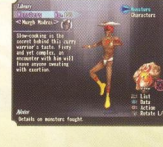
### 129 MURGH MASALA

 <p>To rise to stand from the East and West, Murgh Masala is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	350	NO EFFECT	
	MP	50	PARALYSIS	SEAL
	WT	LIGHT	PETRIFY	INSTANT DEATH
	EXP	1	P-ATTACK DOWN	P-DEFENSE DOWN
	CASH	1	S-ATTACK DOWN	S-DEFENSE DOWN
	SOULS	1	SLOW	EVADE DOWN
			HP DOWN	

### 124 PEG O'NEILL

 <p>How from the East and West, Peg O'Neill is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	322	NO EFFECT	
	MP	230	POISON	P-ATTACK DOWN
	WT	LIGHT	DEADLY POISON	SP-ATTACK DOWN
	EXP	2380	PARALYSIS	DELAY
	CASH	1504	PETRIFY	EVADE DOWN
	SOULS	3	INSTANT DEATH	HP DOWN

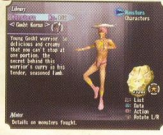
### 130 MURGH MADRAS

 <p>To rise to stand from the East and West, Murgh Madras is the most powerful of the Summoner's spirit.</p> <p>Abilities on monster fight</p>	HP	360	NO EFFECT	
	MP	50	POISON	DEADLY POISON
	WT	LIGHT	PARALYSIS	SEAL
	EXP	1	PETRIFY	INSTANT DEATH
	CASH	1	P-ATTACK DOWN	P-DEFENSE DOWN
	SOULS	1	DELAY	SLOW
			EVADE DOWN	HP DOWN


### 131 MURGH VINDALOO

 <p>HP 360</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 10</p> <p>CASH 10</p> <p>SOULS 10</p>	NO EFFECT	
	POISON	P-ATTACK DOWN
	DEADLY POISON	P-DEFENSE DOWN
	PARALYSIS	HP DOWN
	SEAL	EVADE DOWN
	PETRIFY	DELAY
INSTANT DEATH	SLOW	


### 132 GOSHT KORMA

 <p>HP 380</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	INSTANT DEATH	P-ATTACK DOWN
	P-DEFENSE DOWN	S-ATTACK DOWN
	S-DEFENSE DOWN	DELAY
SLOW	HP DOWN	


### 133 GOSHT MASALA

 <p>HP 390</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	PETRIFY	P-ATTACK DOWN
	P-DEFENSE DOWN	S-ATTACK DOWN
	S-DEFENSE DOWN	DELAY
SLOW	EVADE DOWN	


### 134 GOSHT MADRAS

 <p>HP 400</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	INSTANT DEATH	P-ATTACK DOWN
	P-DEFENSE DOWN	S-ATTACK DOWN
	S-DEFENSE DOWN	DELAY
SLOW	EVADE DOWN	


### 135 GOSHT VINDALOO

 <p>HP 410</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	PETRIFY
	INSTANT DEATH	P-ATTACK DOWN
	P-DEFENSE DOWN	S-ATTACK DOWN
	S-DEFENSE DOWN	DELAY
SLOW	HP DOWN	


### 136 CHINGRI KORMA

 <p>HP 420</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	PARALYSIS	SEAL
	PETRIFY	INSTANT DEATH
	P-ATTACK DOWN	S-ATTACK DOWN
	DELAY	SLOW
	EVADE DOWN	


### 137 CHINGRI MASALA

 <p>HP 430</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	PETRIFY
	INSTANT DEATH	S-ATTACK DOWN
	S-DEFENSE DOWN	DELAY
	SLOW	EVADE DOWN
HP DOWN		

### 138 CHINGRI MADRAS

 <p>HP 440</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	SEAL	PETRIFY
	INSTANT DEATH	P-ATTACK DOWN
	P-DEFENSE DOWN	DELAY
	SLOW	EVADE DOWN
HP DOWN		


### 139 CHINGRI VINDALOO

 <p>HP 450</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 1</p> <p>CASH 1</p> <p>SOULS 1</p>	NO EFFECT	
	POISON	DEADLY POISON
	PARALYSIS	SEAL
	PETRIFY	P-ATTACK DOWN
	P-DEFENSE DOWN	S-ATTACK DOWN
	S-DEFENSE DOWN	EVADE DOWN
HP DOWN		


### 140 FISH CURRY

 <p>HP 890</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 10</p> <p>CASH 10</p> <p>SOULS 10</p>	NO EFFECT	
	PARALYSIS	SEAL
	PETRIFY	INSTANT DEATH
	P-ATTACK DOWN	P-DEFENSE DOWN
	S-ATTACK DOWN	S-DEFENSE DOWN
	DELAY	SLOW
EVADE DOWN	HP DOWN	

### 141 HASHED BEEF MAN

 <p>HP 1120</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 10</p> <p>CASH 10</p> <p>SOULS 10</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	S-ATTACK DOWN
	PARALYSIS	S-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	EVADE DOWN
INSTANT DEATH	DELAY	
P-ATTACK DOWN	SLOW	

### 142 DRY CURRY MAN

 <p>HP 1120</p> <p>MP 50</p> <p>WT LIGHT</p> <p>EXP 10</p> <p>CASH 10</p> <p>SOULS 10</p>	NO EFFECT	
	POISON	P-DEFENSE DOWN
	DEADLY POISON	S-ATTACK DOWN
	PARALYSIS	S-DEFENSE DOWN
	SEAL	HP DOWN
	PETRIFY	EVADE DOWN
INSTANT DEATH	DELAY	
P-ATTACK DOWN	SLOW	

### 143 CURRY PRINCE



HP	1120	NO EFFECT	
MP	50	POISON	P-DEFENSE DOWN
WT	LIGHT	DEADLY POISON	S-ATTACK DOWN
EXP	10	PARALYSIS	S-DEFENSE DOWN
CASH	10	SEAL	HP DOWN
SOULS	10	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

### 144 EGG CURRY



HP	1120	NO EFFECT	
MP	50	POISON	DEADLY POISON
WT	LIGHT	PARALYSIS	SEAL
EXP	10	PETRIFY	INSTANT DEATH
CASH	10	P-ATTACK DOWN	S-ATTACK DOWN
SOULS	10	S-DEFENSE DOWN	DELAY
		SLOW	EVADE DOWN
		HP DOWN	

### 145 POOR MAN'S CURRY



HP	1120	NO EFFECT	
MP	50	POISON	P-DEFENSE DOWN
WT	LIGHT	DEADLY POISON	S-ATTACK DOWN
EXP	10	PARALYSIS	S-DEFENSE DOWN
CASH	10	SEAL	HP DOWN
SOULS	10	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

### 146 CURRY SAGE



HP	1120	NO EFFECT	
MP	50	POISON	P-DEFENSE DOWN
WT	LIGHT	DEADLY POISON	S-ATTACK DOWN
EXP	10	PARALYSIS	S-DEFENSE DOWN
CASH	10	SEAL	HP DOWN
SOULS	10	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

### 147 CUTLET CURRY



HP	1120	NO EFFECT	
MP	50	POISON	P-DEFENSE DOWN
WT	LIGHT	DEADLY POISON	S-ATTACK DOWN
EXP	10	PARALYSIS	S-DEFENSE DOWN
CASH	10	SEAL	HP DOWN
SOULS	10	PETRIFY	EVADE DOWN
		INSTANT DEATH	DELAY
		P-ATTACK DOWN	SLOW

### 148 GREAT QUESTION



HP	2400	NO EFFECT	
MP	0	POISON	P-ATTACK DOWN
WT	HEAVY	DEADLY POISON	P-DEFENSE DOWN
EXP	70000	PARALYSIS	S-ATTACK DOWN
CASH	10	SEAL	S-DEFENSE DOWN
SOULS	0	PETRIFY	HP DOWN
		INSTANT DEATH	

### 149 PEACH BAT



HP	777	NO EFFECT	
MP	0	PARALYSIS	SP-ATTACK DOWN
WT	LIGHT	SEAL	SP-DEFENSE DOWN
EXP	30000	PETRIFY	HP DOWN
CASH	10000	INSTANT DEATH	EVADE DOWN
SOULS	0	P-ATTACK DOWN	DELAY
		P-DEFENSE DOWN	SLOW

### 150 MINI TANUKIS



HP	400	NO EFFECT	
MP	150	POISON	P-DEFENSE DOWN
WT	LIGHT	DEADLY POISON	S-DEFENSE DOWN
EXP	0	SEAL	EVADE DOWN
CASH	0	INSTANT DEATH	SLOW
SOULS	0		

### 151 TIN LION



HP	10	NO EFFECT	
MP	0	POISON	P-DEFENSE DOWN
WT	NORMAL	DEADLY POISON	SP-ATTACK DOWN
EXP	0	PARALYSIS	SP-DEFENSE DOWN
CASH	0	SEAL	DELAY
SOULS	0	INSTANT DEATH	SLOW
		P-ATTACK	EVADE DOWN
		S-ATTACK	HP DOWN
		P-ATTACK DOWN	

### 152 GUARDIAN



HP	6800	NO EFFECT	
MP	720	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	75000	PETRIFY	INSTANT DEATH
CASH	50000	P-ATTACK DOWN	S-ATTACK DOWN
SOULS	300	DELAY	SLOW
		HP DOWN	

### 153 OTOROSHI



HP	348	NO EFFECT	
MP	256	POISON	P-ATTACK DOWN
WT	NORMAL	DEADLY POISON	P-DEFENSE DOWN
EXP	2950	SEAL	SP-DEFENSE DOWN
CASH	1666	PETRIFY	SLOW
SOULS	3	INSTANT DEATH	EVADE DOWN

### 154 WAIRA



HP	355	NO EFFECT	
MP	200	POISON	P-ATTACK DOWN
WT	NORMAL	DEADLY POISON	P-DEFENSE DOWN
EXP	3020	PARALYSIS	SP-DEFENSE DOWN
CASH	1545	SEAL	SLOW
SOULS	3	INSTANT DEATH	EVADE DOWN

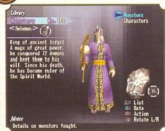


## 167 OROBAS



HP	7500	NO EFFECT	
MP	860	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	75000	PETRIFY	INSTANT DEATH
CASH	30000	P-ATTACK DOWN	S-ATTACK DOWN
SOULS	300	S-DEFENSE DOWN	DELAY
		SLOW	EVADE DOWN
		HP DOWN	

## 168 SOLOMON



HP	9350	NO EFFECT	
MP	999	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	99999	PETRIFY	INSTANT DEATH
CASH	50000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	350	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN

## 169 DARK SERAPHIM



HP	3000	NO EFFECT	
MP	999	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	99999	PETRIFY	INSTANT DEATH
CASH	50000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	350	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN

## 170 FUUJIN



HP	3540	NO EFFECT	
MP	620	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	65000	PETRIFY	INSTANT DEATH
CASH	26000	P-DEFENSE DOWN	S-ATTACK DOWN
SOULS	300	S-DEFENSE DOWN	DELAY
		SLOW	EVADE DOWN
		HP DOWN	

## 171 RAIJIN



HP	3780	NO EFFECT	
MP	620	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	65000	PETRIFY	INSTANT DEATH
CASH	26000	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	300	S-ATTACK DOWN	S-DEFENSE DOWN
		HP DOWN	

## 172 KUSANAGI SWORD



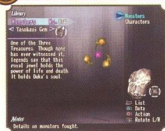
HP	1590	NO EFFECT	
MP	0	POISON	DEADLY POISON
WT	HEAVY	PARALYSIS	SEAL
EXP	0	PETRIFY	INSTANT DEATH
CASH	0	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	400	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN

## 173 YATA MIRROR



HP	1370	NO EFFECT	
MP	666	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	0	PETRIFY	INSTANT DEATH
CASH	0	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	300	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN

## 174 YASAKANI GEM



HP	1250	NO EFFECT	
MP	777	POISON	DEADLY POISON
WT	LIGHT	PARALYSIS	SEAL
EXP	0	PETRIFY	INSTANT DEATH
CASH	0	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	300	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN

## 175 SUSANO-O



HP	10000	NO EFFECT	
MP	999	POISON	DEADLY POISON
WT	NORMAL	PARALYSIS	SEAL
EXP	0	PETRIFY	INSTANT DEATH
CASH	0	P-ATTACK DOWN	P-DEFENSE DOWN
SOULS	300	S-ATTACK DOWN	S-DEFENSE DOWN
		DELAY	SLOW
		EVADE DOWN	HP DOWN



# COSTUMES AND PROPS

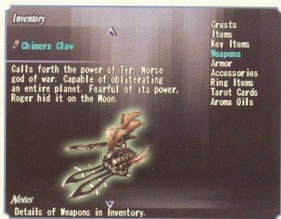
This section is an overview of the weapons, armor, accessories, and items that the characters can use. Many of the items are available from shops, but each character's final equipment is only attainable by finding it in the game's environment—it can't be purchased. For more details on each character's final equipment, please refer to the *Side-Quests* chapter.

## WEAPONS

The weapons are divided up by character. The weapon's cost is indicated in last column; note that each weapon's selling price is *half* its purchase price.

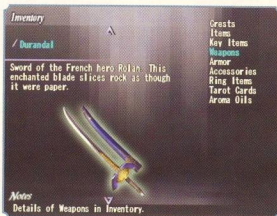
### YURI

NAME	P-ATT.	SP-ATT.	COST
RUSTY FANG	11	9	640
STINGER	22	18	960
BEAR CLAW	33	28	1440
GAUNTLET	47	40	2160
PHANTOM CLAW	64	55	3240
HELL FANG	85	74	4860
TIGERCLAW	111	98	7290
TORTOISE CLAW	143	128	10940
PHOENIX FANG	182	165	8200
DRAGONFANGS	195	177	N/A
CHIMERA CLAW	209	188	N/A



### KARIN

WEAPON	P-ATT.	SP-ATT.	COST
OFFICER'S SABRE	11	9	620
FINE RAPIER	32	30	1400
BLESSED SABRE	45	43	2090
ESPADA	61	59	3140
HARQUE FOIL	81	79	4710
GALAHAD'S SWORD	106	104	N/A
DRAGONSWORD	137	135	10590
FOREST SABER	174	172	15890
FLAMBERGE	186	185	N/A
DURANDAL	199	197	N/A



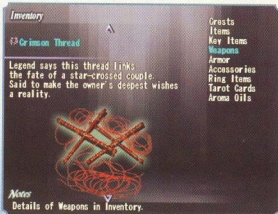
### BLANCA

WEAPON	P-ATT.	SP-ATT.	COST
TUSK BRUSH	9	11	580
GLASS PAPER	19	21	870
WHETSTONE	30	32	1300
WHETSTONE PLUS	43	45	1960
STEEL RASP	59	61	2940
SHARP RASP	79	81	4400
SILVER RASP	104	106	6610
ADAMANTINE RASP	135	137	9910
LION'S POLISH	172	174	14860
DOG BONE	185	186	N/A
BEAST MEDAL	197	199	N/A



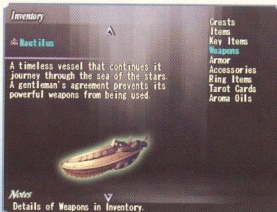
### GEPETTO

WEAPON	P-ATT.	SP-ATT.	COST
PUPPET THREAD	9	11	680
SILK TWINE	18	22	1020
KITE STRING	18	22	1530
PIANO STRING	38	49	2300
FILAMENT	53	66	3440
COPPER FILAMENT	72	87	5160
SILVER THREAD	96	113	7750
HALO THREAD	126	145	11620
RAINBOW THREAD	163	184	17430
SPIDERWEB	175	197	N/A
CRIMSON THREAD	186	211	N/A



### JOACHIM

WEAPON	P-ATT.	SP-ATT.	COST
TIMBER	24	16	990
RED MAILBOX	49	38	2230
EARTHEN PIPE	66	53	3340
FROZEN TUNA	87	72	5010
GIANT PILLAR	113	96	7520
EMCEE'S DESK	145	126	11280
CLAY IDOL	184	163	16920
DARK TOWER	198	174	N/A
NAUTILUS	212	185	N/A



### LUCIA

WEAPON	P-ATT.	SP-ATT.	COST
LUNA FAN	28	33	1350
GOLDEN FAN	40	47	2030
SATURIN FAN	55	64	3040
JUPITER FAN	74	85	4560
VENUS FAN	98	111	6830
GODDESS FAN	128	143	10250
POSEIDON FAN	165	182	15340
HADES FAN	176	196	N/A
NEMESIS FAN	187	210	50000



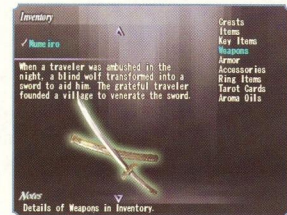
## ANASTASIA

WEAPON	P-ATT.	SP-ATT.	COST
WHITE SWAN	56	63	3540
BLUE SERPENT	75	84	5320
RED PEACOCK	99	110	7970
SNOW FLOWER	129	142	5980
GLOW-EGG	166	181	8970
STEEL EGG	178	194	N/A
GOLD ANGEL	190	207	N/A



## KURANDO

WEAPON	P-ATT.	SP-ATT.	COST
INOUE	95	64	5470
AWATAGUCHI	121	88	8200
DOJKIRI	153	118	12300
YOTO	192	155	18450
KOGARA-MARU	206	166	N/A
NUMEIRO	219	178	N/A



## NICHOLAI

WEAPON	P-ATT.	SP-ATT.	COST
GALAHAD'S SWORD	10	10	N/A

## OUKA

WEAPON	P-ATT.	SP-ATT.	COST
NAMBU SPECIAL	165	192	N/A

## RAIDEN

WEAPON	P-ATT.	SP-ATT.	COST
THUNDER BRACE	202	255	N/A

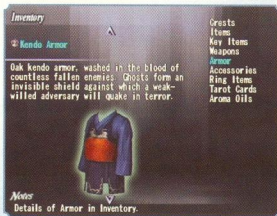
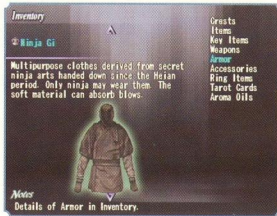
## HIEN

WEAPON	P-ATT.	SP-ATT.	COST
CRESCENT BLADE	178	178	N/A

## ARMOR

Some armor types can only be equipped by certain characters. The last column in the following table notes such instances.

ARMOR	P-ATT.	SP-ATT.	COST	WORN BY...
PALADIN'S ROBE	8	10	N/A	NICHOLAI
OFFICER'S COAT	10	8	N/A	KARIN
COTTON SHIRT	9	9	560	YURI, JOACHIM, GEPETTO, KURANDO
COTTON BLOUSE	9	9	600	KARIN, LUCIA, ANASTASIA
CLOAK OF RAGS	8	10	540	BLANCA, JOACHIM
LEATHER CLOAK	19	17	840	YURI, KARIN, BLANCA, JOACHIM
WOOL COAT	17	19	900	BLANCA, GEPETTO, LUCIA, ANASTASIA
CHAINMAIL VEST	30	26	1350	YURI, GEPETTO, JOACHIM
SILK SHAWL	26	30	1260	KARIN, BLANCA, LUCIA, ANASTASIA
DESERT CLOAK	42	38	1890	YURI, KARIN, BLANCA, JOACHIM
LONG ROBES	37	43	2030	BLANCA, GEPETTO, LUCIA, ANASTASIA
PLASTRON	56	52	3040	YURI, KARIN, BLANCA, JOACHIM
BLUE CAPE	50	58	2840	KARIN, BLANCA, GEPETTO, LUCIA, ANASTASIA
COMBAT SUIT	76	68	4250	YURI, KARIN, JOACHIM
BAPTISM STOLE	69	75	4560	BLANCA, GEPETTO, ANASTASIA
WISTERIA TUNIC	97	92	N/A	KURANDO
DANDY'S KIMONO	99	90	6830	YURI, BLANCA, GEPETTO, JOACHIM, KURANDO
HAKAMA PANTS	92	97	6380	KARIN, LUCIA, ANASTASIA
KENDO ARMOR	127	118	9570	YURI, KARIN, JOACHIM, KURANDO
ASCETIC'S STOLE	120	125	10250	BLANCA, GEPETTO, LUCIA, ANASTASIA
POWER SUIT	156	155	N/A	ALL
NINJA GI	160	151	15380	YURI, KARIN, BLANCA, JOACHIM, KURANDO
FOUNTAIN ROBE	150	161	14350	KARIN, BLANCA, GEPETTO, LUCIA, ANASTASIA
BIKE JACKET	176	160	N/A	YURI
PUPPETEER'S CAPE	158	178	N/A	GEPETTO
CHARM POUCH	166	170	N/A	BLANCA
MICROSKIRT	170	160	N/A	KARIN
ROSE BONDAGE	178	158	N/A	JOACHIM
DANCER'S STARS	160	176	N/A	LUCIA
PRAYER ROBE	163	173	N/A	ANASTASIA
DEVIL LOINCLOTH	173	163	N/A	KURANDO

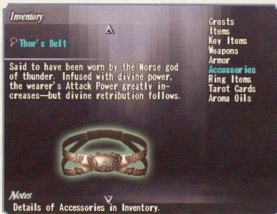


# ACCESSORIES

There are a variety of accessories in the game, all capable of different effects. Choose accessories that provide positive results for upcoming fights, particularly during boss fights. Of particular note are the Coral items, which slow down the Judgment Ring's Indicator, and the Crucifix, which protects a character from all Ring and status effects.

NAME	P-ATT.	SP-ATT.	P-DEF.	SP-DEF.	COST	EFFECT
LEATHER CAP	N/A	N/A	2	N/A	320	PHYSICAL DEFENSE UP.
STUDED CAP	N/A	N/A	4	N/A	600	PHYSICAL DEFENSE UP.
FACE GUARD	N/A	N/A	6	N/A	1700	PHYSICAL DEFENSE UP.
HEAD GEAR	N/A	N/A	8	N/A	2700	PHYSICAL DEFENSE UP.
CIRCLET	N/A	N/A	3	8	3000	PHYSICAL AND SPECIAL DEFENSE UP.
LEATHER BELT	2	N/A	N/A	N/A	320	PHYSICAL ATTACK UP.
STUDED BELT	4	N/A	N/A	N/A	600	PHYSICAL ATTACK UP.
WESTERN BELT	6	N/A	N/A	N/A	1700	PHYSICAL ATTACK UP.
CHAINMAIL BELT	8	N/A	N/A	N/A	2700	PHYSICAL ATTACK UP.
ULTRA BELT	10	6	N/A	N/A	N/A	PHYSICAL AND SPECIAL ATTACK UP.
SHELL BRACELET	N/A	N/A	N/A	N/A	2700	DEFENDS AGAINST POISON.
BHODI BRACELET	N/A	N/A	N/A	N/A	3000	DEFENDS AGAINST PARALYSIS.
FEATHER BRACELET	N/A	N/A	2	N/A	3050	DEFENDS AGAINST PANIC.
BELL BRACELET	N/A	N/A	N/A	N/A	3050	DEFENDS AGAINST SEAL.
SILVER BRACELET	N/A	N/A	N/A	N/A	3180	DEFENDS AGAINST MENTAL BREAK.
MIRROR BRACELET	N/A	N/A	N/A	N/A	3240	DEFENDS AGAINST PETRIFY.
ZODIAC BRACELET	N/A	N/A	N/A	N/A	103000	DEFENDS AGAINST PARALYSIS AND PETRIFY.
COSMIC BRACELET	N/A	N/A	N/A	N/A	11500	DEFENDS AGAINST POISON, SEAL, PANIC, MENTAL BREAK.
POCKET WATCH	N/A	N/A	2	N/A	N/A	DEFENDS AGAINST ALL RING ABNORMALITIES.
WILL POWER	N/A	N/A	N/A	N/A	6000	DEFENDS AGAINST SP DOWN.
LEONARDO'S BEAR	N/A	1	N/A	N/A	3300	DEFENDS AGAINST INSTANT DEATH.
STAR BROOCH	N/A	N/A	N/A	N/A	N/A	CAN FLEE WITH RING SUCCESS WHEN ALL CHARACTERS ARE BERSERK.
BLOOD JEWEL	N/A	1	N/A	N/A	N/A	WHEN BERSERK, SP HEALED WITH RING SUCCESS.
REPLACEMENT MAN	N/A	N/A	N/A	3	5200	WHEN UNCONSCIOUS, WILL RECOVER NEXT TURN.
SPIKE	N/A	N/A	N/A	1	2180	DURING BATTLE, ALWAYS IN "RESIST" DEFENSE MODE.
CORAL LARIAT	N/A	1	N/A	1	5050	SLOWS INDICATOR SPEED BY 25%.
CORAL PENDANT	N/A	1	N/A	1	5500	SLOWS INDICATOR SPEED BY 50%.
MIND'S EYE	5	N/A	5	N/A	1700	P-ATTACK X2, HIT AREAS ARE INVISIBLE.
BANDIT EARRINGS	1	N/A	N/A	N/A	2700	VICTORY MONEY INCREASES 20%; CHANCE OF ITEM DROP DECREASES 20%.
PIRATE EARRINGS	1	N/A	N/A	N/A	5000	VICTORY MONEY 20% DOWN; CHANCE OF ITEM DROP INCREASES 20%.
WARLOCK EARRINGS	N/A	5	N/A	-5	5000	SP-ATTACK INCREASES 20%; SP-DAMAGE RECEIVED INCREASES 20%.
SILVER CHAIR	2	2	2	2	10000	ALLIES PROTECT GEPETTO.
PRISM BAND	2	2	2	2	N/A	INCREASES JOACHIM'S CHANCE TO BECOME INVISIBLE.
PANORAMIC LENS	2	2	2	2	N/A	SNAPSHOT AREA INCLUDES ALL ENEMIES.
GOLD NECKLACE	N/A	N/A	1	N/A	N/A	ENEMY ENCOUNTER CHANCE DOUBLED.
PEDOMETER	N/A	N/A	N/A	N/A	N/A	COUNTS NUMBER OF STEPS FOR PRIZES.
STEP DOUBLER	N/A	N/A	N/A	N/A	N/A	WHEN PEDOMETER IS EQUIPPED, NUMBER OF STEPS DOUBLED.
KENDO MASK	N/A	N/A	8	3	5800	PHYSICAL AND SPECIAL DEFENSE UP.
METEOR MASK	N/A	N/A	10	6	N/A	PHYSICAL AND SPECIAL DEFENSE UP.
SEVEN-EYED MASK	N/A	N/A	9	10	N/A	PHYSICAL AND SPECIAL DEFENSE UP.
LOIN GUARD	8	3	N/A	N/A	3000	PHYSICAL AND SPECIAL ATTACK UP.
FRILLY APRON	3	8	N/A	N/A	5800	PHYSICAL AND SPECIAL ATTACK UP.
THOR'S BELT	9	10	N/A	N/A	N/A	PHYSICAL AND SPECIAL ATTACK UP.
CRUCIFIX	N/A	N/A	N/A	N/A	5	PROTECTS AGAINST BOTH RING AND STATUS EFFECTS.
HUGE JUG	-10	-10	-10	-10	N/A	LOSS OF SP IS CUT IN HALF.
SMALL JUG	10	10	10	10	N/A	LOSS OF SP IS DOUBLED.
EXTREME	N/A	N/A	N/A	N/A	N/A	N/A
ASHRA'S EARRINGS	N/A	N/A	2	N/A	N/A	MAX HP INCREASED 20%.
ORACLE EARRINGS	N/A	N/A	N/A	2	N/A	MAX MP INCREASED 20%.
DARK ANGEL	2	N/A	N/A	N/A	N/A	MAX SP INCREASED 20%.
PRIEST EARRINGS	N/A	2	N/A	N/A	N/A	MP CONSUMPTION DECREASED 20%.
WHITE UNDERPANTS	N/A	N/A	10	N/A	N/A	HALVES PHYSICAL ATTACK DAMAGE TAKEN.
BLACK SILK PANTIES	N/A	N/A	N/A	10	N/A	HALVES SPECIAL ATTACK DAMAGE TAKEN.
FLARE BROOCH	2	2	2	2	N/A	HALVES SP CONSUMPTION DURING FUSION/DEMON MORPH.

NAME	P-ATT.	SP-ATT.	P-DEF.	SP-DEF.	COST	EFFECT
COLORFUL COMB	2	2	2	2	N/A	SPEEDS UP TURNS FOR BLANCA.
ANNE'S CROSS	2	2	2	2	N/A	PROTECTS AGAINST RING AND STATUS EFFECTS. RECOVERS HP FOR KARIN.
GOLD BAND	2	2	2	2	N/A	INCREASES JOACHIM'S CHANCE OF BECOMING GOLDEN BAT.
ELECTRO BAND	2	2	2	2	N/A	INCREASES JOACHIM'S CHANCE OF BECOMING GRAND PAPILLON.
THE SEVEN STARS	2	2	2	2	N/A	GUARANTEES SPECIAL TAROT CARD RESULT FOR LUCIA.
DEMON WARD	N/A	N/A	N/A	1	N/A	HALVES CHANCES OF ENEMY ENCOUNTER.
WARNING DEVICE	N/A	N/A	N/A	N/A	N/A	ALIVE BEING SURROUNDED BY ENEMIES.
STEP TRIPLER	N/A	N/A	N/A	N/A	N/A	WHEN PEDIOMETER IS EQUIPPED, NUMBER OF STEPS IS TRIPLED.
DATING OUTFIT	N/A	N/A	N/A	N/A	N/A	KARIN'S ALTERNATE OUTFIT.
BRIDE'S DRESS	N/A	N/A	N/A	N/A	N/A	LUCIA'S ALTERNATE OUTFIT.
AUTUMN KIMONO	N/A	N/A	N/A	N/A	N/A	ANASTASIA'S ALTERNATE OUTFIT.

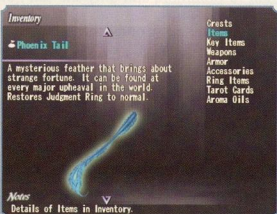
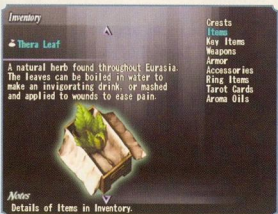


## ITEMS

This section includes one-use items that remain in your inventory that can be used during or between battles. These items have a greater effect when they are used during a battle.

ITEM	DESCRIPTION
THERA LEAF	RESTORES 75 HP.
THERA SEED	RESTORES 150 HP.
THERA ROOT	RESTORES 300 HP.
THERA EXTRACT	RESTORES ALL HP.
MANA LEAF	RESTORES 50 MP.
MANA SEED	RESTORES 100 MP.
MANA ROOT	RESTORES 200 MP.
MANA EXTRACT	RESTORES ALL MP.
PURE LEAF	RESTORES 3 SP.
PURE SEED	RESTORES 6 SP.
PURE ROOT	RESTORES 10 SP.
PURE EXTRACT	RESTORES ALL SP.
SOUL BENEDICTION	RESTORES ALL STATUS EFFECTS.
PHOENIX TAIL	RESTORES ALL RING ABNORMALITIES.
DAPHNE FRUIT	RESTORES ALL RING AND STATUS ABNORMALITIES.
TALISMAN OF LUCK	RESTORES 30% OF HP TO UNCONSCIOUS CHARACTER.
TALISMAN OF MERCY	RESTORES 50% OF HP TO UNCONSCIOUS CHARACTER.
SEAL OF LIFE	INCREASES MAXIMUM HP BY 3-5 POINTS.
SEAL OF AURA	INCREASES MAXIMUM MP BY 3-5 POINTS.
SEAL OF THE SOUL	INCREASES MAXIMUM SP BY 1-2 POINTS.
SEAL OF THE URN	INCREASES DPC BY 1-3 POINTS.
SEAL OF STRENGTH	INCREASES STRENGTH BY 1-3 POINTS.
SEAL OF VITALITY	INCREASES VITALITY BY 1-3 POINTS.

ITEM	DESCRIPTION
SEAL OF SPEED	INCREASES AGILITY BY 1-3 POINTS.
SEAL OF WISDOM	INCREASES INTELLIGENCE BY 1-3 POINTS.
SEAL OF FORCE	INCREASES POWER BY 1-3 POINTS.
SEAL OF LUCK	INCREASES LUCK BY 1-3 POINTS.
THIRD KEY	CAN SPIN RING UP TO THREE TIMES IF ACTION IS SUCCESSFUL.
FIFTH KEY	CAN SPIN RING UP TO FIVE TIMES IF ACTION IS SUCCESSFUL.
SEVENTH KEY	CAN SPIN RING UP TO SEVEN TIMES IF ACTION IS SUCCESSFUL.
ETERNAL KEY	CAN KEEP THE RING SPINNING AS LONG AS ACTION IS SUCCESSFUL.
TENT	FULL RECOVERY FOR WHOLE PARTY; CAN ONLY BE USED AT SAVE POINTS OR WORLD MAP.
BAT'S GOLD	JOACHIM ONLY; TRANSFORM INTO GOLDEN BAT.
STRONGDOGS	JOACHIM ONLY; BECOMES INVISIBLE.
GETITUP!	JOACHIM ONLY; TRANSFORM INTO GRAND PAPILLON.
SOUL DROP	YURI ONLY; MOVE FROM GRADE 2 TO GRADE 3 FUSION FORMS.
SILVER ANGEL	A PIECE OF PAPER WITH A CHARMING PICTURE.
LOTTERY TICKET	A VALID LOTTERY TICKET.
TISSUES	ALWAYS USEFUL. POCKET TISSUES.
VALUABLE GEM	AN EXTREMELY EXPENSIVE, GLITTERING YELLOW GEMSTONE.
AZURE ORB	AN ORB THAT GLEAMS WITH A PALE BLUE RADIANCE.



# APPENDICES

This chapter wraps up some of the key acquisitions in the game. Use it as a reference to find the locations of Ring Souls and Crests among other things. This chapter also contains the answers to all of the various quizzes in the game.

## RING SOUL LOCATIONS



Each character has a maximum number of attacks. No matter how many times you find the Ring Soul, there is a ceiling that cannot be changed.

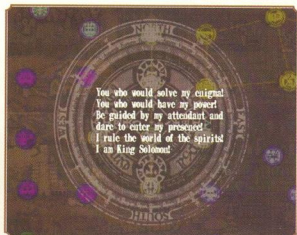
### MAXIMUM NUMBER OF ATTACKS

Gepetto	3
Lucia	3
Anastasia	3
Karin	4
Blanca	4
Yuri	5
Joachim	5
Kurando	5

There are many places to find the Ring Soul, which are called out in the walkthrough. The following section provides a quick reference of these locations.

- Apoina Tower
- Paris Subway
- Le Havre
- Rhonnda Mines
- Manmariana Island
- Neam Ruins
- Wales
- St. Marguerite
- Goreme Valley
- Gallery of the Dead
- Apoina Tower (Return trip)
- Yokohama Streets
- Miikasa Warship
- Foreigner's Cemetery
- Inugami Village
- Mt. Fuji

## Crest Powers, Locations, and Solomon's Key



You can access the map for Solomon's Key after completing Le Havre. Old Granny Lot has the book, which she gives to the party for helping her out. Open the menu and select Solomon's Key to examine the map. When you have all of the crests for a single region, go into the map and place them (using this guide as a reference).

To fight Solomon, unlock every region and fight every battle from the Trials of Solomon, then return to Goreme and speak with Sarah one last time. She is the true servant of Solomon, and only she can guide you to him.

We've included a list of all the game's Crests, where to find them, and what powers they instill. These tables list the Crests in alphabetic order, providing the name and Dominance Points of the Crest, then the spells and cost for those spells.



**AGARES (LEVEL 5 DCP)**

NAME	MP USE
Earth Edge	8
Rock Rot	16
Rock Storm	32

**AIM (LEVEL 6 DCP)**

NAME	MP USE
Rage	12
Shield	12
Gale	12
Heat Edge	8

**ALLOCES (LEVEL 6 DCP)**

NAME	MP USE
Arc Surge	36
Evil Bom	32

**AMDSUIAS (LEVEL 11 DCP)**

NAME	MP USE
Shield	12
Rock Strike	64
Arc Shield	36

**AMON (LEVEL 20 DCP)**

NAME	MP USE
Heat Resist	32
Red Crest	80
Hail Crest	80

**AMY (LEVEL 2 DCP)**

NAME	MP USE
Heat Edge	8
Entrance	71

**ANDRAS (LEVEL 2 DCP)**

NAME	MP USE
Mirage	12
Hail Beak	16

**ANDREALPHUS (LEVEL 4 DCP)**

NAME	MP USE
Aqua Edge	8
Heat Edge	8
Entrance	71

**ANDROMALIUS (LEVEL 9 DCP)**

NAME	MP USE
Bright Light	16
Bright Crime	32
Holy Resist	32
Bright Banish	64

**ASMODEUS (LEVEL 20 DCP)**

NAME	MP USE
Dark Resist	32
Evil Crest	80
Bright Crest	80

**ASTAROTH (LEVEL 20 DCP)**

NAME	MP USE
Holy Resist	32
Bright Crest	80
Evil Crest	80

**BAAL (LEVEL 20 DCP)**

NAME	MP USE
Air Resist	32
Gale Crest	80
Rock Crest	80

**BALAM (LEVEL 6 DCP)**

NAME	MP USE
Arc Mirage	36
Hail Breeze	32

**BARBATOS (LEVEL 2 DCP)**

NAME	MP USE
Air Edge	8
Earth Edge	8

**BATHIN (LEVEL 5 DCP)**

NAME	MP USE
Heal	8
Holy Edge	8
Cure	6

**BELETH (LEVEL 6 DCP)**

NAME	MP USE
Rock Rot	16
Red Rave	16
Evil Ray	16

**BELIAL (LEVEL 9 DCP)**

NAME	MP USE
Red Rave	16
Red Blaze	32
Heat Resist	32
Red Cradle	64

**BERITH (LEVEL 6 DCP)**

NAME	MP USE
Evil Bom	32
Surge	12

**BIFRONS (LEVEL 5 DCP)**

NAME	MP USE
Arc Cure	16
Cure All	32

**BOTIS (LEVEL 4 DCP)**

NAME	MP USE
Earth Edge	8
Air Edge	8
Gathering	64

**BUER (LEVEL 7 DCP)**

NAME	MP USE
Arc Heal	18
Cure All	32

**BUNE (LEVEL 15 DCP)**

NAME	MP USE
Resurrection	40
Heal	8
Arc Cure	16

**CAMIO (LEVEL 6 DCP)**

NAME	MP USE
Rock Storm	32
Shield	12

**CIMEIES (LEVEL 16 DCP)**

NAME	MP USE
Earth Resist	32
Heat Resist	32
Arc Heal	18

**CROCELL (LEVEL 5 DCP)**

NAME	MP USE
Cure	6
Aqua Edge	8
Raise Up	24

**DANTALION (LEVEL 6 DCP)**

NAME	MP USE
Arc Barrier	36
Bright Crime	32

**DECARABIA (LEVEL 16 DCP)**

NAME	MP USE
Aqua Resist	32
Holy Resist	32
Cure Plus	24

**ELIGOS (LEVEL 6 DCP)**

NAME	MP USE
Bright Crime	32
Barrier	12

**FOCALOR (LEVEL 3 DCP)**

NAME	MP USE
Hail Beak	16
Hail Breeze	32

**FORAS (LEVEL 10 DCP)**

NAME	MP USE
Cure All	32
Raise Up	24

**FORNEUS (LEVEL 6 DCP)**

NAME	MP USE
Surge	12
Barrier	12
Mirage	12
Aqua Edge	8

**FURCAS (LEVEL 6 DCP)**

NAME	MP USE
Red Blaze	32
Rage	12

**FURFUR (LEVEL 3 DCP)**

NAME	MP USE
Gale Spin	16
Cure	6

**GAAP (LEVEL 20 DCP)**

NAME	MP USE
Earth Resist	32
Rock Crest	80
Gale Crest	80

**GLASYLABOLAS (LEVEL 11 DCP)**

NAME	MP USE
Surge	12
Evil Summoning	64
Arc Surge	36

**GREMORY (LEVEL 2 DCP)**

NAME	MP USE
Barrier	12
Bright Light	16

**GUSION (LEVEL 20 DCP)**

NAME	MP USE
Holy Edge	8
Dark Edge	8
Gathering	64
Resurrection	40

**HAAGENTI (LEVEL 9 DCP)**

NAME	MP USE
Hail Beak	16
Hail Breeze	32
Aqua Resist	32
Hail Crash	64

**HALPHAS (LEVEL 5 DCP)**

NAME	MP USE
Entrance	71
Air Edge	8

**HAURES (LEVEL 3 DCP)**

NAME	MP USE
Red Rave	16
Red Blaze	32

**IPOS (LEVEL 6 DCP)**

NAME	MP USE
Arc Gale	36
Gale Spark	32

**LERAJE (LEVEL 6 DCP)**

NAME	MP USE
Arc Rage	36
Red Blaze	32

**MALPHAS (LEVEL 5 DCP)**

NAME	MP USE
Entrance	71
Gale Spark	32
Bright Crime	32

**MARAX (LEVEL 6 DCP)**

NAME	MP USE
Cure Plus	24
Arc Heal	18

**MARBAS (LEVEL 18 DCP)**

NAME	MP USE
Gale Spike	64
Evil Summoning	64
Air Edge	8
Dark Edge	8

**MARCHOSIAS (LEVEL 6 DCP)**

NAME	MP USE
Gale Spark	32
Gale	12

**MURMUR (LEVEL 7 DCP)**

NAME	MP USE
Raise Up	24
Resurrection	40

**NABERIUS (LEVEL 11 DCP)**

NAME	MP USE
Gale	12
Gale Spike	64
Arc Gale	36

**ORIAS (LEVEL 18 DCP)**

NAME	MP USE
Rock Strike	64
Red Cradle	64
Earth Edge	8
Heat Edge	8

**OROBAS (LEVEL 20 DCP)**

NAME	MP USE
Aqua Resist	32
Hail Crest	80
Red Crest	80

**OSE (LEVEL 6 DCP)**

NAME	MP USE
Hail Breeze	32
Mirage	12

**PAIMON (LEVEL 9 DCP)**

NAME	MP USE
Evil Ray	16
Evil Bom	32
Dark Resist	32
Evil Summoning	64

**PHENEX (LEVEL 7 DCP)**

NAME	MP USE
Raise Up	24
Holy Edge	8

**PURSON (LEVEL 3 DCP)**

NAME	MP USE
Bright Light	16
Dark Edge	8

**RAUM (LEVEL 5 DCP)**

NAME	MP USE
Dark Edge	8
Evil Ray	16
Evil Bom	32

**RONOVE (LEVEL 18 DCP)**

NAME	MP USE
Hail Crash	64
Bright Banish	64
Aqua Edge	8
Holy Edge	8

**SABNOCK (LEVEL 6 DCP)**

NAME	MP USE
Arc Shield	36
Rock Storm	32

**SALLOS (LEVEL 2 DCP)**

NAME	MP USE
Gale	12
Gale Spin	16

**SAMIGINA (LEVEL 15 DCP)**

NAME	MP USE
Cure	6
Resurrection	40
Cure Plus	24

**SHAX (LEVEL 16 DCP)**

NAME	MP USE
Air Resist	32
Dark Resist	32
Gathering	64

**SITRI (LEVEL 2 DCP)**

NAME	MP USE
Rage	12
Red Rave	16

**SOLOMON (LEVEL 32 DCP)**

NAME	MP USE
Melt Crest	160

**STOLAS (LEVEL 13 DCP)**

NAME	MP USE
Cure Plus	24
Arc Heal	18
Arc Cure	16

**UVALL (LEVEL 5 DCP)**

NAME	MP USE
Arc Cure	16
Heal	8

**VALAK (LEVEL 11 DCP)**

NAME	MP USE
Barrier	12
Bright Banish	64
Arc Barrier	36

**VALEFOR (LEVEL 10 DCP)**

NAME	MP USE
Cure All	32
Heal	8

**VAPULA (LEVEL 11 DCP)**

NAME	MP USE
Rage	12
Red Cradle	64
Arc Rage	36

**VASSAGO (LEVEL 2 DCP)**

NAME	MP USE
Surge	12
Evil Ray	16

**VEPAR (LEVEL 6 DCP)**

NAME	MP USE
Hail Beak	16
Bright Light	16
Gale Spin	16

**VINE (LEVEL 11 DCP)**

NAME	MP USE
Mirage	12
Hail Crash	64
Arc Mirage	36

**ZAGAN (LEVEL 9 DCP)**

NAME	MP USE
Rock Rot	16
Rock Storm	32
Earth Resist	32
Rock Strike	64

**ZEPAR (LEVEL 2 DCP)**

NAME	MP USE
Shield	12
Rock Rot	16



**PALACE OF TRANSGRESSIONS**

NAME	LOCATION	NOTES
Astaroth	Living Mountain	Defeat Astaroth
Asmodeus	Petrograd	Pay Elio the Tippler 100,000; he's near the Gallery of the Dead entrance
Amon	Triffauges Castle	Defeat Neo Amon
Orobas	Neam Ruins (II)	Defeat Orobas
Gaap	Black Forest	Defeat Gaap
Baal	Doll House	Defeat Baal

**ENCHANTING SEA**

NAME	LOCATION	NOTES
Uvall	SG Italian Branch HQ	First floor behind the piano
Vepar	Florence	Hidden behind fountain
Crocell	Paris, Gepetto's Apartment	Treasure chest next to Save Point
Focalor	Ardennes Forest	Automatically awarded when Gepetto joins the party
Formeus	Wales	Treasure chest inside Roger Bacon's house

**FOREST OF PASSION**

NAME	LOCATION	NOTES
Andras	Ardennes Forest	Automatically awarded when Gepetto joins the party
Vassago	Ardennes Forest	Defeat Arachne
Gremory	Le Havre	Received when Joachim joins the party
Salles	Wine Cellar	Defeat Meursault
Sitri	Paris, Subway Tunnels	Defeat Castor and Pollux
Zepar	Paris, Subway Tunnels	Defeat Castor and Pollux
Furfur	Ardennes Forest	Automatically awarded when Gepetto joins the party

**FORSAKEN HILL**

NAME	LOCATION	NOTES
Agares	Le Havre	Received when Joachim joins the party
Camio	St. Marguerite Island	Left of Zac, the Peddler Wolf
Paimon	Apoina Tower (II)	Treasure chest inside one of the rising/falling cages
Barbatos	Ardennes Forest	Treasure chest (center of Forest)
Phenex	Neam Ruins	Treasure chest to the far right of save point, fourth floor
Purson	Florence	Carla hands it over after Andre is defeated
Marchosias	Cannes	Win from Lottery Member 13
Raum	Wine Cellar	Treasure chest in the far east of the Wine Cellar

**FLAME DESERT**

NAME	LOCATION	NOTES
Aim	Florence	Awarded when Lucia joins the party
Amy	Paris, Subway Tunnels	Treasure chest at the far end of the tunnels
Haures	Paris, Champs Elysees	Treasure chest inside the hotel
Bathin	Le Havre	Win from Lottery Member 16
Beleth	Manmariana Island	Defeat Andre

**ETERNAL BONEYARD**

NAME	LOCATION	NOTES
Samigina	Living Mountain	Treasure chest to the right of the first shrine teleport
Glasyalabolos	Foreigner's Cemetery	Defeat Garan
Bifrons	St. Marguerite Island	Cubby at left end of the main hallway (by four-way junction)
Bune	Yokohama Brick Warehouses	Buy from Secret Dealer Konsuke when Immortal Mountain is unlocked
Murmur	Rhondda Mine	Defeat Grimlock
Furcas	Petrograd	Outside of Anastasia's Palace

**WILDERNESS OF WAR**

NAME	LOCATION	NOTES
Allaces	Paris, Gepetto's Apartment	Win from Lottery Member 10
Ipos	Petrograd, Palace	Lower-left corner of the courtyard
Eligos	Petrograd, Palace	Room that connects to the Gallery of the Dead
Use	Neam Ruins	Defeat Grail Gazer
Sabnock	Goreme Valley	Complete Beginner Level 1 Solomon Trial
Dantalion	Petrograd	Awarded when Anastasia joins the party
Balam	Petrograd	Awarded when Anastasia joins the party
Halphas	Petrograd, Palace	Defeat Victor
Berith	Neam Ruins	Treasure chest in the area with the moving stair blocks puzzle (left side)
Leraje	Petrograd, Gallery of the Dead	Dead end along the path north of Necros

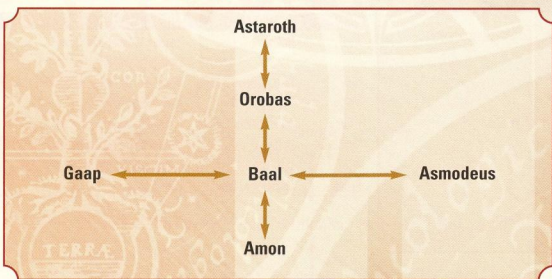
**BASTION OF RICHES**

NAME	LOCATION	NOTES
Andromalus	Petrograd, Gallery of the Dead	Lower-left corner of the crypt room
Valfor	Inugami Village	Treasure chest in northern end of village
Cimeies	Yokohama Brick Warehouses	Buy from Secret Dealer Konsuke
Zagan	Paris, Montmartre	Win from Ernest after acquiring six Wolf Bout stamps
Shax	Goreme Valley	Complete Monk Level 2 Solomon Trial
Seere	Goreme Valley	Treasure: Love quest (look behind the pillar on the second floor)
Decarabia	Wine Cellar	Finish Lucky Chests 500 game
Haagenti	Petrograd, Palace	Defeat Night Queen
Belial	Apoina Tower (2nd time)	Treasure chest to the left of the front door
Malphas	Forest of Wind	At the end of the path from the cliff

**SPRING OF WISDOM**

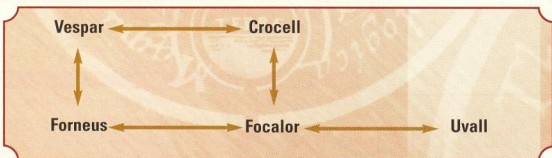
NAME	LOCATION	NOTES
Amduusias	Yokohama Streets	Treasure chest next to Nomura
Andrealphus	Petrograd	Awarded when Anastasia joins the party
Vapula	Battleship Mikasa	Treasure chest underneath the stairs outside of the ship
Vine	Battleship Mikasa	Treasure chest next to Captain Kaneda's room
Valak	Foreigner's Cemetery	Defeat Tsukiyomi
Orias	Living Mountain	In first shrine = Yellow; second shrine = Red path
Gusion	Queen's Garden	Behind the altar in the boss room
Stolas	Nihonbashi	Defeat Eleanor
Naberius	Yokohama Brick Warehouses	Treasure chest at north end
Buer	Nihonbashi	Treasure chest to the right of the Great Gama ring
Foras	Battleship Mikasa	Complete Captain Kaneda's quiz
Botis	Petrograd	Awarded when Anastasia joins the party
Marbas	Forest of Wind, Purgatory	Defeat Yama Garan
Marax	Goreme Valley	Treasure chest across from the Magimel Brothers
Ronove	Triffauges Castle	Treasure chest in the first main hallway

## PALACE OF TRANSGRESSIONS



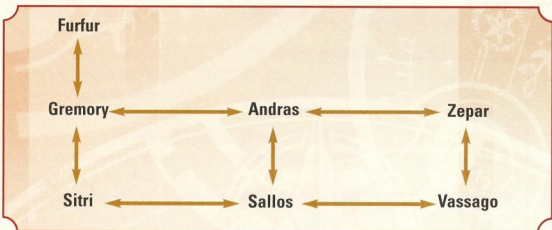
NAME	LOCATION	NOTES
Astaroth	Living Mountain	Defeat Astaroth
Asmodeus	Petrograd	Pay Etio the Tippler 100,000; he's near the Gallery of the Dead entrance.
Amon	Tiffauges Castle	Defeat Neo Amon
Orobas	Neam Underground	Defeat Orobas
Gaap	Black Forest	Defeat Gaap
Baal	Doll House	Defeat Baal

## ENCHANTING SEA



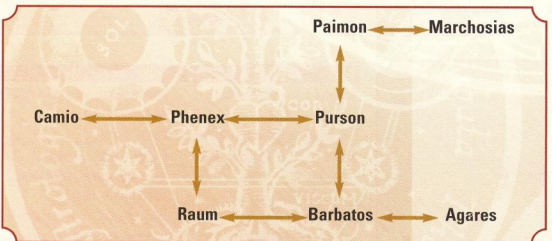
NAME	LOCATION	NOTES
Uvall	SG Italian Branch HQ	First floor, behind piano, and inside treasure chest
Vepar	Florence	Hidden behind a fountain
Crocell	Paris, Gepetto's Apartment	Inside treasure chest next to a Save Point
Focalor	Antennes Forest	Receive automatically when Gepetto joins the party
Forneus	Wales	Inside a treasure chest in Roger Bacon's house

## FOREST OF PASSION



NAME	LOCATION	NOTES
Andras	Ardennes Forest	Receive automatically when Gepetto joins the party
Vassago	Ardennes Forest	Defeat Arachnae
Gremory	Le Havre	Receive automatically when Joachim joins the party
Sallos	Wine Cellar	Defeat Meursalt
Sitri	Paris, Subway Tunnels	Defeat Castor and Pollux
Zepar	Paris, Subway Tunnels	Defeat Castor and Pollux
Furfur	Ardennes Forest	Receive automatically when Gepetto joins the party

## FORSAKEN HILL



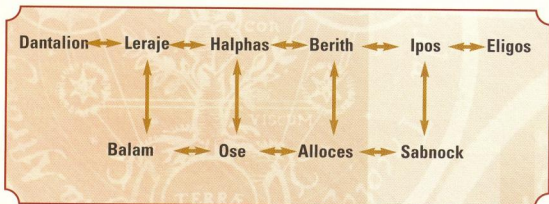
NAME	LOCATION	NOTES
Agares	Le Havre	Receive automatically when Joachim joins the party
Camio	St. Marguerite Island	Search the area to the left of Zac, the Pezdlar Wolf
Paimon	Apoina Tower, second time	Look for a treasure chest inside one of the rising and falling cages
Barbatos	Ardennes Forest	Inside a treasure chest
Phenex	Neam Underground	Look for a treasure chest to the far right side, in the area with the yellow rectangular blocks that slide up and down
Purson	Florence	A gift from Carla after Andre is defeated
Marchosias	Cannes	Win from Marivele, Lottery Member 13
Raum	Wine Cellar	Find a treasure chest in the far east side of the Wine Cellar

## FLAME DESERT



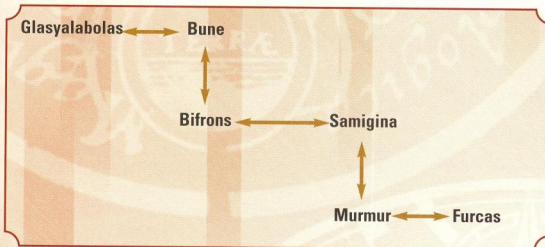
NAME	LOCATION	NOTES
Aim	Florence	Receive automatically when Lucia joins the party
Amy	Paris, Subway Tunnels	Search the far end of the tunnels for a treasure chest
Haures	Paris, Champs Elysees	Inside a treasure chest in the hotel
Bathin	Le Havre	Win from Fox, Lottery Member 16; search near the Mayor's house
Beleth	Manmariana Island	Defeat Andre

## WILDERNESS OF WAR



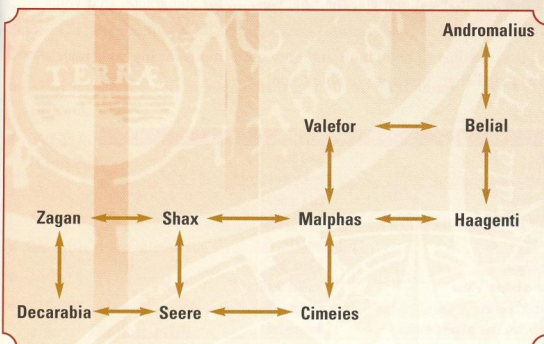
NAME	LOCATION	NOTES
Alloces	Paris, Gepetto's Apartment	Win from Cremins the Landlord, Lottery Member 10
Ipos	Petrograd, Palace	In the lower-left corner of the courtyard
Eligos	Petrograd, Palace	Search the room that connects to the Gallery of the Dead
Ose	Neam Underground	Defeat Grail Gazer
Sabnock	Goreme Valley	Win from Sarah; must complete Beginning Level 1, Solomon Trial
Dantalion	Petrograd	Receive automatically when Anastasia joins the party
Balam	Petrograd	Receive automatically when Anastasia joins the party
Halphas	Petrograd, Palace	Defeat Victor
Berith	Neam Underground	Look for a treasure chest in the area with the moving stair blocks puzzle
Leraje	Petrograd, Gallery of the Dead	Search the dead end area along the path to the north of Necros the wolf

## ETERNAL BONEYARD



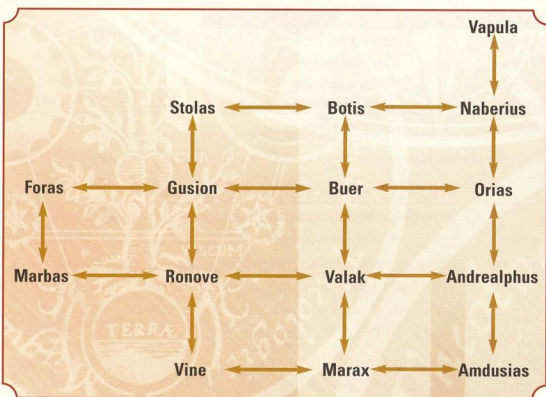
NAME	LOCATION	NOTES
Samigina	Living Mountain	Inside a treasure chest to the right of the first shrine teleport
Glasyalabolos	Foreigner's Graveyard	Defeat Garan
Bifrons	St. Marguerite Island	Find the treasure chest behind one of the roaming Paladin guards; Blanca must be alone
Bune	Yokohama Brick Warehouses	When Immortal Mountain is unlocked, purchase from Secret Dealer Kensuke
Murrmur	Rhondra Mine	Defeat Grimlock
Furcas	Petrograd	To the right of the front door along the outside of Anastasia's Palace

## BASTION OF RICHES



NAME	LOCATION	NOTES
Andromalius	Petrograd, Gallery of the Dead	Locate the room with the tombs and search the lower-left corner
Valefor	Inugami Village	Locate the treasure chest at the northern end of the village
Cimeies	Yokohama Brick Warehouses	Purchase from Secret Dealer Kensuke
Zagan	Paris, Montmartre	Win from Ernest after acquiring 6 Wolf Bout stamps
Shax	Goreme Valley	Win from Sarah; must complete Believer Level 2, Solomon Trial
Seere	Goreme Valley	During the Treasure: Love quest, search behind the pillar on the second floor
Decarabia	Wine Cellar	Finish the Lucky Chests 500 game
Haagenti	Petrograd, Palace	Defeat Night Queen
Belial	Apoina Tower, second time	Look for a treasure chest to the left of the front door
Malphas	Forest of Wind	Near the end of the path from the cliff

## SPRING OF WISDOM



NAME	LOCATION	NOTES
Amdusias	Yokohama Streets	Find the treasure chest next to Nomura, the Country Bumpkin
Andrealphus	Petrograd	Receive automatically when Anastasia joins the party
Vapula	Battleship Mikasa	Look for a treasure chest under the stairs outside of the ship
Vine	Battleship Mikasa	Find the treasure chest next to Captain Torazo Kaneda's room
Valak	Foreigner's Graveyard	Defeat Tsukiyoimi
Orias	Living Mountain	Place Yellow Crystal in first shrine place; place Red Crystal in second shrine; follow to find chest
Gusion	Queen's Garden	Behind the altar in the boss room
Stolas	Nihonbashi	Beat Eleanor, Wolf Bout
Naberius	Yokohama Brick Warehouses	Inside a treasure chest next to the train at the north end
Buer	Nihonbashi	Find the treasure chest to the right of the Great Gama ring
Foras	Battleship Mikasa	Complete Captain Kaneda's quiz
Botis	Petrograd	Receive automatically when Anastasia joins the party
Marbas	Forest of Wind, Purgatory	Defeat Yama Garan
Marax	Goreme Valley	Find the treasure chest across from the Magjmel Brothers
Ronove	Tiffauges Castle	Locate the treasure chest in the first main hallway to the right

## Trading Game

The Trading Quest starts early in the game. When the party goes to Southampton, talk to the merchant on the walkway above the city. Take the Dry Straw from him and embark on a mission that will net you the final weapon for a character that you haven't even met (at the time).

Though the previous describes the entire Trading Quest, it is possible to branch off and grab other items during your travels. There are no advantages in doing this other than creating a challenge, but it is possible to do!

ITEM	LOCATION	NEW ITEM
None	Southampton Walls	Dried Straw
Dried Straw	Guy sitting in Florence (northeast side)	Underground Film
Underground Film	Director at Entrance of Cannes	Daruma Doll
Daruma Doll	Man in Petrograd Castle (second floor, East Wing)	Super Piroshki
Super Piroshki	Man in northeast Florence	Tea Set
Tea Set	Woman in Yokohama Streets	Talking Doll
Talking Doll	Man by waterfall path in Inugami Village	Ten-Day Old Rice
Ten-Day Old Rice	Man in Southampton Hotel Room	Dangerous Research Information
Dangerous Research Information	Woman on steps above Junk Shop in Paris Cathedral	Nemesis Fan

## Treasure Hunting Quest

In Cannes, Loud Croft wants people to seek the treasure that he has hidden somewhere in the world. Using a series of clues, he guides people toward their goal and the rewards are sweet for those with the patience to keep at this.

### QUICKLIST

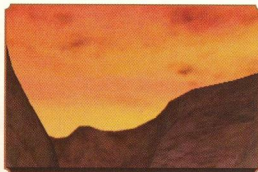
ITEM	AREA	HIDING SPOT
Wheel of Fortune	St. Marguerite	Oscar's Chains
Seere Crest	Goreme Valley	Outer ledge, left pillar
Treasure 3	Battleship Mikasa	Uniform in small cabin
Treasure 4	Forest of Wind	Junction of main trail and side path
Treasure 5	Mukyo-An	Base of stone lantern

### THE FIRST THREE RIDDLES

Return to the spot of the Oscar fight, where the party was held captive in St. Marguerite. Search around the chains that held Oscar in place to receive the first Treasure (the **Wheel of Fortune Tarot Card**). Return to Cannes and ask for the next clue.

Thinking of a good sunset, revisit Goreme Valley and go into the complex. Take the stairs on the right side of the building up to the outside ledge and search the first pillar on the left. Treasure number two (**Seere Crest**) is hidden there. Go back to Croft and start the next phase.

Now the Battleship Mikasa is the goal. Search through the uniform in the cabin. This room is on the third floor, south side. The third treasure is inside.



### CROFT IS TRYING TO HIDE

Now go to Yokohama Streets and look in the second alley on the left. Croft is trying to avoid the fate that awaits him but he provides another clue when found. Head to the Forest of Wind and follow the path until it splits right. Take the path, then turn around and immediately come back. When you appear on the main trail again, search there for the Treasure.

Speak to Croft in Yokohama for the final stage of the Treasure Quest. Look around the base of the Stone Lantern in Mr. Kawashima's home. Although there is more Treasure here, Croft won't be around to offer more when the party looks back on his position.

## The Captain's Quiz

Captain Kaneda, of the Mikasa, is more a man of trivia than a soldier. Indeed, later in the game, return to the Mikasa and speak with the Captain to play his quiz game. He asks a full battery of questions, and missing a single one is enough to stop a chain of victories. These are timed, so stay alert and learn as many of the questions as possible. Beat the Captain's Quiz to get the **Folas Crest**.

- Which item recovers a fallen character in battle? **Talisman of Luck**
- What kind of weapon is Joachim's "Timber?" **Squared Timber**
- What is Gepetto's weapon Fil Que Ibure plated with? **Copper**
- What is the effect of the Loincloth? **Attack Up**
- What is Yuri's weapon "Phantom Claw" made of? **Bone**
- Which of the following cures all Ring and abnormal status effects? **Daphne Fruit**
- What is the name of Blanca's weapon which is renowned among the whetstones? **Whetsone Plus**
- Which of the following is the accessory that prevents Petrify? **Feather Bracelet**
- Which of the following recovers MP? **Mana Leaf**
- What is drawn on the Seal of Strength? **An Angel**
- What is name of the practice sword that Gepetto lent Karin? **Flouret**
- Which of the following is the accessory that prevents Poison? **Shell Bracelet**
- Which of the following of Lucia's weapons has a full moon drawn on it? **Luna Fan**
- Of the following always helpful items, which has the greatest effect? **Mana Extract**
- The high-level accessory that doubles attack power and causes Hit Areas to disappear? **Mind's Eye**
- Which of the following raises a character's maximum SP? **Seal of the Soul**
- How many sheets are in one pack of Tissues? **Eight**
- Which of the following is the accessory that prevents Instant Death? **Leonardo's Bear**
- Which of the following groups of animals is Anastasia's Blue Serpent the egg of? **Reptiles**
- What is the name of the organization that gives out prizes for winning the lottery? **World Lottery Association**

## Monster Quiz

Uzawa is a stinky member of the Yokohama Streets. He stands in a white suit on the north end of town, almost at the edge of the map. He thinks that he knows everything about monsters, but you can prove that he isn't the only one. If you answer a full bevy of his questions, Anastasia gets the **Steel Egg**, her second-best weapon.

- Phoenix, which is found in Mt Fuji, has how many feet? **One**
- The "Limestone Path" formed of Astaroth's fallen power, has energy flowing through what animal? **A Dog**
- The earthworm-like monsters who function as Idar Flamme's antibodies are? **Megafilaria**
- "Ducky Toy" which appears in Domremy Village, is a toy monster that looks like? **Drakes**
- The lower-ranked members of the Iron Soldiers that appear in the Mikasa are? **Akashiro**
- What is the name of the monster that appears in Manmarina Isle that was bought by Karera? **Andre**
- Veronica's pet Oscar, formed of a synthesis of monsters, is synthesized from what animal? **A Doberman**
- In the alternate world of the Foreigner's Cemetery, the monster that is a Yin-Yang flag with its own will is? **Pera Pera**
- "Damz," which appears in the Ronda Mines, is thought by humans to resemble? **A Scorpion**
- The gangster that appears in Le Havre brandishing a wooden club is? **A Thug**
- "Jill," which appears in the Gallery of the Dead, is the soul of what turned into an earth spirit? **A Noble Woman**
- The name of the unmanned flying machine created by the Imperial Army that appears in the Mikasa is? **Flying Drone**
- What is the favorite thing of Veronica's summoned monster, "Meursault"? **Liquor**
- Who is the highest ranked in Lenny's secret organization? **Lenny**
- What is the other one of Veronica's summoned monster pair, Castor? **Pollux**
- The "Snail" that appears in the Ardennes Forest carries what on its back? **A Skull**
- "Catherine," which appears in Manmarina Island, is a spirit of? **A Tussock Moth**
- What is the object tied around the head of the "Iron Claw Admiral"? **A Red Cloth**
- The body of "Peryton," found in Russia, is that of a bird. Its head is that of? **A Deer**
- What is the name of the machine that Dr. Hojo constructed for himself? **Master Cylinder**

## Wrestler Quiz

Return to Nihonbashi after all of the events in the area. There are several serious fans near the left side of the wrestling ring who like to test each other on wrestling knowledge. They have a quiz for people who imagine themselves true wrestling fans. Review your own collection of wrestling cards and plunge into this manly test of knowledge. Clearing this test grants Anastasia's final weapon. The gentlemen here give you a **Silver Angel**, one of five needed.

- Mr. Malsel represents France. What is his occupation? **A Sommlier**
- The world's largest sommlier is Mr. Malsel. What's in his right hand? **A Wineglass**
- Doctor Oliver, who represents Germany, is in what medical field? **Gynecology**
- Mr. Doctor, Oliver. What is he carrying in his right hand? **Clipboard**
- Mr. Mikkoli represents Italy. What's his occupation? **Chef**
- Mr. Mikkoli is the owner chef. What's in his right hand? **A Frying Pan**
- Mr. Prowrestler represents India. What is the color of his underpants? **Black**
- The masked wrestler who's just a little shy. What's the smell from his waistcoat? **Curry**
- Mr. Oblai represents America. What is his soulful hairstyle called? **An Afro**
- The popular musician is Mr. Oblai. What's his instrument? **Saxophone**
- Mr. Enrique represents Spain. People call him the "xxx of Northern Iberia?" **Crimson Wind**
- The ultimate matador is Mr. Enrique. What's in his mouth? **A Rose**
- Mr. Calvin represents Russia. What's his occupation? **A Ballerino**
- About the incredible ballerino, Mr. Calvin. What is the play he acted all by himself? **Swan Lake**
- The skilled detective who represents England. His name is? **Ashley**
- About the skilled detective, Mr. Ashley. What does he do on his days off? **Read Books**
- Mr. Samurai represents Japan. Today too he goes to town naked, and his name is? **Ogasawara**
- The last samurai, Brother Ogasawara. What is the color of the loincloth he wears? **Red**
- How many Builders do *not* have something in their hands? **Two**
- How many Builders face backwards? **One**

## Pedometer

A woman in Florence, named Healthy Rooney, is extremely interested in fitness through natural walking. As such, she gives the party an accessory when they meet her. This Pedometer measures a person's steps when they are in a hostile area. Equip the Pedometer like a normal accessory and let the steps accumulate. The woman is located in the southeast side of Florence throughout the entire game.

You can trade in these steps for various prizes, but the unlisted treat at the end of the journey is the best of all. Go over 10,000 and the woman hands over Karin's final armor without deducting a single step from your tally.

Two additional accessories are available to improve the pedometer. The **Step Doubler** and **Step Tripler** do exactly what their names imply. To acquire the Step Tripler is only available at one point in the game: when you assault the Hojo Research Lab.

# OF STEPS	ITEM RECEIVED
500 steps	Mana Extract
1,000	Pure Extract
2,000	Replacement Man
3,000	Will Power
4,000	Strongoids
5,000	Bat's Gold
6,000	Hit Area Expand
7,000	Strike Expand
8,000	Getitup!
9,000	Ultra Belt
10,000	Microskirt



# SHADOW HEARTS. COVENANT

## OFFICIAL STRATEGY GUIDE

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BradyGames® Publishing  
An Imprint of Pearson Education  
800 East 96th Street, Third Floor  
Indianapolis, Indiana 46240

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ISBN: 0-7440-0483-7

Library of Congress Catalog No.: 2004113351

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 04-1 shows that the first printing of the book occurred in 2005.

08 06 05 04 4 3 2 1

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### AUTHOR ACKNOWLEDGEMENTS

First and foremost, I really want to thank my husband, Michael, for being the wonderful and supportive man that he is. It is his care and attention that has strengthened me and helped keep my sane. I couldn't be the person that I am without his help.

I'd also like to thank Tim Cox for the wonderful editing work and helpful suggestions that he had in the making of this guide. Also, the entire design staff of BradyGames deserves to be applauded for all of their hard work.

Finally, thank you to Midway, Aruze, and Nautilus for all their work in making such a great game. It's been an absolute pleasure in playing *Shadow Hearts: Covenant*, and I hope that we can expect a *Shadow Hearts III*.

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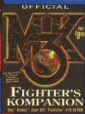
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1993



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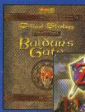
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1997



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1999



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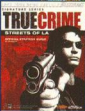
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