

StarOcean

Targhan

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REVISION HISTORY

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Chapter 1

StarOcean

1.1 Welcome

StarOcean: The Second Story

AmigaGuide by Targhan

Version 0.8

Picture

Welcome to a comprehensive Amigaguide for Star Ocean the second story. First, I must make clear that this is a compilation of several other FAQs available on the web, and in particular gamefaqs.com . I am not ripping off other people's work! I have just decided to 'AmigaNise' those FAQs into something a little more useful for us!

Please proceed to the
INDEX
to skip the boring
update stuff.

Also, I've added some
pictures
for effect!

This is the first release of the AmigaGuide to StarOcean.
Still left to do:

- Add the other half of the Claude FAQ.
- Add the Rena FAQ.
- Clean up some more of the text.

1.2 Index

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- Cluade's Walkthrough
- The StarOcean Cookbook
- Ending Relations FAQ
- The Item Creation FAQ
- A Good Money Cheat
- Credits and Kudos
- Rena's Walkthrough
- **** Not active

1.3 Who is responsible for this mess?

Star Ocean: The Second Story Claude Walkthrough

Sony PlayStation

North American Version

Version 1.0

Made by Exdeath

E-Mail: exdeath@earthlink.net

Page: <http://gannex.simplenet.com>

Exdeath's Star Ocean: The Second Story Claude Strategy Guide

This is the Star Ocean: The Second Story Claude Strategy Guide. This copyright belongs to me and may not reproduced in any way without consent of me. This is freely distributed as long as the copyright remains. You may use this Strategy Guide only in its entirety, but give me full credit where it is due. This Strategy Guide refers to the North American version of the game. I also made a Star Ocean: The Second Story FAQ for both the Japanese and North American version of the game as well.

This FAQ is not yet totally complete. If you have something to contribute, please mail me at <exdeath@earthlink.net>.

1.4 Claude's Walkthrough

Contents:

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.

Walkthrough

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Chapter 2
: The Treasure Hunt

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: The Fate of Clik

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: Abduction at Mars

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: Ashton

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: Ashton's Subquest

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: Lacour's Tournament

Chapter 8
: Opera's Subquest

Chapter 9
: Linga

Private

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1.5 Version of the Claude Walkthrough

Version Info:

-Version 1.0 (5/10/99)

- *First walkthrough for the English version
- *Made conversions to suit English version
- *Started Claude's walkthrough
- *Private Action List started
- *Claude's walkthrough complete through Linga

-Coming in next version:

- *Completed walkthrough of the game
- *Complete coverage of the bonus dungeon
- *More items added

1.6 Notes

Notes:

This is the preliminary version of my Star Ocean: The Second Story Claude's Scenario Walkthrough for the North American version of the game. This version covers the entire North American version of the game, and everything should be correctly translated. Make sure to let me know if anything is translated incorrectly for the English version of the game.

I have written an entire FAQ for Star Ocean: The Second Story in addition to this walkthrough. Make sure to get the FAQ along with this walkthrough, as it covers all of the things that are needed to know about the game, including Item Creation data, and such. I have translated my FAQ from the FAQ I originally made for the Japanese version of the game, so some things could still be translated incorrectly. I want to be as exact as possible, so contact me if I have made any mistakes.

Also, I made both the Claude and Rena scenario strategy guides at the same time, so a lot of information is copy and pasted from here to there, as I made the walkthrough for Claude's scenario first. Since the game is very similar besides a few plot twists, there is a fair amount of differences, but not too many. If you want to correct any false information I have given, please tell me as soon as possible.

I have made my Star Ocean: The Second Story FAQ to accompany this walkthrough. You can get my Star Ocean: The Second Story FAQ from one of two locations:

<http://gannex.simplenet.com>

<http://www.gamefaqs.com>

Many of the sections here are not complete yet, so I'm expecting having to update this guide very often, as I plan to make the most complete guide for this game on the internet. I welcome submissions to this guide, and if you would be kind enough to give me information that you have and I don't.

For any submissions you wish to make, be sure to mail me at <exdeath@earthlink.net>.

-There are many Pickpocket items that haven't been translated. It's very hard to find all of the items that can be pickpocketed, and until I pick up the official guide, I won't be able to translate them myself, because I don't have any idea what some of the items will be translated as. If you know what the proper translations are for any of the items I don't have the proper name for, please mail me. I appreciate any help I can get with this.

-I have started what will become a very large Private Actions List. I intend on finding all of the unique Private Actions in the game, and recording them here. If you have any *unique* Private Actions (ones that can only be done in certain parts of the game), please submit them to me. It is pretty small so far, but I have a lot of the more important Private Actions. Help on this section would be really great.

1.7 Intro

Introduction:

image

Star Ocean: The Second Story is a unique Role Playing Game for the Sony PlayStation console. Star Ocean: The Second Story is unique in its combat system, skills system, emotional system, and story.

Star Ocean: The Second Story is actually the second Star Ocean game, the original Star Ocean was released on the Super Famicom in Japan in 1996. The original Star Ocean was a 48 megabyte cart, and used the full abilities of the Super Famicom. Star Ocean was made by Tri-Ace, and published by Enix (who is famed for many popular games including the tremendously popular Dragon Quest series of games).

Star Ocean was one of the unique games, simply because it was so original for a Role Playing Game. Almost every Role Playing Game to date has used a turn-based type of system in combat, but Star Ocean came through to create a very unique active-time system in which everyone attacks and uses their abilities at the same time, making strategy in location a big aspect in battles.

Star Ocean: The Second Story begins 30 years after the original Star Ocean left off, when Ratix and his friends destroyed Jie Revors and restored peace to the world, and cured the Roakians of the stone disease. Claude is the son of Ronixis, who was made a hero by the Federation for his work with Ratix in destroying Jie Revors. The story begins when Ratix is on his father's ship, and later on an away team.

Star Ocean: The Second Story was made by Tri-Ace. Tri-Ace has made other great games like Tales of Phantasia. Tri-Ace has a great page that gives a lot of information about their games.

Check their page out:

<http://www.tri-ace.co.jp>

Also, please note that Claude's name in the Japanese version of the game is Crawd. This is a translation I really don't agree on, but if I make any mistakes through this walkthrough and call him Crawd, please tell me. The reason I think this is a stupid translation since at the end of the Japanese game in the credits it actually says his name is "Crawd" in English, so I don't really know what Sony was thinking when they made his name "Claude".

1.8 Meet the Terms

Star Ocean: The Second Story Glossary:

Star Ocean: The Second Story contains many Japanese terms that could confuse the player. Star Ocean: The Second Story is a big game, and you'll probably need to know most of these terms for the game, especially if you care about your character's ratings toward the other characters.

Aijodo (Love Level): The variable that measures a character's love toward another character. This value is used to determine pairings of opposite-sexed characters in the many endings.

Kanjodo (Emotion Level): The variable that measure's a character's feelings toward the other characters in the group. Encompasses Aijodo and Yujodo.

Kobutsu (Favorite): Favorite food or drink. The special foods and drinks can be used on the characters, and if it's their favorite, it will usually heal them to full HP every time.

Hissatsuwaza (Killer Moves): Refers to a special technique in a specific fighting style. They are gained through level-ups. Only the fighting-type characters can use Hissatsuwaza.

Item Creation: Star Ocean boasts a unique system of making your own items by mixing or customizing different other items. There are many different kinds of Item Creations, check the "Item Creation" section for more info.

Jukurendo (Proficiency): The level of each Hissatsuwaza and spell. Each time you use a Hissatsuwaza or spell, this number goes up by one, excluding the spells that don't increase at all.

Jumon: An individual spell. Pretty much the same as Monshojutsu.

Monshojutsu (Crest Skill): This is what magic is called in Star Ocean: The Second Story. The magic of the Star Ocean world.

Private Action: A special part of the game in which characters split up and move into towns on their own, so you can associate with your own characters.

Skill Points: Points that each character gains after gaining a

level. You can distribute these points on skills. Sometimes Preferred to as SP.

Super Tokugi (Super Specialty): A skill that characters possesses, Super Specialties are different because every party member helps to contribute to each individual use of a Super Specialty.

Tokugi (Specialty): A single skill a character possesses.

Zokusei: The type of attack/defense an item/weapon/armor/spell has, like Fire or Ice.

Yujodo (Camaraderie Level): The variable that determines how friendly characters are toward each other. This also has effect on the endings, it determines pairings of same-sex characters at the end.

1.9 The Beginning

Walkthrough:

Here is the complete walkthrough for the North American version of Star Ocean: The Second Story. This is obviously going to be the biggest section of this guide, and it should tell you all of the information you need to know about beating the game.

--Chapter 1: The Beginning of a Journey--

"The vast expanse of the universe caught the imagination of 10 billion people, and presented an unlimited number of possibilities

to them. From these were born an uncountable number of dreams and aspirations. Of course, some of them are evil. That fact was confirmed in Sector Gamma when intelligent life forms from Planet Rezonnia started a war with the Earth Federation and drew them into a violent series of battles. Universal Year 342. In that year, a man on the battleship Calnus led the way to victory against the Rezonnia forces. In Universal Year 342, he went to the undeveloped planet Roak, solved an incident involving a mysterious virus, and stopped the leader of Planet Fargett, Jie Revorse, who was controlling Rezonnia behind the scenes. In reward for his merits, at the young age of 38, he was promoted to Admiral. I respected my father for that more than anybody. I grew up believing that being an officer of the Federation was a wonderful thing to do. But I am myself. I am not just a puppet of the Federation as the son of Admiral Ronixis J. Kenni. But, here I am now..."

After watching the opening cut scene and spoken text, the game opens with Ronixis, Claude, and other crew members investigating a newly found planet, Mirokinia. The crew finds that there is a very large energy field on the planet. The crew's ship, the Calnus, fires many rays at the planet, but it is absorbing them all. Ronixis talks to Claude about what is happening and gives you a Phase Gun Killer Move. Ronixis and Claude decide to take an away party and beam down to the planet to investigate. The away team beams down to the planet, and Ronixis decides that the crew should take a look at a large dome.

When upon reaching the dome, the party splits up and attempts to look for a way to open the door. Walk to the control panel and press the

action button. Claude calls Ronixis about it, and the officers attempt to work on opening the dome. The crew eventually is able to open the huge dome, and steps inside. Walk towards the dome. Ronixis warns Claude to not go any farther, but Claude goes ahead anyway. Claude finds a pod of some sort. The pod emits a bunch of coordinates and says "Opening gate". Claude gets sucked into the pod and is taken from the planet. Ronixis and the chief science officer run up to the place Claude was, and Ronixis blames himself.

Claude finds himself in a forest. Claude calls around, but none of the others are there. Claude even attempts to contact the ship from his communicator, to no avail. Claude realizes that he is in trouble, and that he needs to figure out where he is. Claude believes that this planet is fairly a non-technological planet, because of all of his surroundings. Claude just begins to walk out of the forest area when he spots a girl with blue hair, and he sees that a gorilla is about to attack the girl from behind. Claude runs forward and engages in attack with the gorilla.

Boss: Gark

HP: 2,000

No strengths or weaknesses

This isn't really a boss, but you cannot damage Gark with your normal attack. Just use the Phase Gun Killer Move that Ronixis gave you on the Calnus. Just keep shooting the Phase Gun until Gark is gone, as it will only take about three shots.

After slaying Gark, Claude realizes that he used his Phase Gun and begins to worry that he has broken the "Underdeveloped Planet Protection Treaty". Claude asks if the girl is alright, and the girl eventually becomes scared and runs away. Go to the next screen, and the girl apologizes to Claude for running away, and tells Claude that she was just very scared. The girl introduces herself as Rena Lanford, and Claude introduces himself to her. Claude asks where he is, and the girl is very confused.

The two start walking about to town. On the way back, RENA asks where Claude is from, and Claude says that he is from Earth. Rena asks what he is talking about, and Claude tells her not to mind, and just says that it is in a far off land. When the two enter the town, Rena tells Claude that this is her hometown, Arlia. Rena tells that she is going back to her house, and tells you to visit around the town and get to know the place that she lives in.

Arlia

*Items in Arlia:

Rose Hips, Leather Armor, 200 Fol, Resurrection Bottle, Strawberry Jam, Blackberry

*Pickpocket Data:

Blackberry, 10 Fol, Rainbow Diamond, Sour Syrup, 100V, Blueberry, 24 Fol, Stone, Ichigo Jam Resurrect Bottle, Fried Eggs, Vegetables, Necklace, 100 Fol, Silver Cross, 120 Fol, Idaten Ship.

*Village Information:

Arlia is a pretty average town, and no one in the village knows anything about anything that Claude has to talk about. The people pretty much only talk about how you look different and how Arlia is very average.

Go around through the village, collecting the various treasures (make sure to look in the houses as well), and talking to all of the people here.

Next, go to Rena's house. Rena is just talking to her mother when you enter. Rena is surprised that you are here, and Claude just said he ended up at her house. Rena welcomes Claude into her home and introduces him to her mother, Westa. Westa talks about how she told Rena not to run away, but often does anyway. Rena offers to give Claude a tour of the town, and Claude accepts. Now, if you go into the various houses in the village, Rena will tell you about the different areas of the village and what she does here.

After you are finished, go back to Rena's house. Westa makes a meal for Rena and Claude to eat. After you are finished eating, Rena talks to Claude about how her mother made too much food, and then she goes downstairs to help her mother with housework. Claude thinks about trying to find out where he is. Once you walk around, Westa will come upstairs. Westa will ask if Claude liked the dinner, and Claude says that he enjoyed it. Westa calls Claude the hero, and Claude wonders what she is talking about. Westa doesn't say a word, and then runs downstairs, sweating. You hear that Westa is upset because she accidentally referred to the hero in front of Claude. You wonder what is going on around the village. The elder of the town,

Regis, introduces himself, and thanks Claude for saving Rena in the forest. Regis asks Claude where he is going from Arlia, and Claude says that he is uncertain. Regis suggests that Claude is a hero, and not actually a traveler, and Claude is very surprised. Regis thinks that Claude is the hero since he had foreign clothes and the "Sword of Light". Claude insists that he's not a hero of any kind, and Regis tells Claude about the "Sorcery Globe", a large orb that hit down on the northeastern continent. Regis believed that Claude was the "hero" because of the timing of this disaster, the people believe that a hero will emerge in strange clothing a a "Sword of Light". Regis then says that if Claude insists it strongly, that he actually isn't the hero. Claude says that he didn't come here on his own will, and then Claude apologizes for not being the "hero" of the people. Rena then leaves, disappointed. Regis tells Claude to leave Rena alone for a bit. Regis tells Claude to not use the "Sword of Light", because the people of the world will be uneasy about it. Claude agrees, and puts the "Sword of Light" (the Phase Gun) away. Regis says that you can stay at his home for awhile, so go to Regis' home (the one of the far right), and stay the night.

When Claude wakes up, Regis says that you should go to Salva to get more information, and then gives you a Longsword. Go the Shingo Forest, and Rena will be in her hiding place. Rena apologizes for all of the trouble that Claude has been in, and Claude apologizes for not being the actual hero. Rena then tells Claude to leave her alone for awhile. As you leave, there will be a boy by the gate that will warn you that if you stray from the road on the way to Salva, you will be attacked by monsters. I recommend getting used to fighting outside, though, so just equip your Longsword and go

out and fight a few enemies. Once you feel strong enough, head to Salva.

Salva

*Items in Salva:

Heavy Ring, Rena's Hairpin, Portrait B

*Pickpocket Data:

Spectacles, Pet Food, Resurrect Bottle x 2, Dummy Doll, Gold Idol, 24 Fol, Triple overfermented sake, Liquor Bottle, Gold, Ruby, Magical Clay, 5 Fol, 12 Fol, Apple Jam, Mental Pot, Iron Greave, Silver Idol, 500 Fol, Blurry Photo, Wine, Artemis Leaf, Silver, Trikabut, Resurrect Bottle, Falsified Account book, Paralyze Check x 2, Idaten Ship, Crystal, Orgol

*Village Information:

Salva is a mining town that digs for rare ores to sell. The mine is closed because of the reoccurring earthquakes. The mayor of the town, Burns, is the chief excavator. Burns is on a journey currently, so his son Alen is in charge for the time being. People come to trade various items in Salva. People note that Alen hasn't been acting very normal lately.

Walk around town, and talk to everyone. Go into the weapon and armor shops to buy Claude some new equipment, as he'll need it for the coming dungeon. If you leave Alen's house, Claude will complain about not being able to get back to the Calnas. Now, head back to Arlia.

Right when you return to Arlia, Westa, Regis, and the town's priest are very worried, because Alen came to town and abducted Rena. Regis explains how Alen brought soldiers in and made Rena go along with them back to Salva. Claude wonders why the village people aren't doing anything to help Rena, and they say that they wouldn't risk putting Arlia in a counter-attack situation. Claude then offers to go and help Rena. Westa thanks Claude, and Regis says that he'll be alright since he has the "Sword of Light".

Go back into Salva. Everyone in town is talking about how Alen is going insane, and how he abducted Rena. Go to Alen's house, and the door will be locked. Claude will blast the door with the "Sword of Light", and then you can go inside the home. Indoors, Rena isn't anywhere to be found. Enter the door to the right on the first floor to find Rena's hairpin. Go to the statue in the room in the corner to find a secret passage. You will find a wounded man within the passage. The man says that Alen took Rena down into the mine to go to a strange alter, and tells you to find her. Go into the mine.

Salva Mine

*Items in Salva Mine:

Rose Hips, Blackberry x 2, Iron, Gold x 2, Spectacles, Blueberry

*Enemy Info:

Funnythief, Kobold, Lizardaxe, Vopatbunny

It is advisable that you are at least level 4 when entering the Salva mine. This is the first dungeon in the game, but it isn't a long one. Walk around for awhile to get used to the enemies here,

and to gain a few levels. None of the enemies are very tough here, just use Kuhazan if you have to attack from far away. Otherwise, just use normal attacks the entire time.

Travel through the mine until you get to the altar in which Rena has been tied down. Alen will tell Claude to back off, and Claude tells Alen to leave Rena go. Alen plans to marry Rena in the mine, and Rena begs Claude to help her. Claude frees Rena from the altar. Now, Alen creates a shockwave that knocks Rena and Claude back. Alen transforms into a hideous monster, and you must fight him.

Boss: Alen-Tax

HP: 400

Strength: Darkness

Weakness: Light

Alen is a very easy boss, just because his HP are so low. If you use three Kuhazan attacks in a row on him and they connect, he will be gone. Don't use Rena to attack him, as she has less of a defense power than Claude. If you don't have enough MP to use the three Kuhazans, just run up to him and attack him. You might lose some HP, but Rena will be there to heal you.

Once you have defeated Alen, Claude asks if Rena was hurt, and she says that she is fine. Rena says she has no idea why Alen is acting this way, as Alen seemed obsessed about something. Claude wonders how a human can take such a hideous form. Rena casts a heal spell on Alen, and he wakes up, not knowing where he is. Alen is totally oblivious to what just happened. Claude, Rena, and Alen all return to Salva. Claude and Rena tell Alen what he did, and Alen is very

sorry about everything. Alen says that when he saw the stone, it gave him a rushing feeling. Claude and Rena then return to Arlia.

Regis thanks Claude once again for saving Rena, and wonders what happened to Alen. Claude explains the whole story about how Alen was changed because of the rock. They talk about how the rock is much like the Sorcery Globe in that it turns people into monsters. Claude apologizes for using the Phase Gun again on the door, but he says it was necessary to save Rena. Regis asks Claude if he will go and investigate the Sorcery Globe. Regis thinks that Claude would be the best one to investigate it since it might help him find a way back home. Claude agrees to help Regis, and Rena asks if Claude will take her. Regis thinks it would be a good idea if Claude would take Rena because of her special healing powers. Claude says that he will take Rena only if Westa allows him to.

Go back into the house, and Regis will ask to talk to you before you go to bed. Regis tells Claude that he was expecting for Rena to go along with you, and Regis notes how Rena has special healing powers that no one else does. Regis tells Claude that Rena was found when she was very young, abandoned, and Westa took care of her. Regis says that no one has told Rena about this yet. Regis also notes that Rena was wearing a special pendant when she was found. Regis then tells you that you may go to sleep. As Claude is sleeping, he hears a knock on the window. If you go out onto the balcony, Rena will be there. Rena says she wants to talk to you. Go outside the house.

Rena says that her mother was very surprised when hearing that she wanted to go along with Claude. Rena says that Regis came in before

Westa could answer Rena, and Regis said that it would be a good idea. Rena also says that she wishes to find her real mother in the world, and has a new quest to undertake. Rena tells Claude about how she was found, and then you get to see a flashback to when Rena's father died. Rena wonders why she had a pendant when she was found, and then says that she thought her mother was caring for her when she was given it. Rena says that Westa has done a great job of taking care of Rena, but Rena would like to find her real mother. Also, Rena would like to know why she has special healing magic.

Before leaving the next day, Regis says that Claude and Rena should go to Cross Castle to meet the king so that they can get permission to go to Ell and locate the Sorcery Globe. Leave town and go north. Once you get to Salva, talk to Alen, and you will tell him that you are going to be investigating the Sorcery Globe. If you talk to him again, he will give you a Happiness Ring. Get any equipment you haven't gotten yet, and head north.

NEXT CHAPTER

1.10 TREASURE HUNT

--Chapter 2: The Treasure Hunt--

You are now on the main part of the Cross continent. You can now travel to all of the villages on the continent, but the main destination will be Cross Castle. If you'd like to purchase equipment from the other villages, though, that is also a good idea. Your next destination is

Cross Castle. It's a huge castle that is slightly north of Salva. Head there.

Cross Castle

*Items in Cross Castle:

Wooden Shield, Leather Helm, 500 Fol

*Pickpocket Data:

Paralyze Oil, Hosomi no Tsurugi, 20 Fol, Orichalcum, Iron, Pet Food, Spectacles, Cure Poison, Aquaberry, Fol Up Card, Leather Armor, 200 Fol, Weird Lump, Spectacles, Hakkiyoke, Osashimi, Pear Comporte, Long Sword, Blueberry, Kokuryuu "Sekidenya", 50 Fol, Blackberry, Pinboke Shasshin, Paralyze Oil, Magical Film, Leather Helm, Leather Greave, Sweet Syrup, 200 Fol, 200 Fol, Fruit, Cure Paralyze, 50 Fol, Hen na Ningyo, Anklet, 100 Fol, 500 Fol, Silk Robe, 80 Fol, Banded Mail, 200 Fol, Stink Gel, Aloe Jam, Beer, Magical Camera, Banded Helm, Hane Pen

*Village Information:

Cross is the center for most major trade and government on the Cross continent. It is a huge, bustling castle/town that has many shops, people, and a friendly kingdom.

*Note: In order to get Opera/Ernest to join the party, you must have seen the special Private Action here. To see it, just execute a single Private Action, and walk north, toward the castle. When you are in front of Cross Castle, a man with three eyes runs into you. He excuses himself, then runs off again. This is all you need to do, although you will need to do other things later.

You will want to buy the new weapons and armor here, but you will be getting some money from the king, so don't worry if you don't have enough money at the moment. Head to the castle, north of the village part of Cross.

When you get into the castle, Rena will register your names at the front counter so you can have an audience with the king. The girls at the front counter tell you that you will have to wait your turn, so you can go around to the different places in Cross Castle for the time being. Now, go around through the castle. There are three chests here, including 500 Fol, which you will need to buy some good armor later. After you've walked around through the wings of the castle, go back to the first level of the castle, and head north. The guards will now let you through to talk to the king.

When you talk to the king, the king will greet Rena. You will be able to ask him a few questions. Once you have asked the king all three questions, he will give you 600 Fol and a Passport to get to the El continent. He tells you that you should investigate the Sorcery Globe as soon as possible. Now, head out of the castle.

When you get back to to the village area, you will see a fight going on in town square. Claude and Rena stop to watch. You will see that two magicians are having a fight over a map that the female magician apparently had. The male magician threatens the female magician, and Claude runs up to try to settle the fight. The male magician becomes angry, and starts to cast a spell. The female magician quickly casts a fire spell, and the male magician runs away, telling her that she

will regret it. Claude now goes toward the female magician. Claude stops to see if the female magician is alright. She thanks Claude for helping her. She tells you that she got the map to look for a secret treasure in Cross Cave, and she wants Claude and Rena will go along. You have to go on this mission, so choose the first option. She now introduces herself as Celine Jules, and joins your party.

Now is a good time to buy new weapons and armor for your characters in the stores west of the village area. There is also a skill shop here, and you'll also eventually want to buy all of the first sets of skills. Make sure you have everything you need, and head to Cross Cave, it's a mountain with a cave opening.

+++++

Cross Cave

*Items in Cross Cave:

Blackberry x 2, Iron, Cure Poison x 2, Lavender x 2, ?Mineral (Rock), Magic Canvas, Tri-ball, Artemis Leaf, Sweet Syrup x 2, 700 Fol, ?Item (Aquaberry), ?Jewlrey (Reverse Doll), Green Beryl, Heart Barriers, Ancient Writings, Resurrect Mist, Feather Pen

*Enemy Info:

Alraune, Armedknight, Landworm, Slime

The enemies in Cross Cave not very tough at all. Most of them can be taken out fast with just a few normal attacks from Claude. You really shouldn't need to gain many levels here, but if you're feeling weak, go ahead. The area has many useful treasures and is pretty large, and is kind of like a small maze.

When you get to the northeast area of the maze, you will find a dead end. Your party wonders what you should do. Claude points out that the map says to cast a certain spell. Celine casts the spell at once, and part of the cave opens up. Your characters say to move on. Save at the save point, and continue on. In the next room, there are five treasures. Grab all of the treasures. Make sure you save the treasure to the north for last, though, since opening that will make you fight the boss. Once you have all of the other treasures, save on the save point in the previous room again, and open it. You don't even have to fight this boss, really, but it's useful for experience and Fol.

Boss: Gargoyle (2)

HP: 1,500 (each)

Strength: Darkness

Weakness: Light

The Gargoyles shouldn't be too hard. Just keep using Claude's normal attacks. If you need to, use the Shooting Stars Killer Move if you want to attack from a range. This will also give Rena time to heal Claude if he needs it. Celine can use Ray here, which also does a large amount of damage to them. Just keep pounding away on them one at a time with Claude, and they should be gone.

After you win, you will be able to leave Cross Cave. When you are at the exit, the party will split up. Celine thanks Claude and Rena for helping her so much, and Claude tells her that it was no problem at all. Claude suddenly asks Celine if she will join Rena and he. The characters are surprised, and Celine says she'll think about it. Now, Celine tells you that she will come along with you if Rena says it is alright with her. You now can pick from two options:

1) Come with us, Celine!

2) It isn't a good idea after all

This is basically your choice to keep Celine throughout the rest of the game. I strongly suggest taking Celine, since she is a strong spell-caster, and unless you plan on having both Opera and Ernest join the party, you won't even be able to fill your party to the full eight members. I highly suggest you pick option 1.

Your next destination is Clik, a port town on the north edge of the continent. You will have to go over a bridge to get there, and it is a fairly long walk from Cross Cave.

NEXT CHAPTER

1.11 THE FATE OF CLIK

--Chapter 3: The Fate of Clik--

Clik

*Items in Clik:

Lyre, Vegetables, Grain, Seafood

*Pickpocket Data:

800 Fol, 500 Fol, Breeze Earrings, Today's Menu, Flash Pot, Aquaberry, Graneshezo, Artemis Leaf, 100 Fol, Dummy Doll, Gatagata Knuckle, Beer, Wrecked Knuckle, Yasai, Hotcake, Extend Card, Discovery Card, Feat Symbol, Kokuryu "Ishidaya", Herbal Oil, 50 Fol, Senchuyasaku, Berserk Ring, Apple Crepe, Silver Cross, Ruby, Orange Sherbet, Silver Charm, Batlayer Ring, Egg Sandwich, 500 Fol, Weird Clothing, Robe, Magical Clay, Mandrake, Sapphire, Anklet, Iron, Fountain Pen

By the pickpocket data, it is obvious that there are very many awesome items you can steal from people in Clik. You normally won't have the 41,800 Fol you need to buy the Bandit's Glove, nor the special Pickpocket Specialty at this point, so you will probably pass these things up. If you do build your money up to 41,800, and get the glove, you can even steal from Philia in the Private Action, which gives you a certain item in which you can three random items. This can be extremely useful, so if you are a completist, go for it. :)

Head to the captain of the ship. He will say that you that you will need a special Passport to leave on the ship with the crew. Claude shows him the Passport, and he is very surprised. Claude tells him how he got it from the king of Cross himself. The captain tells you that you can ride with them to Lacour continent, but they are packing at the moment, so it will be delayed a bit. He tells Claude to look around in the village for awhile for the time being.

Go into the main square of the village. Claude says that he wants to sit down on one of the benches there. When your party starts to walk toward the bench, a boy runs past quickly, knocking you down. The party is now fairly angry for being knocked down. Claude notices that his wallet is gone! Your party must now find his wallet. The party members now describe him as being a small boy with blue hair. You will now have to look for the him to get your money back.

Talk to the villagers, specifically the kids playing near the docks. One of them tells you that he is near the bar. Go to the bar, in the first part of town (the part you entered from). You will find the boy, face to

the wall. Claude stops him, but lets him go to talk. He says he is a rich boy, and he only stole your money so that the other children would think he was cool, and so he could surprise everyone. Claude is slightly mad, but he will forgive him. The boy now gives back your wallet. Claude says that he will let the boy go if he shows them around town, so the boy now agrees. The boy introduces himself as Ketil, and he joins the party (he cannot fight, of course).

There are about five things you can do in town while you have Ketil in your party:

-After feeling a small earthquake, Ketil will ask you if you know about the fountain in the square. You can say yes or say that you don't. Ketil will tell you about the stores in the square if you tell him you don't know about it.

-Go into Ketil's house, and he will try to sneak up on a servant. Ketil's mother now comes in. His mother suspects that you are trying to kidnap Ketil, but his mother soon leaves.

-Go into the restaurant. The cook gives you a food sample for free. All three are unique Japanese dishes.

-Go to either the ice cream shop or the crepe shop. You can now buy Ketil either a vanilla ice cream from the ice cream shop, or a banana crepe at the crepe shop.

-Go to the clothing store. Ketil will get various clothes, and ask one of your characters to try them on. You now get to pick which character you want to wear the clothing (you can pick from Claude, Rena, or Celine). No matter which character you choose, the other characters will laugh at that

character, but then apologize.

Once you are done, go to the other children at the docks. Claude, Rena, and Celine get Ketil to play with the other children. The other children will now accept Ketil as a friend, and play with him. Now, you can go to the boat. Head to the captain.

The captain will tell you that they still have some last-minute packing to do, so he tells you to gather your items that you need. Now, walk into town square. A huge earthquake will occur, and you get to watch an awesome scene showing Clik's destruction! You end up on a hill, with the survivors. The captain tells you that he can't do anything since he doesn't have a boat, and gives your Passport back. Now, go north a little. You see what was left of Clik being washed away by a title wave (this town isn't very lucky). Go head north, and you will find Ketil. Ketil will tell you that he found one of his friends, but couldn't find the other. He will also say he doesn't know where his mother is, but he knows she will be alright. The next real destination is Mars, a town to the east, but not as far east as Herlie.

NEXT CHAPTER

1.12 ABDUCTED

--Chapter 4: Abduction at Mars--

Mars

*Items in Mars:

Sour Syrup, Purple Mist, Silense Card, Silk Robe

*Pickpocket Data:

Robe, 120 Fol, 200 Fol, Ring of Sorrow, Boots, Fairy Glass, Ruby Wand,

Magic Rock, Kokumotsu, Silence Card, Rotten Milk, Legendary Box, Rose Hips, Wine, Angel Statue, Silk Robe, Herbal Oil, Magical Hat

Right when you get into the village, head to the house directly to the northeast. Celine's mother, Labe, notices her, and tells her to sit down and listen to the incident the elder is talking about. If Celine is not in your party, Celine will already be sitting down here. The elder tells everyone at the table about what happened. The night before, all of the village's children were found to be missing. The elder tells you that a messenger came to tell the people of Mars that some bandits had kidnapped the village's children, and are holding them for a ransom of 50,000 Fol and one of the village's sacred books, "Book of Secret Seals". Celine's father, Egras, tells you that that the forest was surrounded by a magical barrier, so if the bandits broke through the barrier, they must be quite strong. The party asks what the elders are going to do about it. They say that they hired a swordsman, Dias, to help save the children, because he is training for a special tournament in Lacour (the Lacour Tournament). The party then tries to persuade the elder to let them help handle this situation. Dias now gets made because he was offered to finish the job first. Dias leaves the room, hurling an insult at Celine. Celine now gets very mad at Dias, saying how he is very rude.

Now, you will see Claude and Celine standing outside of the house, waiting for Rena. Claude tells Celine that he admires Dias' strength, but he thinks that he and Celine should go on without him. Claude suggests that they get to finishing the job before Dias can. Rena will now come back. Rena urges to let Dias join the party. Claude tells Rena that Dias is bent on doing things himself, so he doesn't want to let him join. Rena gets rather angry

at Claude, saying "Claude may not need Dias, but I need Dias." Rena asks why Claude would say such a thing, and Claude tells her how he isn't about to let Dias join. Rena gets mad, and then leaves to join Dias. Celine tells you to get the equipment you need, and then head back to the elder's house.

Go to the weapon/armor shop to the south. There are many new and powerful weapons and armor here, but you probably won't be able to afford it all. Get everything you can that increases defense and offense, but don't get a Flame Sword for Claude (because you can find one in the forest). Also, buy as many Blueberries as you can. You won't have a healer, as you only get Claude and Celine, so your HP will probably run down pretty fast.

Go back to the elder's house to get some rest. In the morning, the village elders wish Claude/Celine off. Celine tells Claude that they will do their best to protect the village. Claude is thinking about something, and then realizes that Celine is trying to talk to him. Egras thinks that the group thing is foolish, saying that you all should have gone together. Egras says to remember that it isn't a competition, it is for the sake of the children. Egras tells you to help Rena and Dias if they get in trouble. Celine asks Claude if he was thinking about what Rena said, but Claude remains silent and enters the forest. You will now be in the Heraldry Forest.

++++
Heraldry Forest

*Items in Heraldry Forest:

?Herb (Rose Hips), Amber Robe, Smelling Salts, Dummy Doll, Flame Sword,
Mandrake

The Heraldry Forest is one of the hardest areas in Claude's scenario. The enemies here are very difficult, and since you don't have a healer, you

will have to rely on your healing items only. Most of the random battles are not too hard, but some of the mages here will cast multiple Starlight spells, doing quite a lot of damage to both Claude and Celine. You will also run into several groups of bandits in the forest, each of which have 500 HP. These bandits are very hard because they will often get their hits in before you have a chance to hit them, and sometimes multiple hits.

When you get the the third group of bandits, they will be extremely angry at the party for coming this far. You will learn that Dias and Rena have made it through while fighting bandits at this point.

When you make it through to the second save point in the forest, save and heal. Eventually, the Master of Heraldry comes. He says that since he has been helping the people of Mars, he has come here to help you. Claude now says that Dias and Rena probably beat them to finding the children. Rena asks Master of Heraldry how the bandits are, and he says "they're doing fine". Rena asks him what he means, and he reveals himself as Vermillion, the boss of the bandits, and tells Celine that he has killed her father. You must now fight Vermillion.

Boss: Vermillion

HP: 3,000

Strength: Darkness

Weakness: Fire, Light

Vermillion won't be very much of a problem if you're level 15 or so. Have Celine cast Ray continuously on Vermillion, and have Claude fight up close with his Killer Moves or normal attacks. If you have enough MP, you can probably even keep unleashing Air Slash Killer Moves until he dies. If you have the Flame Sword, it won't take many hits to kill him.

When you beat Vermillion, Celine tells you that you should go to help the children. Claude tells Celine that they should go back to the village first to see if everyone there is doing fine. Rena and Dias will now enter. They explain that they fought through the forest, and found the children in a cabin at the end of the forest. Dias sees Vermillion on the ground, dead, and asks Claude if he killed it. Claude says that he did, and Dias says to Claude, "I guess what Rena said was really true." Claude wonders what he means, and Dias tells Claude that he must be a good swordsman. Dias says that he sees that he and Claude will fight in the future. Dias now leaves. You must now go back to the village.

You are now in Celine's house. Claude asks if Egras is alright, and the elder tells him that Rena's healing magic will probably help him, and it looks like he will pull through. The elder is very surprised that Rena has such strong healing magic. Rena now tells Claude that it was amazing how he beat Vermillion by himself. Claude tells Rena that it wasn't just him, he had great help from Celine. Rena then tells Claude that it must have been a lot of work for Claude, then, because Dias praised his sword skills. Claude says that it isn't surprising that Rena likes Dias. Rena tells him not to get the wrong idea, and that Dias is like a brother to her. Claude then tells Rena that he hopes she finds her real mother.

In Celine's house, in the back room, Egras is lying down. He thanks Rena for using the healing magic on him. You now mention that you are headed to Herlie so you can get to El continent. Claude then asks Egras about the Sorcery Globe, and Egras thinks that the Sorcery Globe is causing the animals of the world to turn into monsters. Egras tells you to get more information first, though.

Later, Claude will be alone with Egras in his bedroom. Egras tells Claude that he thinks Claude is actually the hero, even though Claude denies it. Claude explains how Celine and Rena are also helping to fight. Egras will now leave.

In the morning, Claude will ask Egras where you should go first on the continent of El. Egras tells Claude that they should visit Lacour Castle, and the village of Linga to get their Ancient Writings translated, since Linga is known for its excellent scholars. He tells you to make a first stop at Lacour Castle, though. Your next destination is Herlie, to the east. It's the port town.

NEXT CHAPTER

1.13 Getting Ashton

--Chapter 5: Ashton--

Ashton's Mug Shot

This chapter is totally optional. If you want Opera to join your party, or if you don't want Ashton to join your party (you can't have both Opera and Ashton in the same party), head to the ship going to Lacour by boat, and skip this chapter. If you want Ashton in the party, read on.

When you first enter into Hilton, talk to the two men near the entrance. They will tell you that a two-headed dragon has appeared in the Salva Mines. Rena comments about Alen, and Celine asks who he is. Claude will ask the people for details, the men say that several warriors have gone to try to defeat the dragon. They will tell you to stay away from Salva Mine because it is dangerous. Head back to Salva Mine. ^_^

In the mine, a soldier will tell you that the mine is off limits because of the danger. Claude boasts his strength, and the soldier eventually lets you enter. The soldier tells you that another warrior just went in, and not to get in his way. Rena wonders if that warrior is Dias.

Go into the new section of the mine that you couldn't go into earlier. It's to the west of a sign on the west side of the mine. The monsters here are much tougher, so make sure to be at full HP/MP.

Salva Mine

*Items in the new area of Salva Mine:

Maple Syrup, Brigandy, Iron, Aquaberry, Gold Pierce, Cinderella Glass, Diamond, Star Ruby

Go farther into the mine and collect the treasures. You will eventually see a warrior in a blue robe walking around. Claude asks who that man is and Rena says that it must be the warrior that entered before them. Follow the man. Keep going the way that the warrior has gone through the mines, and you will see him fighting with the dragon. Claude tells you that the passage is way too small that everyone can fit in. Your party members basically just cheer the warrior on. ^_^ The man turns around and asks you to be quiet. While the warrior has his back turned, the dragon sneaks up on the man, and graf its two heads on the man's back! Ashton looks around, wondering what happened. The party tells him that the dragons are on his back! The warrior gets mad, and blames you for distracting him while he was fighting. He forces the blame on you. Rena wonders what you can do to help him. The warrior tells you to search with him for a way to get the dragons off. You then get a choice:

- 1) Take responsibility
- 2) Don't take responsibility

If you take option 1, the man is very surprised, and thanks the party for understand him. The warrior introduces himself as Ashton Anchors, and joins your party.

If you take option 2, Rena says that it isn't your fault, since it was him who turned around to you. Ashton is angry, and asks the party if they really think it was his fault. Claude says that it probably was. The dragons will start fighting, and Claude tells the party to go run away from here. You can now leave the mine. If you go back to the man, though, you can still get him to join the party, and he introduces himself as Ashton Anchors.

Now, leave the town. Claude asks Ashton if he knows of any way to free the dragons. Now, the dragons begin to start talking. Rena starts to like the dragons. Rena asks if she can name the dragons. Rena names the dragons the blue one Ururun, and the red one Gyroro. Ashton now wonders what to do. Rena thinks that you may be able to find some information in a book. Rena says that there's many books at the elder's house in Mars.

NEXT CHAPTER

1.14 Subquesting with Ashton

--Chapter 6: Ashton's Subquest--

This is where the actual optional part comes in. You can either go right

to Lacour or continue the quest in trying to remove the dragons from the back of Ashton. This area is completely optional, but there are great items to be found, and a good place to gain some levels. I strongly urge you to do the subquest. If you want to go on the subquest, go to Mars. If you don't, then skip the rest of this chapter.

When you go into the elder's house, you will find numerous books on the shelves. You want to look at the "Book of Detachment". Claude reads it, and the book says that you need to have a "tear of the flying lord" in the "holy silver goblet" to detach the dragons. Crowd reads on, and he finds out that the silver goblet sleeps near the water in an ocean. Claude says that this could be referring to Coll Lake at the northwest end of Cross continent. Rena also suggests that the area inside in the ocean could be the Mountain Palace near the lake. Claude reads on, and realizes that to get the "tear of the flying lord", you must climb the necessary mountain and face a large monster. Claude suggests that the book may be referring to the bird that lives on the top of that mountain. Celine says that a demo lives on top of Lasgus mountain, to the west of Cross Castle (I don't know what happens if Celine isn't in your party). Claude says that the book states that once you have the tear, you have to recite the lines listed in the book. Ashton is very happy because he now knows how to get the dragons off. Claude says that once the dragons have been taken off, though, that they will be destroyed forever. Celine says that they should go as far to killing Ururun and Gyoro. Claude and Rena will agree, and Ashton starts to feel sorry for the dragons. Claude suggests to go to the Mountain Palace.

Go south of where Clik was, on the opposite side of the river. Climb to

the very top of the mountain. When you get to the Mountain Palace, there is a guard standing who won't let anyone without permission of the king enter.

Return to Cross Castle. Go to the castle, and talk to the king. You will explain the situation you've gotten into, and the king will eventually give you permission to enter, and 3000 Fol. Go to the Mountain Palace now and you will be able to enter.

Mountain Palace

*Items in the Mountain Palace:

Lunar Tablet, Crystal, ?Herb (Artemis Leaf), Resurrection Bottle, ?Jewelry (Shiny Earring), Cure Stone, Sweet Syrup, Crest Rod, Amber Robe, ?Mineral (Damascus), Trikabut, Fairy Toilette, Damascus, Emerald Ring, Fairy Statue, Cestus, ?Mineral (Orihalcum)

*Enemy Info:

Archer, Hood, Hounddog, Petragerell, Punnythief, Sandglass, Slimepool

The enemies here are pretty tough. It's a very good area in the game to build levels, though, since there is a guard that will refill your MP and HP if you talk to him like an inn. This is the first large area you will have Ashton in, too, so it is wise to gain some levels for him. Here are a few of the enemies here:

*Slimepools: Use Claude's "Shooting Star" Killer Move at close range, since they can't move very fast. The Slimepools are especially dangerous since they paralyze your characters often, and you probably won't have the needed remedy items like Liquor Bottles or Cure Potions at this point.

*Archers: Use Claude's normal attack on them quickly. The Archers are really dangerous since they shoot a barrage of arrows, and can pick off the spell casters (Rena and Celine).

*Sandglass: Shouldn't be too hard, use two normal attacks and they should be gone. Once you hit them, they become enraged, and use a powerful normal attack that does a lot of damage even if you have good armor.

Keep going through the dungeon until you find the Silver Cup. Ashton starts to get very happy, but Ururun and Gyoro are very sad. The rest of the party gets mad at Ashton because he said that in front of the dragons. :) Once this scene is over, an enemy drops down, and you must fight it.

Boss: Nightmare

HP: 9,000

No strengths/weaknesses

Nightmare is a pretty hard boss. She's fast and powerful, and Tetanus Wind is a very powerful spell. Keep nailing Nightmare with a barrage of the best close up Killer Moves you have. Ashton's Leaf Slash and Claude's Shooting Star Killer Moves will work well here. Leaf Slash is incredibly effective because Ashton can execute it quick, and before Nightmare can cast Tetanus Wind. Keep using the best Killer Moves you have, and healing with Rena. You shouldn't have too many problems unless you are at low levels.

After you win, the party stops. Clude asks the dragons if they hold a grudge against the party for trying to find a way to get them off of Ashton's back. Ashton says that the dragons are in an awkward position. When you leave, the party wonders who the "lord of the air" could be. The party says that you should check Iasgus Mountain, west of Cross. Go there.

Lasgus Mountain

*Enemy Info: Pylesherry, Shout

is a very short dungeon. The battles here are very hard, and you probably won't have Ashton at very high levels yet. The Pylesherry enemies cast Blood Suck, so you'll want to rush up to attack them at the very beginning of the fights. The Shouts will drain your MP very fast, but can't hurt you. They're a very annoying enemy in these respects. Try to avoid battles with them. Head up the mountain, it won't take very long to get to the top.

At the top of the mountain, you will find a huge nest. Nothing at all is here though. Ashton says that the "tear of the lord" should be here. Now, a huge demonic bird falls down near the party. Ashton apparently knows the monster. The party realizes that Ashton is not speaking, but the dragons are. Jin says that the dragons aren't powerful when attached to Ashton. Ashton (the dragons) then challenge Jin to a fight. You will now have to fight Jin.

Boss: Jin

HP 20,000

Strength: Fire, Wind

Jin is one of the toughest bosses in the game. Don't fight Jin unless you are at least at level 26 or so. Jin is very large and fast, and can fly across the screen at very high speeds. Jin also casts Master Attack, which is a powerful attack spell that will almost kill one character. If you see Jin gathering power, run up and attack him quickly, because that is the

sign that he's going to use "Master Attack". Jin also casts Light Cross, which will do a decent amount of damage to the party. "Head Splitter" is a great Hissatsuwaza to use. Celine should continuously cast Energy Arrow on Jin. Before Celine does attack magic, though, make sure Celine casts the spell of "Reflection" on every character, as this will raise your defensive power to a higher amount. This battle will likely take a long time to complete, so keep using your Blackberries on Celine and Rena if necessary.

After you defeat Jin, Jin bashes Ururun and Gyroro for attaching to Ashton. Ururun and Gyoro say that they were individual before, but now they know what it's like to have a good friend. You received the Demon-Bird Tear. Ashton is now himself (as opposed to being dragons ^_^). The party says that Jin must have really been jealous of the dragons. Ashton is really confused about what happened, and Rena asks if Ashton really wants to get rid of the dragons. He will eventually say "yes", but he is hesitant. You say to return to Salva and the mine there, since you must return to the place where the dragons originated to detach them.

Now, go to the first area that Ashton joined you. You say that all Ashton will need to do is chant the words in the book. Ashton starts to say the words, but the dragons start becoming sad. Ashton continues until the last line of the chant, but then he stops. Ashton says that he can't remove the dragons, since they have become a part of him. The dragons become happy again. Rena says that Ashton should join the party for good, so Ashton will join the group.

Now, head to Herlie.

NEXT CHAPTER

1.15 The Lacour Tourny

--Chapter 7: Lacour's Tournament--

Herlie

*Items in Harley:

Ring Mail, Sinclair Sabre, 1200 Fol, Leather Boots

*Pickpocket Data:

Rose Hips, Nikuman, Silence Guard, Bijobu "Usunigori," 200 Fol, Kokuryu

"Ishidaya," Senchuyasaku, 120 Fol, Shozoga B, Round Shield, Silk Robe,

Coconut Milk, Mixed Syrup, Care Tablet, Sanitized Gloves, Sadness Ring,

Sanbai-zojo-sake, Toro, Counterfeit Money, Fake Check, Ex-milk, Suede

Boots, Buckler, Tozoku Tebukuro, Mannenpitsu, Life Insurance, Happiness

Ring, Purple Mist, Ruby Pierce, Dried Plum, Special Medicine, Idaten,

Kawa no Muchi, Leather Whip, Twin Sword, Shrimp Gratin

*Village Information:

Not much new information is circulating in Herlie. There are quite a few refugess here from Clik. Herlie is a simple port village with many shops, make sure to buy everything you think you need here.

Once you've finished your shopping at Herlie, use the boat to cross over to Lacour continent. You'll arrive at Hilton, the port town of Lacour.

Hilton

*Pickpocket Data:

Umeboshi, 500 Fol, Bandit's Gloves, Silver Idol, Idaten, Sweet Syrup, Fruit, Magical Clay, Smoke Mist, Egg/Dairy Products, Spectacles, Magic Canvas, Yasai,

150 Fol, Super Ball, 200 Fol, Beer, Sanbai-jozo-sake, 25 Fol, Hyper Ball,
Shrimp Shumai, Leather Boots, Senkiyoke, Paralyze Check, Gyokarui, Blackberry,
Lavender, Pretty Idol, Feather Pen, Plate Mail, Plate Greave, Buckler, Idaten
Ship, Plate Helm

*Village Information:

There is much talk of the coming Lacour Tournament, a large competition in which fighters from all around the world gather together and fight in the sight of spectators for fun and glory. Others talk about how Dias should be showing up for the competition.

Go shopping for the weapons and armor you need. The shops here have many new items and minerals. You will likely have a lot of money here, so feel free to spend away. When you're ready, go to the in. During the night,

Claude wakes up, and goes outside. Rena secretly follows him. Claude tries to use his communicator again, but it is just static. Now, Claude looks up into the sky, and wonders if one of the stars there is Earth. Rena hides, and Claude walks back to the room. Rena then follows.

Do whatever shopping you need, and walk to Lacour Castle. It is a very large castle area, even bigger than Cross Castle was.

Lacour

*Items in Lacour: Star Ruby

*Pickpocket Data:

Kamikuzu, Orangeade, Bile Tear, Soybean Milk, 500 Fol, Fairy Tear, Extend

Card, Aqua Ring, Blueberry, Yasai, Silver Ring, Carrot Juice, Raspberry Jam,

Aquaberry, 600 Fol, 555 Fol, Cure Paralyze, 500 Fol, Gold Ring, Sandal,

Kudamono, Crystal, 100 Fol, Attack Pierce, Aquaberry, Smith Hammer, Damascus, Scribble, Nikurui, Sinclair Sabre, Oriental Blade, Green Beryl, Cestas, Bows Shaver, 500 Fol, Beer, Dulfolbiban, Yaegaki "Mu" Shizuku Shibori, Blueberry, 200 Fol, Beer, Blackberry, 100 Fol, Gold, Iron, Baselard, Broken Sword, Flame Blade, Hard Knuckle, Trikabut, Picking Ingredients, Tamago/Nyuseihin, Magical Clay, Magic Canvas, Magical Film, Leather Greaves, Hamburger, Anman, Round Shield, Banded Mail, Blueberry, Sinclair, Princess Ring, 500 Fol, Cow Steak, 300 Fol, Kudamono, Magical Clay, Anklet, Cestus, Daifuku, 50 Fol, Gyokarui, Boots, Buckler, Cure Poison, Spectacles, 100 Fol, Tozoku Tebukuro, Shikibo, Vanilla Ice, Top Quality Paper, Cinderella Glass, Blueberry, Tacky Adornment, 400 Fol, Hosomi no Ken, (Thin Sword), 150 Fol, Weird Lump, Hosomi no Ken, Blueberry, Long Sword, Crown, Heavy Ring, Twin-edge, Ruby, 150 Fol, 500 Fol, Iron, Pet Food, Poison Check, Orichalcum, Smith Hammer, Strawberry Jam, Mannenpitsu, Mannenpitsu, Mortarial Card, Pictorial Card, Paralyze Check,

Blackberry, 800 Fol, Aquaberry, Blueberry, 70 Fol, Maple Syrup, Sour Syrup,
Joshitsugami, Hane Pen, Reverse Doll, Sapphire, Silver Baretta, 50 Fol, Sour
Syrup, Triakbut, Mandrake, Crown, Triangle Flask, Hosomi no Ken, Mandrake,
Triakbut, Blueberry, 200 Fol, Boots, Leather Helm, Resurrection Bottle,
Kamikuzu, Blackberry, Twin Sword, Rot Bracelet, 300 Fol, Mannenpitsu, 12 Fol,
Blueberry, Wood Shield, Cinderella Glass, Leather Armor, Cinderella Glass,
Hane Pen, 600 Fol, Gold Ring, Harmonica, Pitch-black Earrings, Round Shiled,
600 Fol, Cure Poison, Frog, Necklace, Heppo na Kazari, 150 Fol, 200 Fol, 50
Fol, High Heel, Artemis Leaf, Tama no Hikari "Yukiyochu", Orangeade, 150 Fol,
Blackberry, Long Sword, Aquaberry, Bitter Juice, Choco Crepe, Carrot
Juice, Peach Ice Cream, Mannenpitsu, Fruit Milk, Apple Crepe, Maple Syrup,
Joshitsugami, Hakuto no Ice, Banana Crepe, Ringo no Crepe, Carrot Juice,
Silver, Fresh Syrup, Blackberry, Care Tablet, Silver, Care Tablet, Fresh
Syrup, Senkiyoke, Umeboshi, Choco Crepe, Vegetable Juice, Baselard, Orange

Sherbet, 20 Fol, Lavender, First Pierce, 120 Fol, Blackberry, Cinderella

Glass, Kokumotsu, Banana no Crepe, Beer, Orangeade, Wine, Beer, Dulfolbiban,

Wine, Magic Rock, Yamukei "Mu" Shizuku Shibori

*Village Information:

Everyone is very excited about the upcoming Lacour Tournament, which is to be held shortly. Many people talk about how people fighting must select a sponsor and enter fights according to the weapons and armor that the sponser offers. The weapon and armor shops here will not sell you things because they will only show their wares during the tournament to the fighting in the Tournament. Others hint atthe game's features like Item Creation and Specialties. Some hint about a young boy who is helping to develop a secret weapon.

When you first enter the castle, go to the castle area, and speak to the woman at the bottom of the counter. Rena asks about seeing the king, but the women say that audiences won't be accepted because the king has been bogged down with the tournament. Claude eventually asks Rena what she would think if he entered the tournament. Claude says that he heard that Dias would be fighting in this tournament, and he wants to see how strong he really is. Rena is somewhat shocked, but eventually agrees. The woman at the bottom of the front castle area (the receptionist) will sign you up for the tournament. The receptionist now tells Claude to find one of the weapon/armor sponsors before the tournament. It is a few days before the actual tournament now. Now, you will have to choose one of the four sponsors to fight with in the tournament. If you win, you get all of that sponsor's items, and some reward money, and you'll be able to meet with the king.

The sponsors are as follows:

*Counterpunch:

Equipment: Sinclair Sabre, Brigandine, Buckler, Plate Helm, Silver Greaves

Items: Sweet Syrup, Mixed Syrup, Blackberry

-Attack: 100

-Defense: 99

-Evade: 30

*Knockout:

Equipment: Long Edge, Leather Armor, Wooden Shield, Leather Helm, Leather

Greaves

Items: Sweet Syrup, Mixed Syrup, Blackberry

-Attack: 285

-Defense: 16

-Evade: 50

*Straight:

Equipment: Gusguine, Banded Mail, Knight Shield, Banded Helm, Plate Greaves

Items: Sweet Syrup, Mixed Syrup, Blackberry

-Attack: 250

-Defense: 46

-Evade: 60

Slayer:

Equipment: Waloon Sword, Ring Mail, Round Shield, Iron Helm, Iron Greaves

Items: Fruit Syrup, Fresh Syrup, Attack Bottle, Violent Pill

-Attack: 240

-Defense: 59

-Evade: 60

Keep in mind that if you make it to the championship match in the actual tournament, you will get to keep all of the items your sponsor provided you with. I recommend the "Knockout" sponsor highly. If you sign up with Knockout, you get the Long Edge, the best sword for a long time. Although the armor you get is fairly crappy, you will probably still be at least fairly powerful defensively anyway. "Slayer" is the most well-rounded of the sponsors, but the Waloon Sword isn't even much better than the current sword you have, and your prize after the battle won't be very good. Sign up with a sponsor.

The sponsor you signed up with confirms your sponsorship. Now, leave and go to the main part of the town, and the party will split up. The party says that you should just enjoy the town until the time of the fight. Go outside if you want to gain any levels. When you're ready for the actual tournament, go to the inn.

Inside of the inn, you can decide whether to wait awhile or get ready for the tournament immediately. If you decide to go straight through with the tournament you will go into your hotel room. In the room, Ashton (if you have him) says that he regrets being able to enter the tournament due to technical difficulties (the dragons). Rena starts to wonder whether or not Dias will really be entering. Rena tells you that she's going on a walk, and leaves the room. Ashton and/or Celine say that Rena has probably just been worrying about Claude. Your party goes to sleep for the night.

The screen fades away, and you will now see a message saying about how Rena always seemed to be very preoccupied with something during the days before the tournament. The next day, you will view the outside of the castle. Claude tells about how many people from all across the world came to view the tournament.

You will now wake up inside of the inn, and everyone is set to leave for the tournament. Go north, to the castle area. The receptionist will tell you to head to the battle area on the second level of the castle.

When you talk to the person at the counter, the receptionist takes all of your weapons and armor, and gives you the equipment from the sponsor. You now must wait in the waiting room until your match starts. You now get to see Dias walk in. Dias asks if his equipment is ready, the receptionist

says that he should check the store. Rena tells Dias that Gamgee's stuff isn't ready yet. Dias tells Rena that it isn't any of her business. Rena gets slightly mad at Dias, since she was the one that introduced Dias to Gyamgee. Dias now tells you that it was all a coincidence, and leaves the arena area. Claude now gets upset at Rena for giving help to Dias in the tournament rather than himself. Rena tells Claude that she is going with Dias, and Claude gets rather upset. Claude wonders which side Rena is on, and Rena wonders why Claude would say such things about her. Claude says "It's because of the things you do!", and Rena runs out, sad. Ashton and Celine (assuming they are in your party) will berate Claude for what he just did.

Enter the waiting room and talk to a few of the fighters here. After you speak with three fighters, a soldier comes in and calls for two fighters,

"Amon Rau" and "Claude Kenni". Your first match is now coming up. Your characters will now split up and encourage Claude, and your party members will be watching Claude. You can now check your equipment and items. You can also assign Killer Moves to Claude now. I suggest "Air Slash" and "Shooting Stars". You will now enter your first battle of the tournament.

*Note: It is very important to get to the last round of the tournament. If you don't get there, you can't get the weapons/armor you got from your sponsor, and you can't get the Sharp Edge. You will really *need* Sharp Edge because by using Customize with it you can make the best weapon in the game, and you can't get it any other way in the game. It is possible to proceed with the game if you loose immediately, but you will really want to get to the last round with Dias so you can get all of the items.

Amon Rau

HP: 2,000

No strengths/weaknesses

Amon Rau is really easy. Just keep doing normal attacks. If you're getting damaged on him, just keep using the Air Slash Killer Move. He should really be incredibly easy, though, so if you're taking big damage, you might have a tough time with a few of the future arena battles.

After you win your first fight, you will be able to wander around the area and find out what happened to Rena. Walk back to your party members that were watching you fight. Rena will arrive here just before Dias wins his match. Now, a guard will come in and tell Claude that it's his turn to fight, and the party will wish him luck. You can no check your equipment and items before you start the fight.

Dol Adan

HP: 2,750

No strengths/weaknesses

Dol Adan is also quite easy. Just keep using Air Slash Killer Moves at him from a distance, or Shooting Stars if you're in close. Try not to get too close to him, though, since he has a special punch that makes you dizzy. Get rid of him as soon as possible with all your long range Killer Moves. He's pretty strong, though, and if you took Knockout for the Long Edge, it could be quite hard. Just keep your distance.

You will now go straight for the third fight. You only have a chance to check your weapons and items, then you will have to go fight. This

fight is the hardest one so far.

Worzay Durahan

HP: 4,000

No strengths/weaknesses

This enemy is very tough. Dish out all Killer Moves that you can at him. Shooting Stars is very useful here. Keep Air Slashing until he comes near you, then dish out Shooting Stars when he is just in range for the long range Shooting Stars. Keep this up and you should win.

He is much faster than Dol Adan, though, so be careful. If you need to use your healing items, do so now.

*Note: If you are playing Galaxy or Universe mode, the enemies that

Dias fights are so incredibly tough that they can actually *kill*

Dias! Nothing special happens, though, and the game passes as if

Dias always won, but it's a fairly weird bug.

Now you will get a large break to explore the arena once more. Talk to a few people, then go back to your party. You will watch as Dias wins another battle very easily. Claude starts to get worried about fighting Dias, but he doesn't show it to the other characters. He will now get called back for the final match with Dias. You will get to fight Dias. Dias warns you that he will not hold back at all when he is fighting you.

Dias

HP: ????

You cannot win against Dias no matter how hard you try. You always do 0 damage to him, so don't waste your time. About the only thing you can do is keep using your Killer Moves so you can build up the Proficiency. ^_^ Just go down like a good sport.

Dias is announced as the winner. Rena runs out of the spectator area to find him. The rest of the party follows Rena. Your party will now end up in the waiting room, where Claude is stunned and has fallen. Claude will wake up, and he will wonder what happened, saying that he doesn't remember anything that happened at all. The party informs him that he lost to Dias in the final round. Dias will now enter, and the party will wonder what he wants. Dias tells Claude that it has been a long time since he had to get serious in a fight, and that Claude was a good fighter. Rena gets slightly angry because the two are fighting,

and Dias leaves. Dias says that they will meet again if the time comes.

The party will suggest that you pick up your runner-up prizes at your sponsor, and Claude will suggest that the party get going. You won't be able to collect the prizes if you lost before fighting Dias, though, and it's imperative that you get to Dias, so it wouldn't be a good idea to proceed without getting to Dias. Anyway, head to the weapon shop in which you were sponsored.

Go to your sponsor, and they will give you whatever that shop's prize was. If you picked Knockout, you will now get to own the Long Edge, and that will be the best weapon in the game for quite awhile. Now, head to the west side of town, and go into the lone house in which you couldn't enter before because a girl sent you away. You can now talk to Gamgee at his house, and he will talk to Claude about the tournament. He tells

you that Dias left something for you, and he gives you the Sharp Edge.

(Do *not* get rid of this sword! Don't sell it, don't make anything else out of it until you have Mithril! Don't sell it!!!) I hope I've gotten my point across, because the best weapon in the game can only be made from this sword. Several people seem to either sell the sword, or not even go to see Gamgee in the first place, so whatever you do, do not get rid of it.

Now, the quest continues, and your new mission is to try to translate the Ancient Writings that you found way back in Cross Cave.

NEXT CHAPTER

1.16 Opera's Subquest

--Chapter 8: Opera's Subquest--

Opera's Centerfold

This chapter is about the task you have to go through to get Opera in

your party. If Ashton is in your party, or if you don't want Opera at all, just skip this chapter and go to Chapter 9. For information on getting Opera, read on. To see any of the events that occur in this chapter, you must have seen the Private Action in Cross in which your character bumps into a three-eyed man. You cannot get Opera or Ernest at all if you haven't seen this Private Action. If you have missed that Private Action, skip this chapter.

Go back to Hilton. Go to the bar there, and you will see a scuffle with a man and a woman. The woman was in a drinking contest with the man, and the man answers the woman's question and says he hasn't seen anyone with three eyes. The woman eventually begins to leave the place, but then she bumps into your party. The woman asks you if you've seen a three-eyed man. Claude answers "Yes, I have." The woman says that she didn't think you

would have seen him. But then, the woman perks up again, and says "Oh, you said you did see a three-eyed man!". The woman is very surprised, and she asks you where you saw the man. Claude tells her that he saw the man in Cross. The woman thanks you and introduces herself as Opera Vectra. She now leaves the bar. To get her, you must follow her. Use the boat to the Cross continent and go to Cross Castle.

Talk to the king of Cross. You can now ask him a fourth question, about a woman with three eyes. The king tells you that she came here and left for the Mountain Palace after hearing about the three-eyed man. Claude says that it is a palace by the large lake of Coll. Claude asks the king permission to enter the Mountain Palace, and the king allows it. The king tells you to be careful, though, since the enemies in the Mountain Palace are tough. Before you leave, the king gives you 10,000 Fol. Now, head to

the Mountain Palace. It's on top of a ridge near the large body of water.

Mountain Palace

*Item Info: Lunar Tablet, Crystal, ?Herb (Artemis Leaf), ?Jewelry (Shiny Earring), Resurrection Bottle, Cure Stone, Sweet Syrup, Crest Rod, Amber Robe, ?Mineral (Damascus), Wolfsbane, Fairy's Cologne, Damascus, Emerald Ring, Fairy's Statue, Cestus, ?Mineral (Orihalcon)

*Enemy Info:

Archer, Funnythief, Hood, Hounddog, Petrogerell, Sandglass, Slime Pool

The king wasn't telling you the truth about the enemies in the Mountain Palace. The enemies here are the same that you've seen around Lacour and Hilton, and if you were fighting on the field on Lacour continent, you

won't have trouble at all. Just make sure you have the best equipment on each character from Lacour. The Petrogerells are slightly fatal though, since they can Petrify. The Slime Pools are also especially dangerous since they can Paralyze. If you don't have Dispel for Rena, make sure to bring several Cure Stones and Cure Paralyzes.

If you proceed on the east side of the cave, you will find Opera near a broken pillar. Opera is surprised that you were sneaking up on her, and she reacts by pulling out her large bazooka. Opera then realizes who it is, and asks you what you're doing here. Claude pulls Opera aside and asks her if she's really from this planet. Opera realizes that Claude is from another planet as well, and Claude wonders why Opera is here because it breaks the Interplanetary Protection Treaty. Opera really doesn't know what to say, and Rena asks what you are talking about. Opera chuckles a bit, and says that she's here looking for her boyfriend, Ernest, who ran

away to conduct research. Opera says that Ernest probably broke through here and is probably deeper in the cave. You now can choose whether or not you want to join Opera in the cave.

1) Yes, let's go together.

2) Maybe it isn't such a good idea.

Pick option 1 and Opera will join your group. This is basically the choice you have of having Opera stay in the group. If you pick the second option, Opera will go in the cave alone, and you won't be able to get her again.

If you pick the first option, Opera then joins the party.

When you venture deep into the cave, you will come across two red lizards that are on the ground. Claude and Opera say that Ernest probably came

through here and killed them. Opera goes close to the lizards, and they

suddenly begin to move. Claude notices their movements and is surprised.

You will now have to fight the two Flarelizards.

Flarelizard (2)

HP: 5000

Strength: Fire, Lightning

Weakness: Ice

The Flarelizards are a very tough battle, one of the toughest you will

have to face in the entire game, actually. You should be at a pretty

high level here, and Opera should probably have at least some strength

enhancing skills before you fight them. It's a wise idea to level up a

lot before you do this battle, because this battle is even slightly

unbalanced. Anyway, it is a very bad idea to fight the Flarelizards straight on with normal combat. They use a fire breathing attack that can kill characters outright, especially if you aren't at high levels. Give Claude Head Splitter and Shooting Stars Killer Moves. You will be using Head Splitter the most, as you can avoid damage from the area of the battlefield. The Flarelizards are very big enemies, and you will hit with Head Splitter often for a lot of damage. Opera won't be very valuable at all for this battle, but give her the Flame Launcher Killer Move anyway. The Flarelizards are strong to fire, but it's better than nothing. Make Celine continuously casting Energy Arrow. Focus on one Flarelizard at a time, and keep using Head Splitter. Try to avoid being in front of the Flarelizards. Once you destroy one, sandwich the other immediately and keep belting away with Shooting Stars or normal attack. It's a tough battle, but if you're at the right levels, you'll make it.

After you kill the Flarelizards, Rena starts to feel sorry for them since they were probably just protecting their home. Opera tells her that she can't feel sorry for each thing she's killed. Head in the east door and proceed farther into the cave.

The last room in the cave is empty, but it looks like it has been used fairly recently. It looks like a scientist of some kind has been here, and Opera says that it could be Ernest. Opera starts to wonder where she should look next, and Renas suggests that Opera joins your party to look for Ernest.

You can go to Linga now, but there is a special little subquest to get a special weapon you will use much later in the game. If you want to do this little quest, read on. If you don't want the special weapon, go to

the next chapter.

Go to Salva. You will find a traveler in a white outfit there, and he will say that he is lost, and wonders where Herlie is. Tell him that it is to the north. Now, go to Mars. He'll be lost again in the town. Tell him that Herlie is even more to the east. Now, go to Herlie and take a ship to Hilton. You will find Radol there again, and he'll still be lost! Tell him to take a ship back, and the city he comes to is Herlie. :) If you go back to Herlie, you can find him in a room in the inn, and he will thank the party and give you the Funny Slayer. You will not use the Funny Slayer for a *long* time in the game, as it has attack power of 1, and will be utterly useless for the normal game. It comes into effect late in the bonus dungeon, though, as it kills all enemies named "Funny" in one hit, no matter how much damage you do.

Your next quest is to get the Ancient Writings translated. Head to Linga,
it's to the east of Lacour Castle.

NEXT CHAPTER

1.17 Linga

--Chapter 9: Linga--

Linga

When first getting to Linga, I suggest doing a PA. This action will allow you to get Precis and keep you from getting Bowman, who (IMHO) is not as good a fighter as Prcis.

*Pickpocket Data:

200 Fol, Book of Renki, Counterattack Book, Spice Cake, Kokumotsu, Pet Food,

Mannenpitsu, Attack Vile, Iron, 1500 Fol, Promise Ring, Artemis Leaf, 300 Fol,

Wolfsbane, Magical Drops, Spectacles, Engineer Theory, Secret of the Earth,

Paralyze Oil, Bitter Lotion, Energy Tonic, Shock Oil, Smoke Oil, Friends of

the Forest, Operation Manual, Fairy's Cologne, Mannenpitsu, Hermes Theory,

Mad Mist

*Village Information:

Linga is a small and quiet town, but it is known for its University in which many people from around Expel are attending. The scholars here are studying many types of sciences, and Keith Klaser the famous linguist is home to Linga.

Make sure to do your shopping here first. The skill guild here has new sets of skills, and you'll want to pick them all up. The item shops here also carry many special items for Item Creations, so you'll want to pick some up here as well. Also, get a few Resurrection Bottles if you have enough Fol.

Go to the translator's house. It's in the center of the village on the left

side. When you go in, a man will stop you from going farther. You say that you need a translator to help you translate the Ancient Writings, and the man says that Keith is busy. He tells you that you need an appointment to visit with Keith, and it will be about a month before you will actually be able to speak with him. Your party is slightly mad, and the man forces you out of the house.

Go to the north end of town. Go to the small shop on the left side, and talk to the man there. Your party asks the man if he knows a translator.

The man says that he knows Keith. Your party asks the man if he could help them talk to him, because they don't want to wait a month because they are on the run. The man says that Keith has been busy translating scrolls and can't talk to people right now. Claude asks if a scroll from Cross Cave is good enough for him to translate. The clerk now introduces

himself as Bowman Jean. He says that if you can find a unidentified herb for him in the Sanctuary of Linga he will bring you to Keith. Claude is slightly surprised, wondering how he's ever going to find an herb that hasn't been identified yet. Bowman warns the party that there are many tough monsters there, but the party decides to go, since it's the only way. Go to the Sanctuary of Linga. It's the cave area right across from Linga village.

Sanctuary of Linga

*Item Info:

Ruby, Might Chain, Mixed Syrup, Rainbow Diamond, Poison Check, Rose Hip,

Twin Edge, ?Guard (Rune Buckler), Cinderella Glass, Spring Water, Bubble

Lotion Lavender, Aseras, Mandrake, Artemis leaf, Wolfsbane, Straight Punch

*Enemy Info:

Blackhound, Killerrabi, Mandrake, Ooze, Shynesslady, Wolfhead

If you went on either Ashton's Subquest or Opera's Subquest, the enemies here won't be too hard. This is a very good dungeon to gain experience in, and if you just acquired Opera, you'll want to build up her levels and skills here. This is also a good place to start building Killer Move Proficiency, because you will start to heal MP with stamina and you can keep taking trips back to Linga to heal. Both Mandrakes and Oozes can paralyze and petrify you, but it shouldn't be a problem now because you are sure to have Dispel for Rena now. The dungeon is shaped quite weird, and there are many twists and turns here that you can get lost in. It's wise to stop for awhile to gather the treasures and gain levels, and then go toward the end in one trip.

There are two types of herbs you can bring back to Bowman. The Clarisage and the Dillwhip. You can get the Clarisage very early in the cave, but you will have to venture far into the dungeon to get Dillwhip. I don't think it matters at all which herb you get, but the Clarisage has already been discovered, and the Dillwhip has not. It doesn't matter which herb you bring back to Bowman, though, because the story will proceed as usual and Bowman will still take you to Keith no matter which herb you get.

Fighting the boss at the end of this dungeon is optional, but to fight it, you must head through a wall in the northeastern area of the dungeon, and it is pretty tough to spot normally. You will have to fight three Visseyers.

Visseyer (3)

HP: 10,000

Strength: Void

Weakness: Light, Lightning

The Visseyers are pretty abnormal for bosses. They're not strong, but they have several strange attacks. Number one, they can poison you, but that shouldn't be too much of a problem because Rena will use Antidote on the party members that are poisoned. They can also eat your characters whole if you get too close to them. When a character is eaten, you will have to wait for the other characters to hit that Visseyer before your character can get out again. Your best bet here is to keep using long range Killer Moves, and Celine's attack spells. It shouldn't be too hard if you are at the right levels. Claude's Shooting Stars, Ashton's Leaf Slash, Opera's Flame Launcher are all useful Killer Moves to use here.

Once you've beaten the boss, Rena notes that this is probably a graveyard for many old creatures. You can now take the herb back to Bowman.

When you bring back the Clarisage, Bowman won't be too surprised because that herb has been discovered, but he will still take you to Keith because you are strong and your cause is good. If you brought back the Dillwhip, Bowman is very surprised because you are very strong to have found it in the cave with the monsters. Bowman will now take you over to Keith's house to talk to him.

When you get to Keith's house, Bowman will tell the man at the front to let them talk to Keith. The man goes in the house and comes back moments later, and allows your party in. Keith is working on translations, and is surprised when he sees how many people have entered his room. Bowman tells Keith that your party needs to get a certain scroll translated that

they found in Cross Cave. Keith tells you that he will work on your scroll, and Rena hands it to him. He says that the scroll is written in an ancient language that is different than normal. Keith says that he will be glad to translate your scroll, but it may take time. Keith then thanks Bowman for giving him the scroll, and the entire group laughs because someone as high and important as Keith is thanking someone.

Bowman now asks the party to stay at his house that night. You will then end up in Bowman's house. Go upstairs and into the bedroom, Bowman will be there. Bowman is surprised that you are researching the Sorcery Globe, and Bowman tells Claude that he might need someone with experience and knowledge of science, and basically asks to join the group if you didn't pick up Precis earlier through the Linga Private Action. You then have two choices.

1) Please join us!

2) But what about your wife?

If you want Bowman in your party for the rest of the game, choose the first option. If you're trying to make a decision here, I suggest *not* taking Bowman. In my opinion, he is the least useful of all characters in the game.

*If Bowman is in your party:

Your party wakes up and is ready to leave. If Bowman joined the group, a party member will say that he should say goodbye to his wife. Bowman says a general and casual goodbye to his wife, and tells your party that you should head to Lacour Castle to see what is going on. Claude

says that you could probably get a ship to El continent from there.

*If Bowman is not in your party:

You are waiting outside the door of Bowman's house. Bowman tells you to be careful on your journey. Bowman also tells Rena to look after Claude on the adventure. Rena hints at visiting Lacour continent. She says that you could get a boat from the king of Lacour to El continent.

Now, head back to Lacour Castle, and the adventure continues...

NEXT CHAPTER

1.18 Private Actions

Private Action List:

***** GO ON TO THE
CITY LIST

Every character in your party has his or her own affections for each of the other characters in the party. Characters with higher affection toward characters will assist that person more in the game through combat situations, like having an Anger Explosion

more often. The main factor that affects the emotional levels of the characters is through Private Actions. Here is a list of all of the one-time Private Actions in the game for Claude, and the results of each of the choices. If you have found a Private Action that I haven't, I would really appreciate if you would submit it to me, as I am sure I am missing many Private Actions since I have not gotten all possibly combinations of characters, nor have I gone to every village at every point in the game. Also, if you do give me a submission, make sure it is unique. I am not looking for Private Actions that can be done through the entire game.

Here is the key I will be using to note how much of a change in emotional level occurs:

5: Big increase in emotional level.

4: Slight increase in emotional level.

3: No change in emotional level.

2: Slight decrease in emotional level.

1: Big decrease in emotional level.

The corresponding number will be placed beside each choice you

make. The name in parenthesis that follows this number notes

who the character(s) is that will be affected by the choice.

NEXT CHAPTER

*

CITY LIST

*

1.19 Private Action Locations

The PA Locations

Arlia

Salva

Cross

Clik

Mars

Herlie

Hilton

Linga

Central City

North City

Giveaway

Fun City

Armlock

1.20 Cities

*Arlia:

Rena

Location: In Rena's bedroom before sleeping in Cross.

Rena says that she is remembering something that happened to her a long time ago.

(4)What happened?

(2)What were you like as a child?

(3)You should think about the future instead of the past.

Celine

Location: In front of the Item shop.

Celine is asking if Claude will accept a magical charm that

she found on a skeleton on a treasure hunt.

(4) I appreciate the thought, but I can't take it.

(5) Thanks, Celine!

Ashton

Location: If you have more than 2,000 Fol, he will be waiting

in the Item shop.

Ashton's dragons ask if Claude wants to buy a very expensive

helmet from the shop.

(4) Okay, I'll buy it!

(3) No way, it's a bit too expensive.

Bowman

Location: Inside the house of the two lovers.

Bowman is making fun of the newlyweds and Bowman asks Claude

about the entire situation.

(4)By the way, what exactly are you doing here?

(2)Is it like this with your wife?

Rena and Precis

Location: Right in front of Rena's house.

Rena and Precis are both talking about Claude, and eventually

ask him if he has a girlfriend.

(4)I don't have a girlfriend.

(4) (Rena)Actually, I'm going out with Rena.

(4) (Precis)If only Precis would be my girlfriend.

Opera

Location: On the balcony of the Elder's house. You can only

do this Private Action after you have bumped into the man

with three eyes in the Cross Private Action.

Opera looks out and says that from the south forest, you can

see the place where she made an emergency landing as she was

traveling across the galaxy.

After you see this, go back into the group and go south to

the Shingo Forest. Opera will find her ship there, and tell

the party about what happened. Claude thinks that Opera is in

a similar position to himself.

*Note: You *must* see this Private Action in order to get Ernest

to join your party!

NEXT CHAPTER

1.21 Cities

*Salva:

Rena

Location: In the weapon and jewelry store after you've talked to the king about the adventure.

Rena asks Claude what he thinks about a certain emerald pendant that is for sale in the shop.

(2) Hey, that's pretty.

(4) I don't really know that much about gems.

(5) Want me to buy it for you?

Celine

Location: In the jam/medicine shop.

Celine asks Claude to look for the jam/medicine shop owner so she can buy some certain items.

(3) I'll go look for her.

(2) Why don't we come back later?

Jam/Medicine Shop Owner

Location: By the construction site, but only after Celine has asked Claude to seek the owner out for her.

The store owner is wishing to be a singer, even though she doesn't look as well as she wants to, and eventually asks the party what they think about it.

(4) (All party members) Don't give up on your dreams so easily.

(4) (Celine) Dreams are dreams, you're living in reality.

Opera

Location: In front of the weapon/jewelry store.

Opera wants to bet with Claude whether or not the next person

to walk out of the weapon/jewelry shop will be a man or a woman.

(3) Sounds fun.

(2) It'll probably be a man.

(4) It'll surely be a woman.

(2) Nah, I'd rather not.

Bowman

Location: Outside of Alen's manor.

A girl is talking to Boman, and the girl asks Claude if he

knew of a disturbance that has happened in Salva.

(4) It's famous, so I know.

(4) No, I don't know. What happened?

NEXT CHAPTER

1.22 Cities

*Cross:

A man with three eyes (Ernest):

Location: On the way to the castle, but only if you haven't been to Lacour continent yet.

A man bumps into you and apologizes for being in such a hurry, and your character apologizes back. Your character wonders how a person can have three eyes.

*Note: You *must* see this Private Action in order to get

Opera and/or Ernest to join the party!

Rena

Location: In the church, but only if Rena and Claude already have a decent enough emotional level beforehand.

Rena tells Claude that she's like to get married in a church
some day.

(2) Eh, you really are a girl.

(1) Eh, didn't you already have your wedding?

(3) I'd like to get married in a place like this too.

Rena and Celine

Location: In the eastern ally, but only if the quest you do
in Mars has not been completed as of yet.

Claude sees that Rena and Celine are in a still conversation,
and Claude receives three choices to pick from.

(2) Approach them and join in the conversation.

(2) Apologize for interrupting, then eavesdrop.

(3) Leave.

Precis

Location: In the very southwest corner of the town.

Claude notices that a salesman is selling Precis a perfume

that will make men like her more.

(4) I've got to hurry to stop Precis!

(3) Sounds interesting, let's watch.

Ashton and Precis

Location: By the item shop, but only if you have at least

100 Fol.

Precis believes that the shop has taken advantage of her and

ripped her off, and she wants Ashton to back her up in her

findings.

(5) Go, Ashton!

(2) Wait, wait, wait, Precis!

NEXT CHAPTER

1.23 Cities

*Clik:

Philia

Location: North of the fountain near the center of town.

Philia is a townspeople who is pleading with the other townspeople to leave town, since she is prophesizing that the town will be destroyed in the near future.

*Note: If you do this Private Action, and then use the skill of "Pickpocket" on Philia, you will receive the very rare "Mischief" item.

NEXT CHAPTER

1.24 mars

*Mars:

Rena

Location: Outside of the food shop before Bugu Taikai.

Rena is pondering whether it is safe or not to be shopping

at an open-air store in town.

(4) Yeah.

(3) I dunno...

Rena

Location: Coming out of the elder's house after going to

Lacour, and only if Ashton is also in the party.

Rena and Claude run into each other, and Rena says that she

is some kind of monster.

(4)Your powers saved me many times, you know.

(4)Well, it's certainly not an ordinary power...

(2)Monster? You're not Ashton here.

Precis

Location: In the weapon store before the party visits Lacour.

Castle for the first time.

Precis wants to play a game of hide-and-go-seek with Claude.

(4)Some other time, I promise.

(2)I can't do something childish like that.

Ashton

Location: By the food shop in town.

Ashton asks Claude wheter he thinks Gyoro or Ururun is stronger.

(2)Gyoro is stronger.

(4)No, Ururun is stronger.

(4)Both are strong.

(2)Gyoro and Ururun are the same person, aren't they?

NEXT CHAPTER

1.25 herlie

*Herlie:

Bowman

Location: In Elanore's hosue, but only after you have received

the Metox Plant.

Bowman and Claude are to decide if Elanore's mother should take

a medicine that could have damaging effects on her.

(3) Gambling on the possibility to save her is in her best interest.

(4) She should live to the fullest in her last year.

NEXT CHAPTER

1.26 hilton

*Hilton:

Celine

Location: In the main hall of the inn in town.

Celine worries that if she gets bigger, she won't fit into her mage's clothing.

(2) Wh, what are you talking about?

(1) You shouldn't worry about your weight.

NEXT CHAPTER

1.27 linga

*Linga:

Precis

Location: Outside of the Jean Medicine Home, but only if Bowman is not already in the party.

Precis wants to run along with Claude to see the Sorcery Globe.

(5)Okay. Let's go together.

(3)No, we're not going to play here.

Precis

Location: Inside her home, but only if the Private Action with her in Salva was already completed to this point.

Precis' father asks if Claude would join them for tea.

(2) Okay then, I will.

(4) No, it's all right.

NEXT CHAPTER

1.28 Cities

*Central City:

Rena

Location: On the second floor of the large hotel, but only before doing all four of the fields.

Rena asks if Claude can spare a minute.

(2) Sorry, I'm kind of busy right now.

(3) What is it, Rena? (Rena speaks about where and how she was

born, since she knows she is different from the others)

(4) Well, you're a Nedian, that's for sure.

(5) You're our friend, right?

(2) Well...I don't really know myself.

NEXT CHAPTER

1.29 Cities

*North City:

Celine

Location: In the inn before clearing all four of the fields.

Celine tells Claude that he should get his fortune read by someone.

(2) No thanks, I'll pass.

(3) All right. (The fortune teller asks what you want to know about yourself

(2) About my luck.

(3)About the result of my training.

(5)About my compatibility with Celine.

Precis

Location: In centra square, but only if Feenal has already been visited by the party.

Precis says that she is the mood maker of the party.

(5)I guess getting depressed won't help anything.

(1)Don't you mean troublemaker?

(4)Don't overwork yourself, Precis.

Chisato

Location: Upstairs in her home, but only if she already has a good relation with Claude.

Claude interrupts a conversation between Chisato and her mother,
and you have three choices of what to say.

(2) What were you talking about?

(5) You don't need to tell me.

(4) Sorry for butting in on your conversation.

NEXT CHAPTER

1.30 Cities

*Giveaway:

Ernest

Location: Inside a particular classroom in the university.

The room is quiet, and the students are taking their exams.

You have a choice of what you want to say to Ernest.

(2) You really need to cheat to get by on exams.

(5) It's best to be serious about this kind of stuff.

(4) Wonder if I should take the exam too...

NEXT CHAPTER

1.31 Cities

*Armlock:

Rena

Location: None, this Private Action takes place right as you

select to do a Private Action in the first place.

Rena asks Claude to come get some cake with her.

(3) Sure, I guess. (You leave to order at the restaurant)

(4) I'll have the same as her.

(4) A strawberry shortcake.

(5) A Mune no Tokimeki.

(2) I don't like sweet food.

Ashton

Location: In the front of the restaurant.

Ashton asks Claude if he wants to have some tea with him.

(2) I'm kind of busy right now.

(1) With you?

(4) Okay, sounds good.

Precis

Location: In one of the rooms of the inn.

Precis walks behind Claude and taps him, and asks Claude if

he can guess who it is.

(2) Rena, right?

(4) Precis, right?

(1) Ashton?

(3) Ernest?

Precis

Location: In Mirage's workshop, but only after visiting the

Monsho Research Facility, but before going to Fun City.

Precis is checking out a water-gun, and you have three

choices of what to do.

(4) Find something interesting?

(5) Do you know what that's for? Let me tell you...

(3) Nothing.

Leon

In Mirage's house.

Leon is thinking how far he and Claude have come together.

(5) Have you gotten homesick?

(4) True. I can't believe it myself.

(2) Yeah, a lot has happened.

NEXT CHAPTER

1.32 Cities

*Fun City:

Rena

Location: At the fortune teller, but only if Rena is fond

of Claude at this point in the game.

Claude sneaks up near Rena and is asking about their future

together as a couple.

(1) I just got here now.

(3) I was here the whole time... (now you have to answer

another cover-up question)

(4) I'm glad you think of me like that.

(2) Don't worry, it doesn't bother me.

(5) You shouldn't rely on fortune telling.

1.33 Rena's walkthrough

GEE, I HAVEN'T DONE MUCH EH?

WILL BE ADDED AT THE NEXT RELEASE!

GO TO THE NEXT PART?

1.34 Ending Relationships

See the
Claude PA
List
See the Rene PA List

From: HooliganBoyl@webtv.net (Michael Welch)
Date: Wed, 14 Jul 1999 06:51:17 -0400 (EDT)

Ending/Relationships FAQ by HOOLIGAN BOY

Hello everyone. This is a guide to the complex ending/emotional level system of Star Ocean 2 for Playstation. This is also my first FAQ/Guide I'm submitting to GameFAQ's, so please by kind.^_^
Credit and thank for some things (mainly the beginning emotional level values) go to the Star Ocean Guide by Prima, and I also thank IKelley, since his guide's were useful and informative, and not for any particular reason, but it was just overall a general help. (this is the NA version afterall)

CHARACTERS

This section will give the character info pertaining to this Guide, not age, race, etc.

Claude Kenni
favorite food-steak
favorite instrument-silver trumpet (rare item)
most powerful weapon-Eternal Sphere

STARTING RELATIONSHIP LEVELS (this will become very very very important once you start to better understand the ending system, and you start to try to go for pairings you want)

The order is--

Character, Friendship level, and Romance level

Rena-5,6
Celine-5,5
Ashton-5,4
Precis-5,5
Bowman-5,5
Dias-6,4
Leon-5,4
Opera-6,5
Ernest-5,5
Noel-5,5
Chisato-5,5

Rena Lanford
favorite food-shortcake
favorite instrument-lyre
most powerful weapon-Empresia

STARTING RELATIONSHIP LEVELS

Claude-6,5
Celine-5,5
Ashton-5,5
Precis-5,4
Bowman-5,5
Dias-7,6
Leon-5,5
Opera-5,5
Ernest-5,5
Noel-5,5
Chisato-5,5

Celine Jules
favorite food-baby rabbit risotto
favorite instrument-violin
most powerful weapon-Prime Prayer/Silver Moon

STARTING RELATIONSHIP LEVELS

Claude-5,5
Rena-5,5
Ashton-5,4
Precis-4,3
Bowman-5,5

Dias-4,3
Leon-5,4
Opera-5,5
Ernest-5,7
Noel-5,5
Chisato-5,5

Ashton Anchors
favorite food-hamburger
favorite instrument-piano
most powerful weapon-Melufa

STARTING RELATIONSHIP LEVELS

Claude-4,4
Rena-5,4
Celine-4,4
Precis-5,7
Bowman-5,5
Dias-5,4
Leon-5,5
Opera-(can't get Opera w/Ashton)
Ernest-(can't get Ernest w/Ashton)
Noel-5,5
Chisato-5,5

Precis Newman
favorite food-chocolate crepes
favorite instrument-harmonica
most powerful weapon-SDUGA Punch

STARTING RELATIONSHIP LEVELS

Claude-7,6
Rena-7,6
Celine-6,5
Ashton-5,5
Bowman-(can't get Bowman w/Precis)
Dias-5,5
Leon-6,5
Opera-5,5
Ernest-5,5
Noel-6,5
Chisato-5,5

Opera Vectra
favorite food-apple cider
favorite instrument-piano
most powerful weapon-Psycho Box

STARTING RELATIONSHIP LEVELS

Claude-6,5
Rena-4,4
Celine-5,4
Ashton-(can't get Ashton w/Opera)
Precis-5,4
Bowman-5,4
Dias-5,4
Leon-5,5

Ernest-7,8
Noel-5,4
Chisato-5,5

Bowman Jean
favorite food-daikon miso soup
favorite instrument-harmonica
most powerful weapon-Flare Burst

STARTING RELATIONSHIP LEVELS

Claude-5,5
Rena-6,5
Celine-6,5
Ashton-5,5
Precis-(can't get Precis w/Bowman)
Dias-5,5
Leon-5,5
Opera-6,5
Ernest-5,5
Noel-6,5
Chisato-6,5

Ernest Raviede
favorite food-hassaku tea
favorite instrument-cembalo
most powerful weapon-Cat o'9 Tails

STARTING RELATIONSHIP LEVELS

Claude-6,5
Rena-5,5
Celine-5,6
Ashton-(can't get Ashton w/Ernest)
Precis-5,5
Bowman-5,5
Dias-5,5
Leon-5,5
Opera-5,7
Noel-6,5
Chisato-5,5

Leon Geeste
favorite food-carrot juice
favorite instrument-violin
most powerful weapon-Book of Chaos

STARTING RELATIONSHIP LEVELS

Claude-6,5
Rena-5,5
Celine-5,5
Ashton-5,4
Precis-6,5
Bowman-5,5
Dias-(can't get Dias w/Leon)
Opera-5,4
Ernest-4,4
Noel-6,5
Chisato-5,5

Dias Flac
favorite food-chicken skewers
favorite instrument-cembalo
most powerful weapon-Cromlea Sword

STARTING RELATIONSHIP LEVELS

Claude-5,5
Rena-7,5
Celine-4,4
Ashton-4,4
Precis-4,4
Bowman-4,4
Leon-(can't get Leon w/Dias)
Opera-4,4
Ernest-4,4
Noel-4,4
Chisato-4,4

Noel Chandler
favorite food-big tuna
favorite instrument-shamisen
most powerful weapon-Death Fangs

STARTING RELATIONSHIP LEVELS

Claude-5,5
Rena-5,5
Celine-5,5
Ashton-5,5
Precis-5,5
Bowman-5,5
Dias-5,5
Leon-6,6
Opera-5,5
Ernest-6,5
Chisato-5,5

Chisato Madison
favorite food-none
favorite instrument-organ
most powerful weapon-Psychic Gun

STARTING RELATIONSHIP LEVELS

Claude-6,6
Rena-5,5
Celine-5,5
Ashton-6,5
Precis-6,5
Bowman-5,5
Dias-4,4
Leon-5,5
Opera-6,5
Ernest-6,5
Noel-5,5

HEY, HOW DO I USE THOSE NUMBERS?

I'll now explain to you how to alter you characters, so you can get the

groups and couples you want in the 1 out of 87 endings you will receive. First, here is how the computer tabulates endings-

1-Game checks for characters with relationship points 10 or above.

2-Totals the values.

3-The pair with the most relationship points becomes a couple for your ending.

4-Then the game does the process over again, until all the people with 10 or above are linked up, and all eligible pairs are made ending couples.

It is kind of complicated, but you will get used to it. Also please note that same-sex end couples are like best friends, while different-sex couple get together, so don't go thinking you can get Rena and Precia "together", cause you can't, you just can't you pervert.

WHAT IF IT IS A TIE?

If more than 2 people have the same amount of relationship points, the computer will sort them out by this TIE Breaker Table-

1-Claude

2-Rena

3-Celine

4-Bowman

5-Dias

6-Precis

7-Ashton

8-Leon

9-Opera

10-Ernest

11-Noel

12-Chisato

OH MAN! NOW WHAT DOES THAT MEAN?

Easy-I'll use the example from the Prima Guide. If Claude, Rena, Opera, and Chisato end the game with the same relationship points, the ending-couples would be sorted Claude+Rena and Chisato+Opera. It goes in the order of the list.

SOME MORE. . .

Note that some ending couples have different versions of that couples ending. This is determined by whose points are greater for the other. So, if Claude and Opera are an ending-couple, you'd get a different ending if Claude had more points, and a different ending if Opera had more points. Easy, right?

HOW DO YOU CHANGE THE LEVEL OF TWO PEOPLE, WHEN ONE IS NOT A MAIN CHARACTER?

Ah, this is where it gets difficult, but not impossible, and with practice, you'll be able to pick your endings with relative ease. Here are some helpful things you can do to try to help you get the ending you want.

Books-Using the Super Specialty "Publishing" any character can write a book, and have it published. Each character can write two books, one rare and the other common. The common books increase(or decrease, be careful!!!!)the reader's FRIENDSHIP level toward the author to 8 points, and the rare books do the same, but with your ROMANTIC level. If you want to have a REALLY REALLY good chance at picking your endings easily, learn "Publishing" as early as you can. Machinery and Writing skills create Publishing. I usually learn PERSISTENCE to lv.10 first(you always should!), then increase writing to lv.5(it will take 5 skill points with persistence maxed out). Next, just keep devoting points to mech knowledge and mech operation to get good at machinery. It is not that hard to get publishing early in the game. Until you get some

Fountain Pens, keep your Private Actions to a minimum. Once you get a good flow of publishing, just get the rare book for you character, and let whoever you want to love you read it. Their level will now be automatically 8 for your love(which will also fix any Private Actions you messed up^_^). This is a good way to set up the characters you want to hook up. After you accomplish this successfully, you can just have these 2 love birds fight in about 200 battles together, and they will both be at 10 for their love level, but what if they are not in you battle party?! or if you don't want to walk around for 6 hours fighting to get 2 people to hook up?! Okay, okay, hold on. Be aware that if you have you main character be mean to both of the characters you want to get together, it really, really, increases chances. I'm pretty sure the less the people like the main character, the more points get put toward other people. For example, if you are Rena, and you want Claude and Celine to get together, just be real mean to them both. Pick the option in Private Actions you think will reduce Relation points the most. For a short time after eating their favorite food, a character seems more like to be nice and build points toward another character, and also if you have orchestra playing during private action scenes important to your chosen ending pair you are trying to hook up, the points increase is more effective, and more so if that character has their favorite instrument in you inventory somewhere. Also, most people that are not Claude or Rena have at LEAST one or two Private Actions where they talk and stuff, and the trick is to be as unhelpful and mean as you can, and force the two characters to help themselves, and raise points.(I don't know why the best weapon is there, it just looked good) Overall, though, fighting together seems to be the most affective in hooking up non-main character couples together. Also, it appears that if you show a lot of attention to another character, the character with the highest number of points for you will start to decrease, so this means that you don't have to be a jackass the whole game just to get people together, just be a jackass to them.

OKAY, THEN HOW DO I HOOK UP MY MAIN CHARACTER MORE AFFECTIVELY?

Easy-Private Actions. All the tricks above will work, and work well, but you have the private action advantage! There is no reason NOT to end up with who you want ot end up with concerning your main character. Just be nice to them, and mean to everyone else. You can't pair with more than one person, afterall. I have seen so many of my friends be nice to every character when Claude, and then complaining when he got with Rena again, in the same way. I tell them, and they say "I know, but I can't be mean to Celine, Rena, etc."WELL YOU HAVE TO BE!!!

FINAL WRAP-UP AND A LITTLE NEW THING

The little new thing is just an explanation that may help you. For every Private Action choice, there are 5 ways it will affect the other characters feelings for you. BIG AFFECT=2 point increase, SMALL AFFECT=1 point increase, EH. . . . =no change, POO-HEAD=1 point lost, POO-POO-HEAD!!!!=2 points lost. Every choice you make in a PA will fall into one of these categories. The Fav-Food thing, and the Orchestra will always be positive, so they increase everything 1, and if they are happening at the same time, it will be two points. So if Claude eats steak, then plays on his Silver Trumpet in the Orchestra, you CANNOT decrease you points(which as you know by now, can be good, or bad!). Oh yeah!!! I got a couple of weird endings. As Rena, Celine can do 3 Private Actions outside of Cross, eventually leading here to marry the Prince of Cross as here ending. Doing this closes here off as a character for an end-couple. As Rena again, the same thing can be done for Ashton and Eleanor, with 3 PA's outside of Herlie. And if you have

Opera, but don't take the steps to get Ernest, her ending will be her waiting for him to return to her. Again, this cuts here off as an end-couple, so just get Ernest because Claude and Opera's endings are cool! There might be more of these strange endings I missed, but I doubt it.

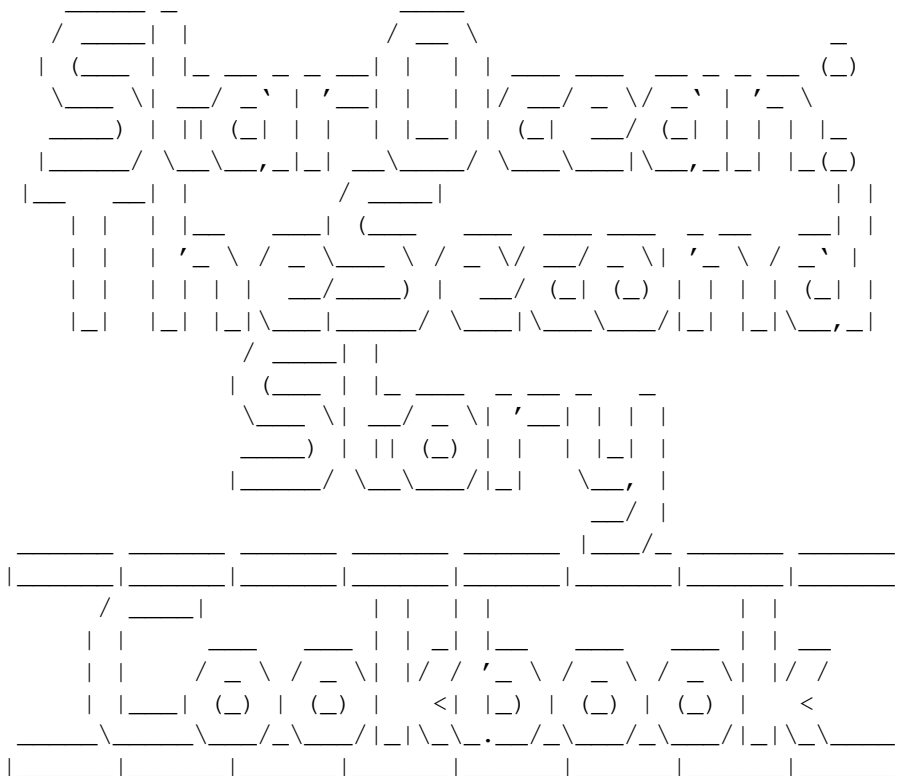
IN CLOSING. . . .

Well, I sure hope after reading this(maybe, just maybe, understanding it fully your first time)you can start picking your ending couples. It will take a few time through(after I went through about 8 times, I really got a good hold of it, and for my 9th ending, I saw everything I wanted. This was my first FAQ, and I enjoyed writing it, and I hope it helps you find your soul mate, no matter how many hearts you have to cruelly crush.^_^C'YA!!!!

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?

1.35 M M M M M Yum



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Ver. 1.0

Hello to all of you aspiring Master Chefs. This FAQ is a cookbook of how to make the wonderful dishes of Star Ocean: The Second Story. This will give an overview of the dishes made with normal ingredients in the skills of Cooking and Master Chef. Also, there will be a list of the dishes made with the special ingredients received by winning the Master Cooking contest in Fun City. Now, lets get to the food, shall we?

COOKING

First of all, to get the cooking skill you need the skills Kitchen Knife, Recipe, and Good Eye. A Sense of Taste talent always helps too. The All-Purpose knife found in the second half of the game also improves your chances of producing a good dish. The required items for cooking are Meat, Seafood, Eggs/Dairy Products, Fruit, Vegetables, or Grain.

Dishes marked with a * indicate failed dishes. Dishes marked with a ** indicate dishes that can only be prepared by the adult characters (Ashton, Bowman, Celine, Chisato, Dias, Ernest, Noel, Opera). The different dishes you can get by cooking with:

Seafood: Big Tuna--Restores HP 45% ((Noel's Favorite))
 Broth--Restores MP 30%
 Salmon Omelet--Restores HP 29%
 Seaweed Miso Soup--Restores MP 20%
 Shark Fin Soup--Restores MP 40%
 Shrimp Au Gratin--Restores HP 26%
 Shrimp Pilaf--Restores HP 30%
 Shu-Mai--Restores HP 10%
 Sole and Fruit Sauce--Restores HP 22%
 Toro Tuna--Restores HP 20%
 Rotten Sashimi*

Meat: Baby Rabbit Risotto--Restores HP 35% ((Celine's Favorite))
 Beef Croquettes--Restores HP 30%
 Chicken Doria--Restores HP 48%
 Chicken Skewers--Restores HP 5% ((Dias' Favorite))
 Ground Lamb Steak--Restores HP 40%
 Hamburger--Restores HP 19% ((Ashton's Favorite))
 Jambalaya--Restores HP 46%
 Meat Dumpling--Restores HP 22%
 Potstickers--Restores HP 19%
 Steak--Restores HP 50% ((Claude's Favorite))
 Bad-Tasting Stew*

Grain: Daikon Miso Soup--Restores MP 10% ((Bowman's Favorite))
 Fried Rice--Restores HP 26%
 Gruel--Restores HP 10%
 Hassaku Tea*--Restores MP 40% ((Ernest's Favorite))
 Ishidaya Tea*--Restores MP 60%
 Pancakes--Restores HP 23%
 Rice Cakes--Restores HP 19%
 Rice Croquettes--Restores HP 12%

Rice Omelet--Restores HP 20%
 Root Beer**--Restores MP 35%
 Shrimp Doria--Restores HP 21%
 Sweet Dumpling--Restores HP 12%
 Soy Milk--Restores MP 10%
 Usunigori Tea**--Restores MP 45%
 Yaegaki Tea**--Restores MP 50%
 Yukiyocho Tea**--Restores MP 55%
 Smelly Rice Cakes*
 Sambai Tea* **

Fruit: Aged Berry Juice--Cures All Status Abnormalities
 Apple Cider--Restores MP 40% ((Opera's Favorite))
 Apple Crepes--Restores HP 15%
 Banana Crepes--Restores HP 18%
 Berry Juice--Restores MP 5%
 Orangeade--Restores MP 10%
 Orange Au Gratin--Restores HP 21%
 Orange Sherbet--Restores HP 10%
 Peach Ice Cream--Restores HP 10%
 Pickled Plum--Restores HP 2%
 Strawberry Mousse--Restores HP 14%
 Bitter Juice*

Vegetables: Cabbage Roll--Restores HP 26%
 Carrot Ice Cream--Restores HP 12%
 Carrot Juice--Restores MP 13% ((Leon's Favorite))
 Corn Potage--Restores MP 20%
 Green Potage--Restores MP 25%
 Quick Pickles--Restores HP 5%
 Rice-Bran Pickles--Restores HP 6%
 Spring Rolls--Restores HP 20%
 Squash Croquettes--Restores HP 22%
 Squash Spring Rolls--Restores HP 28%
 Vegetable Juice--Restores MP 26%
 Wilted Salad*

Egg/Dairy: Bacon and Eggs--Restores HP 20%
 Chocolate Crepes--Restores HP 22% ((Precis' Favorite))
 Custard Pudding--Restores HP 15%
 Egg Sandwich--Restores HP 19%
 Fried Eggs--Restores HP 18%
 Fruit Smoothie--Restores MP 8%
 Macaroni Au Gratin--Restores HP 10%
 Shortcake--Restores HP 16% ((Rena's Favorite))
 Vanilla Ice Cream--Restores HP 10%
 Yogurt--Restores HP 5%
 Raw Milk*
 Spicy Cake*

That completes our section on regular cooking.

MASTER CHEF

Now our next section is about the dishes you can create using the Super Specialty 'Master Chef'. The great thing about Master Chef is that you

can mix 2 ingredients to create a dish. Also, these dishes have great resale value. Now, the required specialties for Master Chef are Compounding and Cooking and leveling up in Biology and Kitchen Knife bring the level up. Here are the dishes:

Egg/Dairy+Egg/Dairy:	Plain Omelet--Restores HP 66%
Egg/Dairy+Fruit:	Coconut Milk--Cures Status Abnormalities
Egg/Dairy+Grain:	French Toast--Restores MP 55%
Egg/Dairy+Meat:	Creamed Stew--Restores HP 70%
Egg/Dairy+Seafood:	Steamed Aspic--Restores HP 50%
Egg/Dairy+Vegetables:	Yogurt Salad--Restores HP 10%/cures Poison
Fruit+Fruit:	Pear Compote--Cures Status Abnormalities
Fruit+Grain:	Strawberry Mochi--Restores HP 55%
Fruit+Meat:	Muscat Grape Jelly--Cures Poison
Fruit+Seafood:	Sole & Wine Sauce--Restores HP 60%
Fruit+Vegetables:	Konyaku Jelly--Restores HP 40%
Grain+Grain:	Sweet Rice Cakes--Restores HP 80%
Grain+Meat:	Meat Fried Rice--Restores HP 60%
Grain+Seafood:	Shark Potstickers--Restores HP 70%
Grain+Vegetables:	Sake Lees Pickles---+ HP 10%/cures paralysis
Meat+Meat:	Sirloin Steak--Restores HP 80%
Meat+Seafood:	Bird's Nest Soup--Restores MP 70%
Meat+Vegetables:	Peking Duck--Restores HP 70%
Seafood+Seafood:	Sashimi--Restores HP 70%
Seafood+Vegetables:	Mushroom Soup--Restores MP 66%
Vegetables+Vegetables:	Fried Vegetables--Restores HP 50%

RARE INGREDIENTS

This section is about the dishes you can create with the rare ingredients that you can obtain by winning the Cooking Master contest at Fun City. The dishes produced are great for healing and great for selling. Each ingredient has 4 dishes that can be made from it. Here they are:

Creamy Cheese:	Assorted Cheeses--Restores HP 70%
	Au Gratin Climax--Restores HP 68%
	Cheese Pizza--Restores HP 68%
	Gorgonzola--Restores HP 70%
Ganze Sea Urchin:	Ichigoni--Restores MP 90%
	Ichigoni Supreme--Restores MP 90%
	Prince's Zoni Stew--Restores HP and MP 60%
	Sea Urchin on Rice--Restores HP and MP 100%
Jiggly Slime:	Amoeba Soup--Restores MP 68%
	Gelatin Steak--Restores MP 60%
	Slime Jelly--Restores MP 60%
	Soda Pop--Restores MP 30%

Juicy Beef:	Exciting Tenderloin--Restores HP 70% Fine Saute--Restores HP 70% Inviting Filet--Restores HP 100% Prime Sirloin--Restores HP 80%
Magical Rice:	Deluxe Doria--Restores HP 88% Heavenly Doria--Restores HP and MP 100% Miracle Fried Rice--Restores HP 75% Risotto Ecstasy--Restores HP and MP 80%
Prime Tuna:	Fish of Happiness--Restores HP 70% Prime Tuna Steak--Restores HP 80% Special Tuna--Restores HP and MP 70% Tuna Skewers--Restores MP 70%
Purity Leaf:	Golden Stew--Restores MP 90% Magical Salad--Restores MP 100% Milky Potage--Restores MP 80% Special Stir-Fry--Restores MP 70%
Slippery Slime:	Amoeba Soup Gelatin Steak Slime Jelly Soda Pop
Sweet Fruit:	1-Up Pudding--Ressurects Character To Full Health Beautiful Ice Cream--Restores HP and MP 80% Gateau Marjolaine--Restores HP 100% Ginger Ale--Restores HP and MP 100%
Yarma Cooking Set:	Energy Drink--Cures All Status Abnormalities Genie's Steak--Restores HP 90% Genie's Veggie soup--Restores MP 90% Seltzer--Restores HP and MP 90%

This concludes my Cookbook. I will update this when and if I find new foods. Please feel free to e-mail me at WLDNCRZY14@hotmail.com with corrections, comments, and additions.

1.36 Metalwork

Star Ocean: The Second Story Metalwork/Blacksmith Guide

Last updated: July 9, 1999

This FAQ Copyright 1999 Chris E. Kallmeyer
I'd also like to give a special thanks to Brian(wingchild@earthlink.net)
for his great help with sections 3,5,6.

The latest copy of this FAQ can be found at:

http://www.gamefaqs.com/console/psx/faq/star_ocean_2_blacksmith.txt
<http://www.afn.org/~afn17933/star-ocean>

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 1. Revisions

Version 0.1(7/6/99)

This FAQ tells about the wonderful world of creating items out of metals in Star Ocean : The Second Story. This version includes most of the items Ashton, Claude, Celine, Rena, Bowman, Chisato, Leon and Noel can make via metalworking and some of the items that can be made through blacksmithing.

Version 0.2(7/9/99)

Put the names in alphabetical order. Added new blacksmith items. Added what the characters say when they mess up. Updated items for all characters. Added two new sections. Their should be a list of items and their properties in the next update. Also, all Characters except Ernest should have items in the next update(forgot to get him, I'll have to wait until universe mode for his items).

 2. Metalworking Overview

In order to be able to work with the metal, a character must learn the skills Craft(Technique 2), Esthetic Sense(Sensibility 1) and Mineralogy(Knowledge 1). The secret talents "Originality" and "Dexterity" may be unlocked through metalwork, unlocking the talents of a person gets you 100 skill points for that person. If a character doesn't know these skills, usually if you use a Super Specialty Orchestra and choose Item Creation => Metalwork, a character has a better chance of learning because Orchestra increases you chance of a successful session. While it is possible to make items with a skill level less than ten, it is recommended that your level be ten. Most common metals can be bought in tool shops, with the exception of: Moonite, Sage's Stone, Star Ruby and Rainbow Diamond which can be created through alchemy, or bought in level six of the Heraldic Cave/Secret Dungeon from one of Santa's Associates which randomly appears there.

 3. Blacksmithing Overview

To be able to blacksmith your party members must know the specialties Customize and Alchemy. You must also have the item Smith's Hammer. Mithril, Sage's Stone, Meteorite, Damascus, Moonite and Orichalcum must be bought in level six of the Secret Dungeon. Some enemies rarely drop these also.

Blacksmithing, being a super specialty, requires that as many people in the party as possible have maxed levels of the specialty, for a higher success rate.

 4. Metalwork Items

These are the items each person can produce from the skill metalwork. Iron is omitted due to the lack of usefulness of the items I was able to create with it (Paralyze/Stone/Poison Checks if your lucky). Precis, Dias, Ernest and Opera will be added at a later time, I am not far enough in my games to be able to make their items yet. Each character is able to make about 4 different items (I'm guessing four for each gem, but I haven't been able to get them all) from each gem. Using the Super Specialty Orchestra increases the chance of a successful session. The sayings are what the person says when they mess up.

Ashton Anchors

Saying: "My my...that was an oopsie!"

Items:

Crystal- Holy Ring, Reflection Ring, Resistance Ring, Surrender Pendant
 Diamond- Flash Earring, Pretty Idol, Promised Ring, Shiny Earring
 Gold- Golden Crown, Golden Earring, Golden Idol, Sturm Ring
 Green Beryl- Crown, Emerald Ring, Fairy Ring, Talisman
 Moonite- Battalia Ring, Luna Tablet, Moon Earring, Moonlight
 Rainbow Diamond- Atlas Ring, Healing Ring, Magic Cross, Magic Mist
 Ruby- Blood Earring, Ruby Earring, Shiny Earring
 Sage's Stone- Demonslayer Ring, Mind Ring, Peep Half, Peep Non
 Sapphire- Anklet, Feet Symbol
 Silver- Angel Hair, Silver Cross, Silver Idol, Silver Ring
 Star Ruby- Eclipse Ring, Protection Ring, Ruby Pendant, Shield Ring

Bowman Jean

Saying: "Whoops! Looks like I blew it."

Items:

Crystal- Holy Ring, Reflection Ring, Resistance Ring, Surrender Pendant
 Diamond- Attack Earring, Flash Earring, Reverse Doll
 Gold- Golden Bracelet, Golden Earring, Necklace, Sturm Ring
 Green Beryl- Emerald Ring, Green Bracelet, Talisman
 Moonite- Insanity Ring, Luna Tablet, Moon Earring, Moonlight
 Rainbow Diamond- Atlas Ring, Dream Bracelet, Regeneration Ring, Zephyr Earring
 Ruby- Blood Earring, Ruby Earring, Shield Earring
 Sage's Stone- Mental Ring, Peep Half, Peep Non
 Sapphire- Anklet, Feet Symbol
 Silver- Angel Hair, Silver Barrette, Silver Cross, Silver Pendant

Star Ruby- Protection Ring, Ruby Pendant, Shield Ring

Celine Jules

Saying: "Goodness darling, how AWFUL..."

Items:

Crystal- Glass Slippers, Holy Ring, Princess Ring, Surrender Pendant

Diamond- Attack Earring, Flash Earring, Pretty Idol, Promised Ring

Gold- Gold Ring, Golden Crown, Necklace, Sturm Ring

Green Beryl- Crown, Emerald Earring, Emerald Ring, Talisman

Moonite- Battalia Ring, Luna Tablet, Moon Earring, Moonlight

Rainbow Diamond- Dream Bracelet, Left Cross, Regeneration Ring, Left Earring

Ruby- Blood Earring, Fire Ring, Flare Ring, Recoil Bracelet

Sage's Stone- Infinity Ring, Mental Ring, Misty Symbol, Wisdom Ring

Sapphire- Aqua Ring, Blue Talisman, Feet Symbol

Silver- Silver Barrette, Silver Earring, Silver Pendant, Silver Ring

Star Ruby- Protection Ring, Star Earring, Star Necklace, Stardust Ring

Chisato Madison

Saying: "Nobody saw it, right? We'll just throw it away."

Items:

Crystal- Frog, Glass Slippers, Princess Ring, Prism Ring

Diamond- Attack Earring, Flash Earring, Promised Ring

Gold- Golden Bracelet, Golden Cross, Golden Earring, Necklace

Green Beryl- Fairy Ring, Green Bracelet, Lot Bracelet

Moonite- Insanity Ring, Lunatic Earring, Moonlight

Rainbow Diamond- Dream Bracelet, Regeneration Ring, Zephyr Earring

Ruby- Berserk Ring, Recoil Bracelet, Ruby Earring

Sage's Stone- Mental Ring, Peep Half, Peep Non, Wisdom Ring

Sapphire- Anklet, Purple Mist

Silver- Angel Hair, Silver Barrette, Silver Pendant

Star Ruby- Eclipse Ring, Ruby Pendant, Shield Ring

Claude Kenni

Saying: "Looks like it didn't work."

Items:

Crystal- Frog, Prism Ring, Reflection Ring and Resistance Ring

Diamond- Attack Earring, Flash Earring, First Earring, Reverse Doll

Gold- Golden Bracelet, Golden Cross, Golden Earring, Necklace

Green Beryl- Crown, Fairy Ring, Lot Bracelet, Might Chain

Moonite- Insanity Ring, Lunatic Earring, Luna Talisman, Moonlight

Rainbow Diamond-Atlas Ring, Dream Bracelet, Regeneration Ring, Zephyr Earring

Ruby- Berserk Ring, Recoil Bracelet, Ruby Earring

Sage's Stone- Mental Ring, Peep Half, Peep Non, Wisdom Ring

Sapphire- Anklet, Purple Mist

Silver- Angel Hair, Silver Barrette, Silver Cross, Silver Ring

Star Ruby- Eclipse Ring, Ruby Pendant, Shield Ring

Dias Flac

Saying:

Items:

Crystal-

Diamond-

Gold-

Green Beryl-

Moonite-

Rainbow Diamond-
Ruby-
Sage's Stone-
Sapphire-
Silver-
Star Ruby-

Ernest
Saying:
Items:
Crystal-
Diamond-
Gold-
Green Beryl-
Moonite-
Rainbow Diamond-
Ruby-
Sage's Stone-
Sapphire-
Silver-
Star Ruby-

Leon Geeste
Saying: "Theoretically, it was impossible anyway so it's not my fault!"
Items:
Crystal- Holy Ring, Resistance Ring, Surrender Pendant
Diamond- Attack Earring, Flash Earring, Promised Ring
Gold- Golden Bracelet, Golden Earring, Necklace, Sturm Ring
Green Beryl- Eerald Ring, Fairy Ring, Green Bracelet, Talisman
Moonite- Luna Talisman, Moon Earring, Moonlight
Rainbow Diamond- Healing Ring, Left Cross, Magic Cross
Ruby- Blood Earring, Flare Ring, Shield Earring
Sage's Stone- Demonslayer Ring, Misty Symbol
Sapphire- Blue Talisman, Feet Symbol, Water Ring
Silver- Silver Charm, Silver Ring, Silver Barrette
Star Ruby- Star Earring, Stardust Ring

Noel Chandler
Sating: "Heh heh... what do we do with this now?"
Items:
Crystal- Frog, Holy Ring, Reflection Ring, Resistance Ring
Diamond- Pretty Idol, Shiny Earing, Thunder Ring
Gold- Golden Bracelet, Gold Idol, Golden Ring, Sturm Ring
Green Beryl- Emerald Earring, Emerald Earring, Green Bracelet
Moonite- Battalia Ring, Lunatic Earring, Moonlight
Rainbow Diamond- Healing Ring, Left Cross, Magic Cross, Magic Mist
Ruby- Blood Earring, Flare Ring, Shield Earring
Sage's Stone- Demonslayer Ring, Infinity Ring, Misty Symbol
Sapphire- Aqua Ring, Blue Talisman, Purple Mist, Water Ring
Silver- Silver Charm, Silver Earring, Silver Idol, Silver Pendant
Star Ruby- Protection Ring, Star Earring, Star Necklace

Opera Vectra
Saying:
Items:
Crystal-
Diamond-

Gold-
 Green Beryl-
 Moonite-
 Rainbow Diamond-
 Ruby-
 Sage's Stone-
 Sapphire-
 Silver-
 Star Ruby-

Precis Neumann
 Saying:
 Items:
 Crystal-
 Diamond-
 Gold-
 Green Beryl-
 Moonite-
 Rainbow Diamond-
 Ruby-
 Sage's Stone-
 Sapphire-
 Silver-
 Star Ruby-

Rena Lanford
 Saying: "Let's pretend that didn't happen..."
 Items:
 Crystal- Glass Slipper, Holy Ring, Princess Ring
 Diamond- Flash Earring, Pretty Idol, Promised Ring, Shiny Earring
 Gold- Gold Ring, Golden Crown, Golden Idol, Sturm Ring
 Green Beryl- Emerald Earring, Emerald Ring, Green Bracelet, Talisman
 Moonite- Battalia Ring, Luna Tablet, Lunatic Ring, Moon Earring
 Rainbow Diamond- Healing Ring, Left Cross, Magic Cross, Magic Mist
 Ruby- Blood Earring, Flare Ring, Shield Earring
 Sage's Stone- Demonslayer Ring, Infinity Ring, Mind Ring, Misty Symbol
 Sapphire- Aqua Ring, Blue Talisman
 Silver- Silver Charm, Silver Earring, Silver Idol, Silver Pendant
 Star Ruby- Protection Ring, Star Necklace, Stardust Ring

 5. Blacksmith Items

Orichalcum- Barrier Armor, Barrier Shield, Hermit's Hat, Neo Greaves,
 Odin's Helm, Reflective Armor
 Mithril- Mithril Dress, Pallas Athena
 Iron- All-purpose Knife, Plate Mail
 Meteorite- Sylvan Boots, Sylvan Helm, Sylvan Mail
 Rune Metal- Flying Hawk's Robe, Mirage Robe, Rune Buckler
 Damascus- Algol, Duel Helm, Duel Suit
 Moonite- The Armband of Kali, Ishtars' Robe, Isis' Tiara

 6. SP Building Tips/Getting Metals

 The fastest way to get SP is to fight in the battle arena in Fun City,

in Nede. If you go through the solo duel battles, on the highest level, the last creature you fight is one of those large green things that you normally encounter in the tower of the wise men. It'll net you about 75,000 exp.

If you go through the bully mode, on the highest level, you'll not only level once (I leveled once every time through it, until I broke level 95 or so), but you'll also score 100 SP at the end for completing the bully battle. Good way to earn double SP for a while.

So what do you do to keep from getting slaughtered in those modes? Hope you stole a lot while you were pickpocketing earlier .. there's an item called the Battle Suit, it's 500ac armor, you steal it from one of the people on board Ronixis' ship when you get beamed there. It makes Claude (or whoever wears it - everyone can, sadly it isn't copyable) practically invincible to physical attack. Creatures won't be able to harm him until you're dealing with the wisemen, heraldry, or things in the wisemen's tower.

In any case. Needing rare materials?

Go to Giveaway. Hang around outside and fight the creatures on that island. Sometimes they give nothing, but more often (and I mean -often-, this won't even take five battles to find) they drop multiple pieces of Meteorite and Orihalcum. It seems to be really popular.

On that same island, you can make heavy use out of the Survival skill. Walk into the wooded areas on that island and use the skill repeatedly. I don't know what talents help the skill, everyone in my party seemed to do it pretty well (when they were at the same level). From that island, using survival, I've netted moonite, meteorite, damascus, orihalcum, sage's stones (two back to back, once), and even one piece of mithril (which, by far, seems the hardest stuff to acquire).

7. Acknowledgements

James (jstephe6@tampabay.rr.com)-For alot of Blacksmith items.
Brian (wingchild@earthlink.net)-Section 6, and helping with sections 3 and 5

And this concludes the FAQ, feel free to contact me with information on Blacksmithing items, and the missing items for people I have already listed with items at LaykizIn98@aol.com, suggestions are also welcome. An ASCII logo would also be nice.

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?

1.37 Money Cheats

FOL cheat for Star Ocean : Second Story

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Developed by Tri-Ace Co. and Links
Licensed to Sony Computer Entertainment America

Created by RPG Master CrescentSaber (crescentsaber@hotmail.com)
Visit at www.Geocities.com/TimesSquare/Maze/6477
Any critics or advices plz mail me
Copyright CrescentSaber (C) 1999
Version 1.0
Last updated 20/07/1999

Heya guys, first I wanna let u know that this is ma first FAQ.
So, lets get to the point, shall we ?

To do this, at least you have reached Fienal and already went to the save point before fighting Indalecio. Save there, and go to the Fun City. At the "Battle Square" you should find an old man with a green clothes. He should be in the back of the Colloseum. Talk to him, and he will ask you about reuturning past memories. Choose "Yes" twice and POOF! Youe should be back at Arlia. Yeah, Expel's Arlia. Go outside and u will find your Synard waiting for you outside. Now go to the Island at the lower left at the map. Some kind of "Desert" type island. There should be a dungeon there.

This is Star Ocean 2's bonus dungeon. At Star Ocean 1 this kind of bonus dungeon exists too. But beware ! NO SAVE POINTS ! And the enemies here are EXTREMELY powerful. I came here at the level 101, and the enemies killed me a few times here. And without proper equipments, they should beat you like "Stealing a lolipop from a baby" thing. Err.. you should stock up Blueberries

Ressurrection Mists, Ressurrection Bottles, Blackberries, oh yeah.. you better master the skill "Herbal Medicine" and "Compounding", plus buy Lizard Flask, Lavenders, Acerasses and Artemis Leaves.

With compounding Lavender + Aceras = Ressurrection Mist, etc
Artemis Leaf + Aceras = Ressurrection Mist, etc

Oh yeah, I forgot something. At [Energy Nede] there's two big Ice Islands. One is "The field of power" And another one is an island with "Giveaway" town in it. Between those islands there should be two small islands. Land at the "Stick"-like island, and start searching the island. There's a secret shop "The Fake Gallery" selling Mithril Armours, Helmets, and "Magical Rasp" an item that took a great part at creating items from "Blacksmith".

B U Y T H O S E I T E M S ! Those Armors should be your best equipments for now. Then you can safely raid the "Cave of trials"-the name of the bonus dungeon.

Well, I add some items that you could create from Blacksmith and Customize, but I think I'll put it after the FOL trick.

OK, this is the FOL trick.

First, you have to learn the skill "Tool knowledge" so your selling prices

will increase, this skill MUST be as level 10, so you better learn "Perseverance".

Second, learn "Metalwork" and "Identify" specialties

Metalwork requirements : Mineralogy, Craft and Esthetic Sense

Identify requirements : Mineralogy, Tool knowledge and Herbal Medicine

Work 'em out so those skills are on level 10.

Third, work out your FOLs so that you have at least 2.000.000 FOL

You can do this easily by publishing books, and go to Lacour.

A publishing company is opening a branch there. Sell your books, the rarer, the better. Each character can create 3 kind of book.

One is the normal book, one is the rare book, and the other is a "Crumpled Paper" heheheheheh-just joking :>

Name : Normal book - Rare book

Claude : Planet of the winds - Ocean of stars
 Rena : I can only see you - Falling in love
 Precis : Buy it.... OK ? - A maiden's secret
 Celine : The world is mine - Lady in Red
 Chisato : But one truth ! - Killer's book
 Ashton : Mr.No - "Haven't discovered it yet"
 Leon : "Haven't discovered it yet"
 Ernest : Countdown - "Haven't discovered it yet"
 Noel : Living with animals - "Haven't discovered it yet"
 Opera : "Haven't discovered it yet"
 Dias : The Bloody Path - Live

You should earn a LOT of Fol after doing this, but you can get more.

After selling those books, wander around a little while, build up levels then go talk to the man, he will say something about CopyRight Money, and he will hand you the money. Talk to him once again, this time BUY your books buy each book 5, and go back to [Energy Nede]. Back to Central City and go to

the Nede Publishing Company and do the same thing again.

Fourth, customize your weapons. Here's the customizing list :

Note : [Weapon] + [Ore] means you can choose any weapon and any ore to combine

(Weapon) + Orihalcum means u can choose any weapon and Orihalcum to combine

*Claude:

Eternal Sphere: Minus Sword + Mithril

Minus Sword: Sharp Edge + Mithril

Silvance: (Weapon) + Orihalcon

Aura Blade: [Weapon] + [Ore]

Grandsting: Sharp Edge + Damascus

*Rena:

Empresia: Kaiser Knuckle + Moonite

Sorceress Knuckle: Magical Glove + Rune Metal

Kaiser Knuckle: [Weapon] + [Ore]

*Celine:

Rod of Snakes: [Weapon] + [Ore]
Holy Rod: [Weapon] + Orihalcon
Dragon Tusk: Holy Rod + Star Ruby, Ruby Rod + Orihalcum
Silver Moon: Silver Rod + Moonite
Tongue Twister : Silver Rod + Damascus

*Ashton:

Melufa: Psycher + Damascus
Holy Cross: [Weapon] + [Ore]
Gemini: Starlight + Meteorite, Pair Nuts + Meteorite

*Opera:

Burst Box: Magic Box + Kenja no Ishi
Pulse Box: Beta Box + Orihalcum, Nu Box + Orihalcum
Seventh Ray: Light Box + Rainbow Diamond

*Precis:

SD Punch: [Weapon] + [Ore]
UGA Punch: SD Punch + Damascus
SDUGA Punch: UGA Punch + Meteorite
Spark Hand: [Weapon] + Rainbow Diamond
Thunder Punch: [Weapon] + Diamond
Burning Hand: [Weapon] + Star Ruby

*Bowman:

Ashura: Titan Fist + Rainbow Diamond
Kaiser Knuckle: [Weapon] + [Ore]
Moon Fist: Rune Full Moon + Diamond
Titan Fist: Hecatonkale + Iron, Giant Fist + Rainbow Diamond

*Ernest:

Flare Whip: [Weapon] + Star Ruby
Invisible: Light Whip + Mithril

*Dias:

Whirlwind: [Weapon] + Meteorite
Crimson D: [Weapon] + Star Ruby
Hard Cleaver: Breeze Hope + Rainbow Diamond
Soul Slayer: Hard Cleaver + Damascus
Ruins Fate: Minus Sword + Damascus

*Leon:

No no Kozo: [Weapon] + [Ore]
Ankoku no Sho: [Weapon] + Damascus
Konton no Sho: Ankoku no Sho + Damascus
Monshojutsu Riron: [Weapon] + Rune Metal
Monshojutsu Daijiten: Monshojutsu Riron + Moonite
Kodai no Shomotsu: Konton no Sho + Damascus

*Noel:

Tiger Fang: Felpar Nail + Crystal
Platinum Nail: Tiger Fang + Mithril
Serpent Tooth: Eagle Claw + Sapphire
Dragon Claw: [Weapon] + Moonite
Grizzly Clasp: Dragon Claw + Iron

*Chisato:

Flame Gun: [Weapon] + Star Ruby
 Flare Gun: Flame Gun + Meteorite
 Freeze: Shock Gun + Sapphire
 Electron: [Weapon] + [Ore]
 Cracker: [Weapon] + Damascus
 Psychic Gun: Cracker + Kenja no Ishi
 Shock Gun: [Weapon] + Mithril

Sorry I used Japanese b'coz I copied it from Exdeath (tm)'s FAQ, but I add some new Items.

And the blacksmith list for your armours

*Note: Most Blacksmith armor depends on whether or not you have the Magical Rasp support item. With the Magical Rasp, you can create better armor than you would be able to normally.

Iron: Ring Mail, Knight Shield, Plate Greave, Plate Helm, Banded Helm
 Orihalcum : Neo Greave, Barrier Shield, Barrier Armor, Hermit Helm, Rare Gauntlet
 Damascus: Bloody Armor, Bloody Helm, Chaos Mail, Core Plate
 Moonite: Jeannie's Helm, Jeannie's Shield, Jeannie's Armor, Witch Boots
 Mithril: Mithril Coat, Mithril Dress, Mithril Shield, Mithril Mesh
 Meteorite: Star Cloak, Star Greave, Star Guard, Star Necklace
 Rune Metal: Wizard Met, Wizard Mail, Rune Shoes, Rune Buckler

With the Magical Rasp:

Iron: All-purpose Knife, Plate Mail
 Orihalcon: Odin Helm, Reflection Mail
 Damascus: Duel Suit, Duel Helm, Algol
 Moonite: Ishtar Robe, Isis Tiara, Kali Hand
 Mithril: Pallas Athena
 Meteorite: Sylvan Mail, Sylvan Helm, Sylvan Boots
 Rune Metal: Mirage Robe, Taka no Hagoromo

Thats it, with the equipments above you will have the most deadly arsenal in the whole RPG world.

Fifth, go through the "Cave of trials" until you reached "The Burglar's Nest"

you can find a "Door to Door"-Santa here, and he sells DAMN GOODIES to buy think about it, all Minerals, including Damascus, Moonite, Meteorite, Mithril
 Sage's Stone, Rune Metal, ==> Tri-Emblems <== , Go-Home Frogs, etc here's the FOL trick :

- * First, set your Identify All ! to "Give Discount"
- * Buy Sage's Stone as much as you can
- * Then, set your Identify All ! to "Raise Price"
- * Sell the Sage's Stones

That's it !!

You bought them for 35000 FOL, then you sell 'em for 80000 FOL there, count your profits ! You can earn 1.000.000 FOL each time. Think if you can buy 'till 99... too bad you can only buy 20.

```
sell 80000 x 20 = 1.600.000
buy  35000 x 20 =   700.000  _
-----
profit          =   900.000
```

The Santa says "You just make your best decisions" or something like that after you buy em, heheh I said "You just make yourself bankrupt" :> after all he seems to have an unlimited pouch full of FOLs.

OK, tis's the end of my FAQ.

Mail to crescentsaber@hotmail.com for comments, critics and CASH :>

Thanks to :

1. Enix and Tri-Ace for making the Best RPG of the Millenium <Oh booy I SURE will vote for Star Ocean, if they plan to made Star Ocean : Third Tale, I hope they will name the main character "Kevin"> heheehh :>
2. Exdeath for your wonderful and trustworthy FAQ
Sorry for copying some part from your FAQ
3. Me for making this FAQ. Man, I AM that good.
Dont forget me RPG maniacs, if you have any questions about RPGs, ask me I would glad to answer your question. Anyway, I'm the RPG master, right ?

Kevin.M a.k.a CrescentSaber with the title RPG Master

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1.38 Credits and the like

First credit goes to my WIFE Allison for putting up with me while I put this database together. Otherwise, the kudos goes like this...

All of those who created the Amiga for such a fine computer!!

Sony for the PlayStation..

Enix for making StarOcean the Second Story. (and not porting the first!)

Exdeath for Claude's walkthrough (This fellah put some time in on this FAQ !!!).

Hooligan Boy for the ending relations FAQ.

Darrick Mattson for the Cookbook.

Chris Kallmeyer for the Blacksmith guide.

Kevin M. (AKA CrescentSaber) for the FOL (money) cheat guide.

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1.39 pictures

THE PICTURE SECTION

This is some pics I've collected from Sony's website and converted to ilbm's.
Also, this proves to my friends that a)you can have pictures within an AmigaGuide, ←
kinda.
b)see a.

image1
image2
image3
image4
image5
image6
image7
image8
image9

Finally, because I wanted to:
Shampoo
