

## **WALKTHROUGH**

### **Shell One**

Area: Chosen Capitol

Treasures: Barrel-Kyra's Tear, Barrel-Elixer, Barrel-Iron Buckle,

Battles(from saving people)-Core Relic, Elixer, Core Relic

Enemies:

85~Chosen Soldier 1: 142 HP

86~Chosen Soldier 2: 149 HP

87~Small Bot: 142 HP

88~Chosen Mech 1(brown): 142 HP

93~Chosen Mech 2(grey): 168 HP

89~Chosen Minion 1(orange-yellow, East): 142 HP

90~Chosen Minion 2(black-East): 155 HP

94~Grey Wolf(East): 142 HP

On the city map, go to the west District. This is a pretty small area. At the end, grab the Red Capitol Key from the barrel. Note: In this area there were two battles that rewarded me with a HydrMuscle, and the other with a Core Relic. I don't know if these items are always given. Back on the city map, go to the East District. In this area, you can save three groups of people, and you are awarded with a Core Relic, an Elixer, and another Core Relic. At the end of the area is a barrel with a Tank Engine inside. Now go back to the city map again, and maybe you want to stock up on healing items, because you're about to play trough one of the longest dungeons in the game. When you've stocked up, enter the centre district. At the end of the path is a Tank. Use the Tank Engine on it and it'll move out of the way. In the small area behind the Tank is a barrel with a Kyra's Tear, and a switch that will move a train of some sort out of the way. Go back and follow the path to where the train moved. In the very northeast of this area you can find a Long Sight from a broken Tank. Just follow the path, and see how Chosen Soldiers kill each other. At a sideway path is a barrel with an Elixer. At the end of another side path is a barrel with an Iron Buckle. It adds to strength. Make sure you get it before you meet up with Gunnar, who is nearby. A soldier will take you to the palace. This Palace is just a HUGE maze.

Area: Chosen Palace

Treasures: Barrel-Soul Stone, Cabinet-Psychering, Bed-Smellsalts, Vase-Potion, Barrel-Truesight, Cabinet-Kyra's Tear, Corpse-Cornucopia, Food Trash-Root x2, Barrel-Armor Seal, Big Heap Barrels-Potion, Barrel-Red Star

Enemies:

85~Chosen Soldier 1: 142 HP

86~Chosen Soldier 2: 149 HP

88~Chosen Mech 1(brown): 142 HP

93~Chosen Mech 2(grey): 168 HP

89~Chosen Minion 1(orange-yellow): 142 HP

90~Chosen Minion 2(black): 155 HP

91~Gold Rhino: 142 HP

92~Purple Rhino: 155

Go trough the hall, and enter the door on the left, which is the only opened one in the Main Hall for now. In this area, there are two locked doors in the centre, and a left and right path. Go left, and hit the switch at the end to open the first centre door. Then take the right path and hit the switch in the corner of the last room. Then, go to the centre and head up the stairs. Walk around the hall, and grab the Blue Palace Key from the barrel on the other side. Here is also the door with the Red Device. Remember this. Now go back to the Main Hall. Walk a bit further, and open the Blue Door with the Blue Palace Key. Enter the next area. Go southeast at the first moment you can. Walk trough the rooms here, to a small hall. At the end, hit the switch. This will lock one door(which leaded only to another locked door), and opens another door. Go to the hall where you started again(still in this area though) and walk further. The second room you can go into holds a barrel with Soul Stone. Head to

the end of the hall, and go northwest. The door there is still locked, but you can walk through some rooms and end up in a dead end. However, the cabinet in that last room holds a Psychering. Then go back to the intersection, and head southwest. Go down the stairs and head southwest. Hit the switch at the end of the path. You'll open some doors, and close the one you just came through. Now go northeast, and try talking to the Monk that is in fact a Chosen Minion. You can find a Smellsalts on the bed of the open cell. Just walk further, and before you go back up the stairs, grab a Potion from the Vase on the Table. Then go up the stairs and to the northwest, where you opened the door. In this small area behind the opened door you can find a TrueSight in a barrel, and on the other path, where Chosen Soldiers are fighting, is a switch that opens the second door to the room you've been trying to reach. In a cabinet between two beds in this area, you can find a Kyra's Tear. To open the first door again you must hit the very first switch that you activated in this area. It was at the end of the hall of the first room(if that made sense). Save your game and heal up. You are about to face a boss. Head in \*the\* room. Fight the first Magi, the Speaker.

#### Boss Fight 9

95~Yellow Magi, The Speaker: 500 HP

Strategy: If you attack him directly, you won't only do little damage, but the Magi will also counterattack with Scream, a sonic based attack. This attack hits everyone for big damage. This can be reduced somewhat with assecoiry's like Earplugs and Disrupt, but it's wise not to hit him at all this way. If you give him the time, he will create three spheres that will close in on your party members, and explode when they reach you. Hit these spheres with level one attacks to drive them back to the Magi, and they'll explode on him, causing damage. Do this enough times, and you'll end up victorious.

Rewards: Red Palace Key, Law Fate Card

With the Law Fate card, you can perform powerful combo's like summon Marduk. Head back to the Main Hall. Walk back to the area that you first explored. Open the Red Door with the Red Palace Key. Behind it is the Second Magi.

#### Boss Fight 10

96~Green Magi, The Seer: 1000 HP

Strategy: You can end this battle pretty quick. The Magi has 1000 HP, and that's quite a lot. A good way to deplete that amount of health is to summon Marduk, but after you've charged up to Level 3 with, say, Selena and Maya. They have pretty good magic, and should inflict around 400 damage. Heal Core Energy and Life, then summon Marduk one more time. When the Magi's HP gets low, he summons three Resurrection Spheres, like his brother before him. You must destroy all three balls to make him appear again. Don't destroy each ball one by one, but all at once. If you don't do that they will start to heal, and even revive each other. When all balls are destroyed, the Magi appears again. A good charged up Marduk should do him in.

Rewards: Yellow Palace Key, Slow Fate Card

Go back to the Main Hall, and walk it out until you come to the yellow door. Walk through the hall and to the next area. Go to the southwest. The first open cell has a background barrel where you can grab a Potion from. The dead elite-Chosen Soldier further ahead has a Cornucopia on him. In another cell is a hall that leads to a switch. Hit it, and a door opens. Just proceed exploring on this side first though. Another cell has 2 Roots waiting to be found in the food trash. At the end of the whole path is a barrel with an Armor Seal. Go back to the entrance, and this time, take the left/northwest path. A bit further ahead, you can grab a Potion from the big heap of barrels. At the end of this path is another switch that opens a door. There is a second path in this area that leads to a barrel with a Red Star, an assecoiry that partially protects from Core Drain. Now go back to the beginning of the area again, and go through both the left and right opened doors to open the two centre doors. Behind them is the third and final Magi.

#### Boss Fight 11

97~Red Magi, The Listener: 525 HP

Strategy: This Magi can just be attacked whenever you want, but he has some pretty powerful attacks, so heal when you need to with Potions and Roots. He summons three balls, that you can attack. The Magi will counter this with a pretty powerful attack. Then you can attack the Magi with Marduk, or series of Level 3 attacks. He has less HP than the previous Magi, so that's a relief. He does have more powerful attacks. A couple summons of Marduk should make him hightail out of there.

Rewards: Green Palace Key

After this battle, a shocking scene will take place. Now go back to the Main Hall, and walk to the very end of it. Use the Green Palace Key on the Green Door. Go to the next area, but heal up first. Watch the scenes, and then you're going to have to fight all three Magi's at once. Don't worry, they aren't tough at all.

### Boss Fight 12

95~Yellow Magi, The Speaker: 450 HP

96~Green Magi, The Seer: 300 HP

97~Red Magi, The Listener: 700 HP

Strategy: The Red and the Green Magi's have some powerful attacks, but are easily exposed of. Start off hitting the Red Magi with Level 1 attacks. He will damage his brother, the Green Magi. When the Green Magi is destroyed, keep attacking the Yellow Magi with level 1 attacks. His Scream will kill his brother, the Red Magi. Now all you have to do is kill the Yellow Magi, who doesn't attack and has a very low defense. Now that wasn't too hard was it? Rewards: Core Key, A lot of Exp/Gold

Maya will pick up the Core Key from the ground. After the scene, go to the worldmap. You can do two new quests now, BTW. Here's what to do:

Take Lobo(and Led) in your party, and go to the crashed Jinam Ship on Shell 5. Head to the right area, and go to the locked door. Lobo can open it, and you'll find a Jinam Security Pass on one of the corpses. Go back to the previous area, and find a Machine with Green tubes on it. It's in the same room where you found the engine that Led needed to fix the fighter plane, a while ago. Lobo can download a cure from it that heals all people affected by the virus that was released on Ankara by Jinam. Now go to Gregor(also on Shell 5) and speak to Malcolm, the man who gave you Corgans Sword, back then. Speak to him with Lobo and he'll cure everyone from the plague. Led will no more hate Lobo after this. This means they won't attack each other inside battles anymore. A good thing!

On Shell 6, go to Scumm Town, Barter Mall. The shops are all deserted, and you can grab a CoreSeed, a Witchpower, a Titan, an Air Guard, a Seraphim Armr and Bootgreaves. You can threat the woman outside with Selina, and she'll give you a Kyra's Tear.

### Shell Two

When you start the game, listen to the conversation and watch the opening FMV. You will start in your home. Talk to Uncle about several things. Now head to the right and open the fridge to find a bread. You can get a bread from this fridge every time you have no bread. To the left is a bed where you can sleep when you are injured. Go outside and down the alley. Speak to the people if you want. You should buy anything from the shops in town, because you don't have much money yet. Now explore the town, visit the shops to check what they have, just find your way around town while exploring. When you feel that you're done, head to the lower right of the city, to the city map. From here you can select where you want to go in the city. Downtown Oasis is where you came from; Head to the world map. Go to the pumping Station a bit down, and walk to the right part of the screen there. Pick up the Wire Conduits. Go back to the worldmap. Go to the left, and enter the Badlands.

Area: Badlands

Treasures: None

Party's Level: 1-2

Enemies:

1~Grey Wolf: 20 HP

2~Red Wolf: 30 HP(can summon Grey wolves)

There are enemies here. The dark red wolves are stronger than the light grey wolves. Try to kill them first. When you are low on HP you can use the Bread you found. Maya should advance to level 2 when you get trough the area. Head to the left of the area and once on the world map, head to Azziz' Temple.

Talk to Azziz and he'll give you the Water Fate card after the conversation. He also gives you a bread for your way back. Go trough the badlands again. Go to your home and speak with Uncle about Tori.

Grab a bread from the fridge if you need to, and sleep to heal up. Go to the Pumping Station. This looks like a huge misunderstanding.

#### Boss Fight 1

3~Guard Soldier x2: 20 HP

4~Guard Sargent: 60 HP

Strategy: Kill the two normal guards first, then focus your attention on the sargent. You can use the Water Fate Card on him if you want, or just attack away. He occasionally heals himself, but it's no big deal. He falls soon enough.

Rewards: Heal Fate Card, Core Rune

After the battle, go back to Downtown Oasis and speak about Tori with Uncle. Heal up, and grab a bread if you need it. Go out of town. From the worldmap, Grubb's workshop is located all south, a bit west from the Pumping Station. When there, talk to Grubb and tell him about Tori. He and Runner will accompany you. Grab the Power Generator on the floor. Go back to Oasis again and go to the Junkheap. In the upper-left part of the screen is something that looks like a broken plane. Let Grubb inspect it and you'll receive a TurboEngine. Equip it on Maya. Now head to the Pumping Station and walk up the pipe. Inspect the control panel of the ventilator. Select the Conduits from your Key Items and use it. Then attach the Power Generator. Head to the Desert Pipes area on the other side.

Area: Desert Pipes

Treasures: \*Box- Potion, Smellsalts, Heartstone

Party's Level: 2-3

Enemies:

5~Spiderbug with Red Marks: 35 HP

6~Spiderbug with Green Marks: 55 HP

7~Giant Crab: 11 HP

8~Green Slime Jellie: 25 HP

Walk down the pipe and area, battling monsters along the way. Then go left, where a Giant Crab is; Don't worry, this isn't a boss fight. Since all your attacks(except Runners Level 7 attack that does 2) do 1 damage, you can better attack with level 1 attacks to get the same result. When you walk up the pipe you can go two ways: To the right you can find a box at the end of the path. Inside is a Potion, Smellsalts and a Heartstone. The Heartstone is an accessory that partially protects against poison. Equip it on Maya or Grubb. Go back and take the left path. Walk on the pipe to the end, and move further towards the lower-right. Go to the worldmap. You can go to Outlaw Canyon, but I suggest you go to the small town Galdon first. Those animals are called Helgaks. Grab a root from each of them. Enter the saloon further ahead. The bartender isn't too friendly with you. Now speak to the rude bounty hunters with Maya and Grubb, and you'll be drawn into battle. They are annoying because they cast Barrier on themselves to reduce damage. They have 45 HP each. Just keep attacking and you'll be fine. This isn't a boss fight. After the battle, rent a room for 50 gold at the barkeeper. Buy some breads before going to Outlaw Canyon. Around 20 is plenty.

Area: Outlaw Canyon

Treasures: Dead Sargent-Core Rune, Soul Stone

Party's Level: 3-5

Enemies:

9~Pickaxe Bounty Hunter: 45 HP

10~Twin Razorblade Bounty Hunter: 45 HP

11~Twin Razorblade Bounty Hunter(green hair): 55 HP

6~Spiderbug with Green Marks: 55 HP

You'll get attacked by Bounty Hunters upon arrival in Outlaw Canyon. Kill them. Move further, and head right. Go up a level when you can. Cross the bridges and move towards the end of the area to find Tori, and where a scene will occur. After the scene, inspect the Sargent to find a Core Rune and a Soul Stone. Take note of the Bird. Use the ship on the left to initiate a FMV and a scene. Afterwards, you'll find yourself on Shell 3.

### Shell Three

The tower with the ??? marks is locked, so you can't enter. You can't do anything in the nearby forest either, so go down and enter Southfarm. The people here will point to Wind City when you ask them about the Holy Guard. Don't miss out talking to the Old Woman feeding birds. Let Grubb repair her disk player and she'll give you Bird Seed x10. You can use this to feed birds all over the world. Look in the shops if you want, but there isn't anything great for sale. Go to Wind City. This is a pretty big city. In one of the shops, the item shop, you can buy an accessory called True Strike. It's smart to buy one and give it to Grubb. If you have the money, you could also buy an Ironheart for Maya. It adds to HP. Now head to the Mourn Graveyard.

Area: Mourn Graveyard

Treasures: \*Box- Silver Clove \*Box2- 3 Breads, Core Rune

Party's Level: 4-7

Enemies:

12~Zombie: 60 HP

13~Mad Skull: 50 HP

On the right is a glowing spot. Inspect it and a Zombie will battle you. When you've defeated it, a pool of acid blood is left on the ground. Now head a bit up, and go to the right to get to a small(secret) area with a bird and a box. Feed the bird some seed. Inside the box you find a Silver Clove. This is an accessory that protects against Undead Damage. Pretty useful in a Graveyard! Go to Southfarm and buy an Acid Vial for 100 gold. Go back to the cemetery and put the acid in the bottle. Go back to Wind City and go to the capitol building at the upper part of the city. There, go right towards the library. Check the globe. Grubb can't fix it. Walk to the upper right and inspect the statue on the collar. Use the Acid Flask on it. Then take the Draxx head off. Before you go back to the graveyard, it may be wise to buy 2-3 potions, and some other healing items. Then go to the Graveyard. Head to the left and use the Draxx head on the statue. It'll get alive.

Boss Fight 2

14~Draxx: 150(?) HP

12~Zombie x4: 60 HP

Strategy: This is a very easy battle. As in most RPG's, the undead are weak from healing effects. So if you use a potion on Draxx and the Zombies he summons(let him summon them first to receive more money and exp), it'll end the battle instantly. If you don't have healing items, kill Draxx off with Level 7 attacks, but that's a lot harder.Rewards: Earth Fate Card

Now proceed to the area behind the statue. The enemies are tough in huge quantities, so you might want to use a Potion in a battle with 4-5 enemies. Otherwise, when they are with less, use breads and normal attacks. Anyway, proceed and take a right and hit the switch to open up a door. Go through it. Head right and at the go up the stairs at the end. There, enter the next area to initiate a scene. Runner will leave the party and is replaced by Corgan, a good Swordsman. In my game, he started at level 7, one level higher than Maya. Go back and at the exit, Duke and Araym face you.

Boss Fight 3

15~Duke: 110 HP

16~Araym: 96 HP

Strategy: Kill Duke first, then focus all your attention on Araym. This isn't really worth the name "Boss Fight", but still a bit.

Rewards: /---\

After the battle you will move further in the cemetery. The exit is at the upper left, but the gate is locked. The switch that opens it is on the lower-right of the area. Press it to open the gate. To the more upper part of the right, you can find a box with 3 Breads and 1 Core Rune. Go to the exit. Duke and Araym will fight you once more. They aren't tough. The fight is \*very\* similar to the previous. After the battle you're going to the mountains.

Area: Mountains

Treasures: Layla- Core Relic, Potion

Party's level: 5-9

Enemies:

17~Gray Wolf: 32 HP(can cast Haste-all)  
18~Silver Gray Wolf: 45 HP(can summon Gray Wolves)  
19~Stone Rhino: 70 HP

Layla will give you a Core Relic and a Potion. Rest in one of the tents. When healed up, go in the mountains. Just walk up the mountain trail, battling monsters on the way. The last battle with the Stone Rhino gave me a Cat's Paw, and accessory that boosts you Strike, Power, Agility and Speed. Equip it. Move to Armstrong on the worldmap. Upon entering you'll face Selena and two Chosen Soldiers.

#### Boss Fight 4

20~Selena: 111 HP  
22~Chosen Soldier x2: 60 HP

Strategy: After some turns, Selena will cast Barrier-all. Kill the Soldiers first, then go for Selena. Use Geostrike and Level 7 attacks. Heal when necessary.

Rewards: Barrier Fate Card

Area: Armstrong

Treasures: \*Box1-SupplyCache, 2 Core Runes, 4 Potions, Root \*Box2-Power Token.

Party's Level: 6-9

Enemies:

21~Chosen Soldier: 45 HP  
22~Chosen Soldier(2): 60 HP

At the crossroad you can go left or right. The left path leads to a box with the Supply Cache, 2 Core Runes, 4 Potions and a Root. The right path leads to the graveyard of Armstrong, and a box with a Power Token. This is optional to get. Exit Armstrong and enter the mountains. A scene will take place. Walk down the trail and talk to Layla. Give her the Supply Cache. Now go to Southfarm. Speak with the Chosen Guards with Corgan and they'll attack you. Kill them. Go inside one of the shops that has an Iron Plate in the floor, and speak to the Black Man with Corgan. He'll open up a way into Wind City. Speak to Abbot, and he will give you a passport. Go to the worldmap through Southfarm again. On the worldmap, head all left, cross the bridge, and enter the Helgak Port. Show your Passport to the lady. A scene will be triggered and afterwards, you regain control of only Maya.

#### Shell Five

Area: Gregor

Treasures: \*Shelves- Fast Shoes \*Machine- Metalcoat \*Barrel- Bread, Root, Core Rune

Enemies:

24~Jinam Droid: 61 HP

Speak to the people who found you, and check the shelves in the room with the bed to find Fast Shoes. Equip them, as they're rather good. Go outside. Walk to the right and find a bird at the end of a cracked bridge. Feed it some seed. Go down the stairs and speak to some of the people. To the rightmost of the area is some sort of Machine. Inspect it to find a Metalcoat. Talk to the man in the upper left corner and ask about Corgan. He gives you Corgan's Sword. The nearby shop has a lot of interesting thing for sale. Recommended buys are: Hardsheath(good armor), StrongEngine, a Smellsalts or two, some core runes and perhaps some breads and roots. Buy the attacks Grenade, Napalm and Buzzsaw if you can spare the money. Go outside and speak to the Robo Soldiers. Now go around the fence towards the left, and speak with Corgan on the other side. Give him his Sword. Talk to the soldiers and kill them. After the battle inspect the nearby barrel to find a Bread, Root and Core Rune. Go back to the shop and buy a Medsword for Corgan. It's \*much\* better. Maybe you can also buy him HardGreaves and HardSheath. Now you're all set. Leave Gregor on the left side and go to the Mesa Canyons.

Area: Mesa Canyons

Treasures: \*Barrel- Fire Guard \*Barrel 2- 2 Kyra's Tears, Potion, Core Relic

Party's Level: 7-10

Enemies:

24~Jinam Droid: 61 HP  
23~Jinam Droid(2): 51 HP  
27~Ankaram Sergeant: 100 HP  
26~Ankaram Soldier(2): 71 HP  
19~Stone Rhino: 70 HP  
28~Helgak: 84 HP(can escape from battle)  
25~Black Wolf: 32 HP  
17~Gray Wolf: 32 HP

Walk trough the area and head to the right. Go up a level and cross the bridges. Walk the path out and go to the next area on the right. Walk over the big bridge till the point where it is broken. Go left and take the upper way. In the barrel at the end is a Fire Guard. Now go back and travel all down and right until you have reached the other end of the big bridge. You can go up or right. The upper path leads to a barrel with 2 Kyra's tears, a Potion and a core relic. A sideway that's on the upper way's path leads to a Bird. Feed it some seed. Now go to the worldmap at the end. Go down, to the Ankaran Base.

Area: Ankara Base

Treasures: \*Barrel- 3 Roots, Potion, Core Rune, Core Relic, Smellsalts, Air Fate Card

Get the stuff inside the barrel, including the Air Fate Card. Talk to the girl on the right and learn that she's named Led. She's the daughter of General Campbell. Go back to the worldmap and go all north. Enter the Crashed Jinam ship.

Area: Crashed Jinam Ship

Treasures: Droid on floor-GearMuscle

Party's Level: 9-11

Enemies:

23~Robo: 51 HP  
24~Jinam Sergeant: 61 HP  
29~Maintainance Bot: 65 HP  
30~Guard Bot: 77 HP

This is a switchmaze, but not a very big one, fortunately. Go to the left, hit the switch, and the centre door opens. But only the first one. Head to the right near the centre door and hit the switch to open the second centre door. Go trough and talk to Grubb. He found a Holo Message. Now go back to the Ankaran Base. A scene will occur. Speak to Dave, the soldier, with Maya, and he'll give you a Jinam Dogtag. You can play the Holo Message that Grubb found at the nearby computer. Now head back to the Crashed Jinam Ship. Head to the right from the entrance and use the Jinam Dogtags on the device. Go trough. Note that all enemies are robotic in here, so Grubb's repair attack inflicts major damage on the monsters. In this area, find the switch that opens the side door in the hall. Walk trough the hall until you get to a crossroad. To the left is a room where you can find a GearMuscle on a dead droid, and some sort of computer. To the right the path leads to the Power Converter that Led was looking for. Now exit the ship and go back to the Ankaran Base. Give the Power Converter to Led. Speak to the soldier guarding the door. Speaking with Led lets you. After the scene you receive a potion and a core rune.

Area: Subway Station

Treasures: \*Barrel- Psyckeknot

Party's Level: 7-11 (Led is probably low-level)

Enemies:

32~Carrion Crawler: 50 HP  
31~Maggot: 90 HP  
33~Brown Wulf: 71 HP  
24~Jinam Sergeant: 61 HP  
29~Maintainance Bot: 65 HP  
34~Beetlebug: 50 HP

Walk down the long hall and go to the next area. Go to the left and walk the linear path to the end. It'll lead to a new hall which is a dead end. At the end however, is a barrel with a Psycheknot. When you got it, go back to the crossroad walk SouthEast. To the left is the capitol, but you can't go that way. To the right is the Ankaran Research Lab. Watch the scene.

Area: Ankaran Research Lab

Enemies:

Ankaran Sergeant: 100 HP

Ankaran Lieutenant: 160 HP

Walk trough the hall. At the end, watch the series of scenes. After all the scenes, Gunnar will give you the Summon Fate Card.

## Shell Four

Area: World Bazaar

Treasures: \*Slums-Quick Silver, Smellsalts, Cornucopia, Bread, Titan, Root.

Enemies:

38~Cyclone: 97 HP

40~Convict: 97 HP

41~Bounty Hunter: 97 HP

39~Green Bounty Hunter: 100 HP

In this room you can change your party. Selena is a very good choice, and Corgan also, but the two tend to attack each other in battle, so you might want to take Led in place of Corgan. Go upstairs and speak to the bounty hunter. He'll battle you. He is \*incredibly\* strong, but also very scared. He runs away from battle after the first hit. Now let Led or Grubb inspect the Crate of explosives. Lure him into battle again, and shoot the crate with Maya, inflicting MASSIVE(good enough for the final boss!) damage. You receive the Bounty Hunter Hideout Key. Now explore the area a bit. Some rooms seem empty, but hold battles. One battle awards you with a Soul Stone, one with an Elixer, one other with a Cornucopia. Now visit some of the shops and upgrade your equipment. Buy a Mix Bowl and a couple of earplugs. When you're done, head to the left of the area. Now you are at the city map. Where you came from was the Red Light District. Go to the Slums. In the left Pipe you can find a Quick Silver, in the middle tube you can find Smellsalts, and in the right one you can find a Cornucopia on the table. On the second Level is another pipe. In it, on the table, you can find a bread. On the most upper level are two more pipes. In them you can find a Titan and a Root. After you've gotten all these items, go to the Shipping Transport Area. Go down to the southeast and talk to the captain. Now visit the shops and buy a PowerEngine. Then head northwest and inspect the sewer grate. However, this isn't the sewer that you are looking for right now. Go to the Bounty Hunter District. In this area are two side-rooms. One holds a battle that gives you a Core Rune, and in the other is a bird. Feed it some seed. Buy two BastardSwords from the shop, and give them to Corgan and Selena. From the start of this area, check around and go down on the southeast(check map). Walk over the docks, and use the key you got from Loch to open the valve. Enter the sewer.

Area: Sewers

Treasures: \*Box-Wallet

Party's Level: 12-16

Enemies:

35~Blood Maggot: 90 HP

36~Giant Green Crab: 34 HP

37~Medium Maggot: 115 HP

38~Cyclone: 97 HP

40~Convict: 97 HP

41~Bounty Hunter: 97 HP

39~Green Bounty Hunter: 100 HP

The first part of the sewer is easy. Just follow out the path to the next area. This area is somewhat trickier, but not much. Araym is captured and held in a prison on the southwest, to free him you must

hit the switch on the centre platform and open the door. There is also a Box with a Wallet on the northeast. Now speak to Araym and exit the sewers, fighting battles on the way. Go back to the hotel where you started, in the Red Light District. Selena leaves the party, so replace her with Araym. He starts at Maya's level. Now go to the Captain at the Shipping Transport Area, and speak to him with Araym. He brings you to Shell 7. When you walk to the ship Duke will confront you.

#### Boss Fight 5

42~Duke: 250 HP

41~Bounty Hunter x2: 97 HP

Strategy: Kill the bounty Hunters first, as they cast barrier that slows the battle down. Then go after Duke. He is somewhat tougher than normal bounty hunters, but not much so he shouldn't be much of a problem.

Rewards: /---\

### Shell Seven

After the battle, you find yourself on Shell 7. This Shell is somewhat different from the other shells, with strange growing plants and a glowy environment. On the world map visit Bone Circle Village. It looks like you can't get in, not yet. So go back to the world map and head north. Enter the Mountain Caverns.

Area: Mountain Caverns

Treasures: /---\

Party's Level: 13-15

Enemies:

46~Giant Brown Crab: 30 HP

44~Spiderbug: 97 HP

45~Orange Bee: 50 HP

47~Bee Sphere: 160 HP

The beginning is pretty linear. At the lower level, just follow the path towards the northwest. At the intersection you can go down at the southwest, which is nearby. Do so, and go to the next area. Walk to the end of this path. There are no enemies here. Before going to the next area, heal yourself fully(Core energy also) and equip all your characters with Earplugs as accessory. Then go to the next area. If you don't do this, Maya will not be able to enter because of the sonic sound. You'll face a Boss in the Lava.

#### Boss Fight 6

48~Sonic Lava Boss: N/A HP

Three Tentacles: 100 HP(each)

Party's Level: 13-15

Strategy: This boss will be the hardest you've faced so far, so expect a lengthy fight. To defeat the Boss, you need to kill all three the tentacles at one time, so that not one stands anymore. This is pretty tricky, because all of them have a high defense, but it can be done. However, DON'T kill them off one by one, because the Lava Boss will heal it's tentacles to it's fully, and restore them. Therefore, you need to pound each tentacle with Magical Water attacks, and keep track of the damage you've done to each tentacle. When you've depleted their HP to about 10(for EACH) you can kill them off. Do this quickly, or else you have a problem. To stay alive against the boss it's strong attacks, use healing items like a Potion when you need to heal up for a second.

Rewards: Fire Fate Card

Receive a WHOPPING amount of experience and gold, and your characters will jump a few levels. Now go back to the previous area, and to the first. Go northwest to the worldmap. Go to the Mining Ruins. Let Led or Grubb inspect the garbage heap(now, or perhaps later when you've taken them with you) to find an item. Grab the explosives from the barrel northwest and a Biolum Lantern from the Box northeast. Then speak to the man who is called Hermit from now on. Go back to the worldmap and go to the Dark Lake, on the north.

Area: Dark Lake

Treasures: /---\

Party's Level: 15-17

Enemies:

28~Helgak: 84 HP

49~Sphere Plant: 97 HP

50~Grey Rhino: 97 HP

Walk to the north of the area and inspect the water. It's very poisonous, so use the explosive you just found on the water, to create a bridge of dead Helgaks. After doing this, head all southwest, walk over the dead Helgaks, and feed the bird some seed. Then just head all north and go to the worldmap. Enter the Helgak Cemetery. Pick up the Helgak Bone from the ground(it's on the east side of the area, it looks like..well...a white bone!), and inspect the thing in the water that looks like a boat. You will do something with it later. Then leave the whole area again. Combine the Helgak Bone with the Bowl Mix. On the worldmap, head all back to the landing area, going back trough the mountains again and speak to the captain. Go to Shell Three. When on Shell Three, go to Southfarm and speak to Carver in the northeast shop. He can make a flute out of your Helgak Bone. Give it to him. Go back to the worldmap. If you want the Ressurect Fate Card, go to the cemetery, and into the tombs, past where the statue of Draxx first stood. Go northwest until you reach a Box with the Card. Exit the area and go back to Shell 7 by flying to Shell 4 first, and then from there to Shell 7. Go trough the mountains again. Go to the Mold Forest, which is on the south on the worldmap.

Area: Mold Forest

Treasures: \*Barrel(second part)-Potion, Sea Prism

Party's Level: 15-18

Enemies:

52~Eggspider: 103 HP

51~Sphere Plant: 97 HP

53~White Scissorbug: 97 HP

55~Purple Sphere Plant: 97 HP

56~Orange Bug: 50 HP

54~Grey Jelliefish(second part): 60 HP

You can either walk a bit northeast, or just plain east from the beginning. At the northeast path, you may notice a door that you can't open yet. When you get to the all-east part of the area, you can take the lower or the upper exit. The lower exit leads to an area where the air is unbreathable, so take the upper exit for now. This area goes in a circle and isn't too big. On the northeast of the circle area is a red plant. Use the Biolum Lantern on it after you use the Helgak Flute on it. Fill it with the glowing fluid. Now you have a full one. Head back to the worldmap, this time heading to Bone Circle Village. When there, use your Lantern on the strange pillars, and the Underlost will let you pass. Enter the Village. The Village Chief gives you the Cure Fate Card. Speak about many things and he'll introduce you to Badu, who joins your party. He's very slow, but quite powerful at times. Take Araym and Badu in your party now. Walk in the tent behind the Chief to rest and heal up. Now go trough the mountains AGAIN, and at the end, check out what Badu does. Speak to Hermit about some new subjects at the mines, then go to the mold forest. Let Badu open up the previously locked door at the northeast path. This is again a pretty linear path. There is a barrel located in the far northwest of the area. Check the map. It holds a Potion and a SeaPrism. Then just head to the exit at the northwest of the area. You are now in the Mining Area. Guarded by Chosen Soldiers.

Area: Mining Area

Treasures: \*Mining Car-Metal Buckle

Party's Level: 15-17

Enemies:

57~Chosen Minion: 100 HP

58~Chosen Minion: 97 HP

59~Chosen Mech: 97 HP

This might look like a very complicated area, but it really isn't. Sure you can take a few up-and-downs, but all you really need to do is walk to the northwest corner of the area. In this area, there are a few levels. First, walk to one of the stairs to get to level 2. Here, on the northwest, you can find a Metal Buckle in a Mining Car. Then just go east up to level 3, and the next area. Kaleb has a surprise for you ready. You must battle his precious Mining Helgak.

#### Boss Fight 7

60~Mining Helgak: 600 HP

Party's Level: 17-18-19

Strategy: The Mining Helgak is a tough boss. His hard shell does not make things easier, and his attacks are powerful, and overall fast. You should start the battle by casting Barrier on all your party members, to reduce the damage done to you at least for quite some turns. The strategy here is to attack the shell that protects the Mining Helgak's head with Maya and Araym with Level 1 attacks, and do that 5 times. Let Badu charge up to his level 3 attack. When the head is exposed from the shell, attack with Badu right away. You can also use PoisonSpit with Badu if you have it, to poison the Helgak, and that does even damage when it is in its shell. The problem with this is that it might get hit by the poison when you are about to hit it with Badu, although the chance is small when you attack right away. So just repeat this strategy, and use a potion when your HP gets low. You should be warned for a powerful attack that the Helgak can execute though, which it only performs when its head is exposed for too long. So just don't wait for that long.

After defeating it, you will go to the Chosen Ship.

Area: Chosen Ship

Treasures: \*Barrel-Solid Strike

Enemies:

57~Chosen Soldier: 100 HP

59~Chosen Mech: 97 HP

There are two rooms to the southeast. The first room's switch opens up a room on the northeast, where a barrel is inside that holds a Solid Strike. The second room's switch opens the door to the exit of the map. Exit, and a scene will occur. Grab the Lens Shard when the whole scene is over. You are now on Shell 6.

## 6. Shell Six

Go to Scrumm Town on the north. Go to the Bartel Mall and buy things from the shops to upgrade your party. Buy things such as: SmallBlitzer, Shrapnel, Meat(!!Key item!!), Bone Knives, Long Sword(x2), Blades, Wind Shoes, and a load of healing items to endure the next few areas. Then go to the Shipping Transport. Grab the nearby Drill, lying on the floor. The man at the end is on the lookout, and you can't get the Manifest lying behind him. However, Araym, master thief as he is, knows how to deal with this situation. Just speak to the man with Araym, and he does the job. Give it to the guard at the locked door. Exit the city and go to the Mountain Pirate Base.

Area: Mountain Pirate Base

Treasures: \*Barrel-Knuckles

Party's Level: 17-19

Enemies:

63~Punk Bounty Hunter: 116 HP

66~Bounty Hunter Pickaxe 1: 116 HP

62~Bounty Hunter Pickaxe 2: 150 HP

64~Black Wolf: 123 HP

61~Bounty Hunter Razorblades: 116 HP

65~Bee: 85 HP

70~Helgak(Snow area): 116 HP

69~Flying Bug(Snow area): 100 HP

68~Stone Rhino(Snow area): 116 HP

71~Flying Helgak(Snow area): 275 HP

Explore the area, after you've battled the pirates to get through. Go up one level. The exit up north leads to a path with a barrel that contains Knuckles. The other exit leads to a snowy area. Go there now. Walk over the path until you face the flying Helgak. It's pretty strong, but it's a special enemy. When you've defeated it, grab a Helgak Egg from the nest. Use the Drill on it. You can walk to the summit, but it leads to a dead end. You encounter some powerful undead here, but if you finish them with healing items, you get a pretty fat experience amount. You can enter/exit this part to respawn the encounters. There is also a barrel with a Quicklight here. Go to the first area, and walk to the exit on the northeast to the worldmap. Go south to Pranno. Grab a Herb at the end of the town, and feed the nearby bird some seed. Enter the saloon, and be re-united with your party again. Form your party. I usually take Araym and Selena with me, but that's just my personal favorite combination. Now go back through the Mountains, and to the South Green Mire. Enter the south swamp.

Area: Green Mire

Treasures: /---\

Party's Level: Your Party's Level will depend heavily on whom you take with you from this point. Lobo is about 12 levels lower than Selena, but Selena isn't considerably stronger. Therefore, I can't list the Party's Levels anymore from this point. Or I can, but it's use will have lost its effectiveness. At Boss Fights it may still have a use.

Enemies:

73~Green Jelliefish: 70 HP

75~Orange Bug: 116 HP

74~Giant Crab: 30 HP

76~Helgak(west swamp): 97 HP

72~Purple Bug(west/east swamp): 123 HP

77~Bee Sphere(east swamp): 240 HP

Walk to the next area in this linear path. That isn't too hard =). Speak to Lobo. You'll need to rescue his Crew before he will help you out. Go to the East part of the swamp. Feed the bird to the north some seed, then head to the southwest corner of the map. There are some leeches. You can't just pick them up, or they'll attack you (no real attack though), so distract them by using some meat nearby. Then you can grab them. No exit the map and go to the west part of the swamp from the map. In the southwest part of this area, grab the Sleep Plant from the ground. Combine it with the Drilled Egg. Now it's Drugged. Head a bit north, the west, and feed the egg to the Water Helgak there. Use the leeches on it when it's asleep. Now you've got yourself some Bloated Leeches. Go back to Scumm Town, the Barter Mall, and head inside the Tattoo Shop. Give the Leeches to the woman, and she'll make some tattoos for Maya. Go to Lobo and tell him that you're ready to go in. He gives you a Flare and the Key to the Shipping Docks. I usually pick Araym to accompany me later. Go back to Scumm Town and to the Shipping Docks. Unlock the door with the key. After the scene, you play as Maya only on Connor's Isle.

Area: Connor's Isle

Treasures: \*Box-Potion, Core Relic \*Table-SmallBlitzer, Chainvest \*Barrel-Armor Rune \*Background Barrel-Wind Shoes \*Beertap-Potion \*Background Barrel-Aegis \*Junk Crate-Core Relic

Enemies:

Bounty Hunter(pickaxe): 38 HP

78~Pirate: 116 HP

81~Pirate(twin razorblade): 123 HP

80~Pirate(Punk): 123 HP

82~Small Bot: 116 HP

64~Black Wolf: 123 HP

79~Brown Pirate: 160 HP

83~Bee: 100 HP

Head to the southwest room, the box contains a Potion and a Core Relic. You can't free the prisoners, not yet. Then head further to the east, and grab a SmallBlitzer and a Chainvest from the Table. Then go (south)west to a new area. Be sure to keep Maya healed between battles, or else you might find yourself dead at one moment. Cross the bridge further down, then cross the one that comes up the

nearest by, and follow the path. There is a barrel down there that contains an Armor Rune, and from some barrels in the background you can grab Wind Shoes from, that's a bit further, and just keep going. At the Beertap you can find a Potion, at the dead end. Now go up the level and hit the switch. Now go back over the bridge and you've walked in a circle. Now go to the next area southwest. Walk down the hall and hit the switch at the end. Walk through the hall from the door that you just opened. Signal Lobo at the secret entrance. Now you have a three-man party again. Go back inside, and walk to the room that opened. Hit the switch and grab the Blue Isle key from the Box in the next room. Go back to the previous area, and use this key on the blue device. Grab an Aegis from the barrel in the background, and the Red Isle Key from the main barrel. Now go to the room that opened, since the other way just locked up. At the end, hit the switch again, then go to the next area and use the Red Isle Key on the Device with the red glow. The hall leads to Connor's Throne. Don't miss out the Core Rune in the Crate with Junk right before the entrance to the next room. Connor will have a little chat, and then fight you.

#### Boss Fight 8

84~Connor: 450 HP

Twin Machine Guns: N/A HP

Strategy: Connor is a robot with a very high defense, and he is practically immune to your normal attacks. You must therefore attack the two machine guns all the time with level 1 attacks until they spin and aim towards Connor. Then they will attack/shoot and damage him for about 50 HP damage. When a Machine Gun has attacked, you must attack it 3 times again, or else it will attack you again. Connor has some attacks himself, some powerful, some weak, so just heal with items and Magic when you feel the need. Keep this strategy up and Connor should fall soon enough.

Rewards: Bless Fate Card

Grab the Cell Keys from the ground. Now all you need to do is to free Lobo's crew. Go back to where Maya started, so backtrack through the areas to the cell blocks. Free the people there, and in the last cell is Lobo's crew. Go back to the open area, the secret area where Maya signaled Lobo, and the ship will take you off the Isle. Congratulations! You've got yourself a Ship! This makes worldmap traveling a lot easier. With the ship you now have the ability to travel between Shells whenever YOU want to. You can do QUITE a lot optional things now. Here's a list of all of them, in a somewhat special order. You can mark the ones that you've done if you print the list out(man

### Optional Quests

This is a list with optional things that you can do once you've gotten Lobo's ship. Later there will be new things, but I will mention those later. Now for the list:

Go to Shell 2, and to the west of Grubb's Workshop there is an Isle with a ??? area. Enter the area by landing the ship on it. There is a ghost of a boy in this area, and if you approach him in the wrong way, he will run in the nearby well. Here is how to approach him in the correct way: Go around the fence, on the right, and walk all down staying as close to the fence as you can. Then walk south, still staying close to the fence, and walk to the well between the benches and the well. Maya should now stop the Ghost, and the boy will give her the Holywater accessory, that protects her fully from Undead damage.

Go to Shell 1. You haven't been here yet, I know, but you are only here for this small quest right now. West of the Chosen Capitol in the Middle, is an hidden area. It's not even marked with the familiar ??? marks. Double-click on the lake and your ship will land. In this small area are two pretty weak Black Wolves, and a Barrel, to the northeast near the building, that holds a Luck Charm. This is an accessory that only Maya can equip. It adds to the amount of Gold gained after a battle.

On Shell 2 visit Oasis. Before you go to the Junkheap, take Led and Grubb with you on the party. Then go to the Junkheap. Speak to the Warbots and you will battle them. They are pretty strong for this point in the game, but a couple of Repair attacks should make the Junkheap a bit larger. After the battle, check the area and pick up the Pipe, which is a Keyitem you'll use later. That's not where you came from though. Check the map for an exit that's not normally visible. With the map you should be

able to find it. Grab the Disrupt accessory from the broken ship. It protects(better than Earplugs) against Sonic Based damage. Go back to the worldmap. You don't want to fight your way through an area with ALL those warbots at this point of the game =/.

Still on Shell 2, go to Outlaw Canyon and bring Selina with you. Check the map. On the east of the area is a small room that you haven't been to yet. Check closely to find a door. Selena can open it. Inside are three weak Bounty Hunters: Black-purple Bounty Hunter: 19 HP, Green Haired Bounty Hunter: 45 HP. After the battle, Maya will open the Box and find the Armstrong Seal, and a Lockpurse. The Lockpurse protects fully against steal, and the Armstrong Seal has it's uses..You aren't done in Outlaw Canyon yet. Go to where you found Tori, and feed the bird some seed. You couldn't do this before because of the scenes.

After doing the last quest with the Armstrong Seal, go to Shell 3 and take Corgan and Selena with you. Armstrong is invaded by the undead. Walk to the end, to the graveyard. Fight the Undead boss there. It looks like Draxx but it's a brown version. It has 292 HP and it can summon a group of 4 zombies, just like Draxx could. If you let him summon the zombies first, you get more experience. However, DO NOT WAIT TOO LONG WITH DEFEATING IT! It has some DEVASTATING multi-attacks that can wipe out your party easily. I hope that was enough of a warning =). Just kill it with healing items for victory. After the battle, place the Seal of Armstrong back in the Shrine. Corgan will now respect Selena, and they won't attack each other inside battles anymore.

Go to Shell 5 and take Grubb and Led in your party. Together they can open the door on the north. Once inside, Maya will check for any survivors, and Led gets attacked by a group of Pirates. Grubb(you) must choose if he wants to grab the Gadget or to help Led. Forget the Gadget and help Led! When you do so, Grubb and Led will be able to perform their super lightning-combo's Grubb-Led Combo when they are together in a battle. The Gadget, if you need to know, is a ForceBlitzer, a Core Engine that is pretty good in the game for now, very true, but later on you can just get it and it becomes useless. Now Grubb and Led are together.

On Shell 5, fly southwest and enter the ??? area on the small Isle with mountains. The Barrel at the end holds a MindBarrier, an accessory that protects fully from the status Berserk.

On Shell 3, go to Southfarm. Bring Corgan and Led with you. Defeat the Chosen Soldiers and then go to the shops to buy some new, good equipment for your party. In the shop with the iron grate, go down and into Wind City(only possible with Corgan in your party) and check out the library. Fix the Globe of Septerra with Led, and Abbot will reward you with a Soul Stone. After this, exit to the worldmap again.

On shell 6, head a bit south from the Mountain Pirate Base. Double-click on the forest that only the ship get to, and you will land. In this area is a box that Box that holds a Touchstone. This increases the amount of experience that the party gets after battles. Only Maya can equip it. So which is better? The Luck Charm or the Touchstone? The Touchstone is, because you will get more experience after battles, and you gain levels more easy. Therefore, the enemies(in those really long dungeons) become somewhat easier.

On Shell 4, just fly west from the World Bazaar, and search for a hidden area there. The ship will land when you've found it. In this area is a Box, but you can't open it yet. To open it, you must press on one of the lights on the walls that shines brighter than the others. Do this a couple of times if necessary, then grab the EndikuBell from the box. It adds bonus damage to spells, I think.

On Shell 4, there is one more hidden area. It's on the north of the World Bazaar. Just check it good(that Isle) to find it. However, it's wise to wait with this area until you are much stronger, because some really nasty creatures guard the treasure in this area. Two Strong Bugs in the first fight, and a very strong Rhino as a second fight. However, there *\*is\** a way to reach the Restore Ring, without really cheating. You can run away at both battles, and the enemies won't bother you anymore on your way. You probably end up wounded when you try this, but still, it works pretty good, most of the time. Same for the second battle. Now the path is cleared for you, and you can open the box to receive the Restore Ring. It protects against *\*all\** negative status effects.

On Shell 3, go to the forest that is marked with ??. It's on the east. Here are five stones lying around a Tree. Every time you look at one, a battle takes place. After that battle, you are rewarded with an item. You can only look at one stone, going counter-clockwise. Here are the battles:

Battle 1: Stone Rhino: 97 HP-Soul stone-Easy

Battle 2: Gold Rhino: 142 HP-Soul Stone-Easy

Battle 3: Purple Rock Rhino: 298 HP-(can cast Berserk, summon Ghosts)-Quick Gem-Medium

Battle 4: 2 Platinum Rhino's: 324 HP-(casts lightning/all after charge up, berserk, Summon Ghost, Curse)-EarthPrism-Very Hard

Battle 5: 3 Goldsilver Rhino's: 207 HP-Spirit Guard-Medium

Some advice for the battles: Buy some Wards so you can nullify the Berserk status, and cast Barrier on everyone in the fourth battle. That protects you from 3-digit damage. The Spirit Guard is an accessory that protects against all elemental attacks.

From this point forward, I equip Maya with the Touchstone, Araym with the Restore Ring, and Selina with the Spirit Guard. That way you have a really balanced party that can handle most situations. The accessories really help.

And that's it for what you can do right now. You can now proceed with the story. Go to Shell 1 and Enter the Chosen Capitol.

### **The Core of Septerra**

Go to the Ankaran Capitol on Shell 5, and speak to the pirate on the northeast. After battling some pirates you will receive the Research Lab Key. Go to the Ankaran Research Lab.

Area: Ankaran Research Lab

Treasures: Table-Sturdy Heart,

Enemies:

99~Pirate 1: 324 HP

100~Pirate 2: 324 HP

98~Pirate 3: 162 HP

102~Pirate 4: 162 HP

103~Pirate 5: 300 HP

101~Egg Creature: 162 HP

92~Purple Rhino: 155

Use the Research Lab Key to open the door. Go inside the area. Go northwest at the intersection, and grab Sturdy Hearts from the table. Note: You can grab them again when you exit and enter again. Go through the exit on the west. In this area, take the left path first. In the first room is a box with a BreatherMask in it. In the second room, you can grab a Cornucopia from the last table. In the third and last room you can find a Gauntlet on the table in the right corner. At the end of the path, you'll get to the area with people in tubes. Find the Diamond Cutter on a table here. Look carefully for it, as it's not so big. It's in the right section. Now take the right path from the beginning of this area. The box in the room in the next area contains the second BioBreather Mask. Go back to the first area. Go to the right exit, to a new area. Here, in the first left area, is a box attached on a wall where you can grab Smellsalts from. You can find a MyomrMuscle from a yellow Hazmat Suit hanging in the area all southeast. Hit the switch in the room to the north, to open the room that is the most to the north. In this room is another switch. Hit it and two doors will open. In the room with the two Rhino's is a Hazmat Suit where you can pick a Core Relic from. In the other room is a box with the last BioBreather Mask. Now exit the lab.

Go to the Mining Ruins on Shell 7. Pick up Smellsalts from the Junk Heap with Grubb if you haven't done it earlier. Then give the Diamond Cutter and the Corite to the Hermit. He'll make a Corite Lens out of it. Now go to the Mold Forest, and walk to the southeast exit. Equip everyone with a BreatherMask (except Lobo, Runner and Badu). Then go to the next area.

Area: Mold Forest(2nd part)

Treasures: Box-Core Sphere, Box-Elixer, Barrel-Leatherskin,Airprism, Barrel-Snake Tail, Barrel-Hewstone, Table/chair-Speedknives

Enemies:

101~Egg Spider: 162 HP

104~Green Bug: 175 HP

112~Sphere Plant: 162 HP

112~Sphere Plant 2/3/4: 162 HP(they only have different shades, might be the shadow)

113~Bug Sphere: 320 HP

114~Slime Jellie: 125 HP

105~Bug: 162 HP

106~Black Bug: 190

115~Giant Crab: 60 HP

116~Beetle: 150

108~Leech: 200 HP

109~Leech 2: 220 HP

107~Sphere Bug 320 HP

Uh-oh. This area is nearly undescribable for me, with zig-zags and the environment that looks all the same, all the time. So I suggest you use your map and follow the paths to the small yellow exit on the southeast. There are a few treasures. The box in the ruins to the very northwest contains a Core Sphere. The box in the ruins at the centre of the map contains an Elixer. And finally, the ruins on the southeast exit lead to the next area. The nearby room to the east in this area has a barrel with a Leatherskin and an Airprism. The exit on the east leads to a rather small area where a barrel is that holds a Snake Tail. The other barrel holds a Red Village Key. This one is on the northwest. Go back to the previous area and to the right exit at the end. In this area is a box with a Root and a Red Door. Open it with the Red Village Key. Inside this area is a barrel with the blue village key. Now go back to the previous area and take the west(left) exit. In this area, find the blue door. Open it up. There is also a Hewstone in a barrel in this area. From the fallen chair and table you can grab Speedknives, and the pink thing is the Hell God Claw. Now exit the \*whole\* area. That's right, you came here just for that claw. Don't forget to re-equip your accessories again.

Go to Bone Village and show the claw to the chief. It can withstand much heat. Now Combine the Claw with the Core Key. Now go to the West Mountain Caverns and to where you fought the Sonic Lava Boss. Use the Claw with Core on the Lava. Now you have a Revealed Core Key. There's only one person who knows about this the most..and that must be Azziz. Go to Shell 2 and show Azziz the Core. He'll tell you all about it. Your next stop is on Shell 7 \*again\*, the Mold Forest. You must go to the Core, which is the centre of Septerra. To get to it, you must travel through the Mold Forest, through the door that Badu opened for you, to the exit. Then you get to the Mining Excavation place. You've already been here once, so just head to the exit on the northeast. In this next area, hit Tab to check the map, and you'll notice a new exit. Walk towards it and enter the next area.

Area: The Core

Treasures:

Enemies:

129~Green Leech: 220 HP

128~Leech: 200 HP

127~Leech: 90 HP

117~Purple Helgak: 162 HP

118~Flying Helgak: 162 HP

119~Madskull: 250 HP

120~Chosen Soldier: 149 HP

124~Earth Draxx: 800 HP

125~Water Draxx: 800 HP

123~Air Draxx: 800 HP

122~Fire Draxx: 800 HP

93~Chosen Mech 1: 168 HP

126~Chosen Mech 2: 175 HP

90~Chosen Minion 1: 155 HP

121~Chosen Minion 2: 175 HP

Walk to the very end of the path and hit the switch. Go through the opening you just opened up. Walk to the intersection and take the right path. Hit the switch and walk through both opened doors(I'll call them doors). Just walk to the exit of this path, it is pretty small. Now you're in an area with a centre, and four paths. Walk out the one that is open. At the end, grab the Red Key, and beat the Draxx-type enemy. Use healing items. When you pick the Key up, some doors will open and close. Just follow the path of opened doors, and grab the yellow key at the end. Battle the Draxx enemy again. Don't go to the centre yet. Again, a path opens up. Battle the Draxx enemy at the end, and pick up the Green Key. Ditto for the Blue key. Now go to the centre and exit back to the previous area. Here, walk to the northwest exit. In this area you can open all doors with the corresponding colored key. Now go to the northwest, northeast and southwest sections of this area to open the hall to the southeast. In the southwest section is a barrel with a Titan Ring. When you've flipped all switches, exit to the southeast section. In this section, hit the two Switches that are at the end of the left and the right paths to create a bridge in the middle. Heads up, here they come..=)

Boss Fight 13

130~Hell God: 975 HP

Strategy: This battle isn't too tough really. Cast (fire)barrier on every party member for protection, if you want. The Hellgod is Fire-elemental, so water attacks hurt it a lot. Summon a couple of fully charged up Sedna & Pilitak summons and that should do the Hellgod in. If you don't use this summon, things may take a bit longer, because the Hellgod has a formidable defense.

Rewards: Mirror Fate Card

After the battle, the Hellgod dies. Press the two switches on each path, again both the left and right sides to create a bridge in the centre. Go over it, and at the end, watch the series of scenes. After the scenes, you're back in the Mining Area. Exit the whole place and go to the Worldmap. At this time there is a small sidequest to do:

Go to Shell 3. Near the Helgakport is a ??? area. It's the lake. Go there. Here are two Kahlicrabs that both have 100 HP. They aren't too tough. When you've defeated them you receive a Kahlshell and an AquaGuard.

## Freeing Wind City

Go to Shell 2, to the Junkheap in Oasis. Find a Grappling Hook in the area the two Warbots used to guard. When you've found it, go to Shell 3 and speak to Layla in the mountains. She will give you the Wind City Reservoir Key. Check out the water in the Wind City Reservoir area, after opening it up with the key. Fly to Shell 7 and visit the Helgak Graveyard. Use the Grappling Hook on the Helgak Shell and Lobo's crew will pick it up with the ship. Go back to Shell 3 again, and use the Helgak Shell on the water of the reservoir. Be sure to put Lobo in your party. You'll need him in the Forest if you don't want to backtrack some big areas a few times. Then take the Helgak Shell to the forests.

Area: Wind City Reservoir Forest

Treasures: Box-Armor Relic, Box-Power Aegis, Box-Elixer, FirePrism, Box-Elixer, Barrel-Hero Heart, Barrel-Core Sphere, Barrel-Kyra's Tear, Barrel-Soul Stone,

Enemies:

132~Wulf: 188 HP

134~Purple Bee: 188 HP

138~Orange Bee: 162 HP

133~Chosen Soldier 1: 200 HP

139~Chosen Soldier 2: 175 HP

126~Chosen Mech: 175 HP

136~Chosen Mech 2: 188 HP

116~Beetle: 150 HP

135~Wulf 2: 188 HP

137~Bee Sphere: 360 HP

This is a pretty big area. To the west from where you start is a locked door, so walk to the north. In this northern section, hit the switch. There's also a box in a hidden area, so use the map. It's also showed when you flip the switch, and it shows you what door opened. It contains an Armor Relic. Now go back and walk trough the door you just opened. On the west of this area are two more boxes that are hidden in small areas. Use the map to check for unusual paths and find them. One contains a Power Aegis and the other an Elixer and a FirePrism. Then head towards the exit on the northwest. Don't miss out the concealed box with an elixer on your way. This new area is pretty big again. There's a barrel in a concealed area on the east, pretty nearby. It contains a Hero Heart. At the north of this map is another barrel, with a Core Sphere. Then head to the northeast. Speak to the two holy guards of Wind City. Show them the lens. Lobo can use a beam to focus it on the lens. Go trough the exit and use the lens on the cable. Lobo will destroy it with his beam. After this, go back to the previous area and exit to the last area on the left. In this area is a barrel with a Kyra's Tear, a bit south from the start. To the very south is a switch that opens a door. Press the other switch on the map to open the second door. The switches are marked with small red squares on the map, btw(but this doesn't apply to other areas, so don't bother). Just a bit below this second switch is a barrel with a Soul Stone. Now exit the whole forest by the exit on the southwest. On the worldmap, speak to Layla in the mountains again, and talk about Wind City. You're ready to attack. Go to Southfarm and take Corgan with you. Go to the library in Wind City and talk to Abbot. He will help you get into the government building.

Area: Wind City Government Building

Treasures: Table-Psycheknot, Core Relic, Bookshelf-Cat's Paw, Core Relic, Table-Cornucopia, Bookshelf-Core Relic, Bookshelf-Kyra's Tear, Bookshelf-Root, Potion, Cabinet-Potion, Cabinet-Core Relic, Table-Smellsalts, Cabinet-Potion,

Enemies:

139~Chosen Soldier 1: 175 HP

142~Chosen Soldier 2: 190 HP

121~Chosen Minion: 175 HP

140~Chosen Minion 2: 195 HP

141~Small Brown Bot: 188 HP

You must get trough a series of three mazes to reach the top of the building and enter the Chosen Ship. Walk down the hall to the west. In a conference room closeby, you can grab a Psycheknot and a Core Relic from a table. There's also a room where you can inspect some sort of television, and a small and funny scene will occur(Reminded me of Final Fantasy 6 for some reason). Go to the east section of the map and flip the switch. Then go to the west of the map. In one of the rooms here you can grab a Cat's Paw and a Core Relic from a Bookshelf. In an other room is a switch. Hit it to open up a door leading to the exit. Go to the next area. In one of the nearby rooms you can grab a Cornucopia from a table. In the centre room you can grab a Core Relic from a bookshelf. In the next, larger room, you can grab a Kyra's Tear from the large bookshelf. Then go to the two rooms that are separate and hit the two switches. There's a bookshelf in a room near one of the switches' rooms, where you can grab a Root and a Potion from. Then go to the next area. Walk down the hall, then go right. You can find a Potion in a cabinet around here, in one of these rooms. Inside another cabinet is a Core Relic. In the last room, flip the switch to open up some doors. Now go to the rooms on the east side of the map. In one of these rooms you can find Smellsalts on a table, and a Potion from the cabinet in the room with 4 cabinets. Again, in the last room, hit the switch. Go to the roof of the building by the exit on the northeast. Enter the Chosen Ship. This is an easy area. Just walk down the hall, go right and left, and flip both switches to open up the two doors, and then you can walk further to the next area. There you'll face Balcaam, one of Doskias' Elite Generals.

Boss Fight 14

143~Balcaam: 950 HP

Chosen Soldier(red)x2: 205 HP

Strategy: This battle isn't too hard at all. Balcaam uses two attacks that cause damage, and all his others are just support magics. Kill the two Chosen Soldiers first, then cast a fully charged up Marduk on Balcaam. Do this two, perhaps three times, and he should fall.

Rewards: Affect All Fate Card, Achilles Heel Fate Card

Watch the scenes. Afterwards, you'll find yourselves on the worldmap. Go back in Wind City. Find the Paintspray near one of the walls. You'll need it later as a Keyitem. Also, the shops have upgraded their

stocks, so buy a Beam attack for Maya, the ArcBlast for Grubb, a ForceBlitzer, Speedboots, Witchstrike and other weapons for party members you sometimes use.

### **Doskias' Doomsday Plan**

Fly to Shell 2 and go to Azziz' Temple. After the scene, you'll get the Chosen Sewer Key. Head to Shell 1, to the Chosen Sewer Duct. It's northeast from the Capitol. Use the key on the door.

Area: Chosen Sewers

Treasures: /---\

Enemies:

144~Egg Spider: 214 HP

145~Plant Sphere: 220 HP

146~Plant Sphere 2(red): 220 HP

148~Leech: 380 HP

147~Leech 2: 250 HP

This is a linear path. Walk to the end, fighting battles on your way. At the end you'll get inside the Chosen Palace.

Area: Chosen Palace 2nd Visit

Treasures: Bed-Core Relic, Washtub-Potion, Cabinet-Core Relic, Table-Potion, Cabinet-Core Relic, Vase-Elixer, Cabinet-Core Sphere, Cabinet-Kyra's Tear, Cabinet-Potion

Enemies:

150~Chosen Mech(brown): 207 HP

149~Chosen Soldier: 205

151~Black Rhino: 207 HP

149~Chosen Soldier(red): 205 HP

152~Red Bot: 207 HP

Now you're in the Chosen Palace. Go in the right room, and hit the switch in the corner. Then go through the door. If you look on the map, you'll see that there are (like in a lot of areas) two sections of rooms. Go to the east section, and walk to the very end. Hit the switch at the end. The room on the right of this switch holds a Core Relic on the bed (This is the most northern room on the map). At the end of the left section with rooms, all you can find is a Potion from the washtub in the last cell. Now go through the door that you opened with the switch, and up the stairs. This place should look familiar. Go to the Main Hall. At the end of the hall, go through the only opened hall, to a new area. In this new area, go right. In the east room, you can find a Core Relic in a Cabinet in the corner. Still on the east section, you can also find a Potion on a table in a room a bit lower. And in yet another room is a Cornucopia in a small cabinet in the corner. An Elixer can be found in a big Vase in the room below the previous one. After you've found these items, head to the east of this section and hit the switch to open one of the two doors. Then go to the west section. In the rooms you can find a Core Sphere in a Cabinet, a Kyra's Tear in yet another cabinet, and a Potion in YET another cabinet between two beds, in a room that's separate from the others. After getting these items, flip the switch at the southwest part of the section. Grab the Green Palace Key at the very end of the hall. Face Kaleb in the next area.

Boss Fight 15

153~Kaleb: 1100 HP

Strategy: He has some strong attacks, like all bosses have, so cast Barrier-all for protection. He uses several elemental sword attacks to hurt you, among some others. Simply do what you're used to do: Cast a fully charged up Marduk against him, two or more times. He should fall pretty quickly.

Rewards: /---\

Maya will grab the Doomsday Plans that Kaleb drops. Now you have to make your way out of here ALL by yourself. How nice of Valkyrie Studios =) Once back on the worldmap, fly to Shell 2 and go to Azziz' Temple. He tells you to stop the Doomsday Device on Shell 6, so fly to it. The Doomsday Rift is just a bit north of Pranno. Enter the area.

Area: Doomsday Rift

Treasures:

Enemies:

151~Rhino: 207 HP

154~Flying Helgak 1: 207 HP

156~Flying Helgak 2: 227 HP

159~Beetle: 175 HP

155~Helgak: 207 HP

160~Giant Crab(red): 70 HP

149~Chosen Soldier(red): 205 HP

157~Doomsday Pipe: 207 HP

157~Doomsday Pipe 2: 1000 HP

158~Mini-Brain: 1000 HP

### Sub-Boss Fights

Doomsday Pipes and Mini-Brains: 207 HP/1000 HP/1000 HP

Strategy: These suckers attack really fast, so you have to be quick in defeating them. They use very powerful elemental-all attacks on your party, trying to obliterate you. Fortunately, they have a low defense value. A well charged up Marduk should deal quite a lot damage. Then attack with a Level 3 attack once or twice, and you should defeat them. Use this standard strategy to defeat all of them. Another good trick is to equip Araym with really fast equipment, and let him Taser your opponent, so that it's stunned. This should give you way enough time to finish it off. This doesn't work on the Mini-Brains, however.

Just walk to the inside of the Doomsday Rift by the exit on the west. You can walk under some trees for a shortcut. Check the map for it. Inside, take down the levels on the west, and beat the Mini-Brain at the end, and also 2 pipes when trying to get there. Now you can pass on the east side. Go to the next area. Walk further, and beat the pipe. Walk even further, to the southeast is yet another pipe. Kill it and walk down the path. Go northwest at this intersection and grab a HeavyShell from the dead Crab. Then take the other path all the way east, fighting two pipes and at the end a Mini-Brain. After defeating it, the pipe to the northeast will be destroyed. Go there, and walk in the next area through a small path with 2 weak pipes. At the end, go to the next area to fight the Doomsday Brain.

### Boss Fight 16

161~Doomsday Brain, 4 Brain Parts: 800 HP(each)

Strategy: The brain consists out of four parts, each which has an iron plate on it. When the plate is actually on a specific piece, you can't attack it. First of all, cast Barrier-All to reduce damage like always. Then wait until a plate opens, and quickly unleash a series of powerful attacks. Do this until all of the four parts are dead. The Doomsday Brain isn't finished yet.

### Boss Fight 17

161~Doomsday Brain: 1500 HP

Strategy: This battle is a little bit easier than the previous one, so heads up. Cast Barrier-All, then start casting Marduk, and attack with Level 3 attacks. The Brain has 1500 HP, and some powerful attacks, so watch your health. Use healing items when necessary. You should be able to defeat the Brain in a couple of rounds with powerful attacks.

Rewards: Chaos Fate Card

After the battle you receive the Chaos Fate Card, a very useful card that's used in plenty powerful combo's. Watch the series of scenes, and find yourself on the Worldmap once again afterwards.

## Watchers

Go to Shell 2 and talk to Azziz. Then go to downtown Oasis and ask Uncle where Tori is. He's hiding in the Factory. Now place Corgan in your party and go to the Factory. Speak to Tori, and then inspect the gate with Corgan. He can open it. Inside you'll receive a Reformatting Disk and information. Got to the Smelting Complex in Oasis.

Area: Smelting Complex

Treasures: /---\

Enemies:

131~Warbot 1: 227 HP

162~Warbot 2: 454 HP

163~Yellow Warbot: 233 HP

165~Small Bot: 227 HP

164~Red Warbot: 240 HP

This is a small area, but with tough robotic enemies. You can take Grubb and/or Led with you, but an effectively charged up Lighting-All spell works also fine. Mayor's Computer is on the northeast, so walk to it. Use the Reformatting Disk on it. After the scene you'll have the Canal Key. Go back to the Worldmap. Now fly to Shell 4, the World Bazaar, Red Light District. Buy a Terrarium from the shop on the north. You'll need it later.

Now go to the Shipping Transport. Go down, and to the Sewer Canal door on the west. Use the Canal Key on it. An Ankaran Soldier will report about General Campbell. You don't have to do this now, but you might as well do it. Go to Shell 3, to Southfarm, and speak to Campbell in the bar. He'll tell you some information, and give you a pack of explosives. Go back to the Canals on Shell 4. Go inside.

Area: World Bazaar Canals

Treasures:

Enemies:

165~Bot: 227 HP

169~Purple Bug: 227 HP

166~Leech: 300 HP

173~Bee Sphere: 415 HP

145~Plant Sphere 1(green): 220 HP

146~Plant Sphere 2(red brown): 220 HP

159~Beetle: 175 HP

151~Rhino: 207 HP

167~Red Bug: 227 HP

168~Bug: 227 HP

In this sewer area, just walk to the southwest exit. In this Canal Hall, just walk to the end and exit to the next area. Here, walk southeast, and grab an optic vine from the vines near the beam of light. Also, get the healing plant, a bit more to the north. Now that you have these items, go back to the worldmap. Head to Shell 6. Go north on the map, and enter the Chosen Ruins.

Area: Chosen Ruins

Treasures:

Enemies:

144~Egg Spider: 214 HP

167~Red Bug: 227 HP

170~Jellieslime: 85 HP

173~Bee Sphere: 415 HP

169~Purple Bee: 227 HP

171~Black/White Bug: 227 HP

172~Pink Egg Spider: 240 HP

145~/146~Plant Sphere 1/2: 220 HP

174~Azure Crab: 40 HP

175~Black/Red Draxx: 700 HP

At the entrance, use the optic vine on the box with lightcables. This will open the door. Go up the stairs and to the east. Feed the bird here some seed. Only one more to go.. Go west and down the stairs. Follow the path, and go down the stairs at the first opportunity. Here, check the map. At the end of the small side path is a barrel with the Speed Fate Card inside. Don't miss it out! Now go back to the path you were previously on, and continue to follow it. At the end, on the northeast, you can either go down, or go to the next area on the exit. Go to the exit, because you can't unlock the Red Door below yet. In this next area are a lot of locked doors. Walk to the end of the path and hit the switch to open three on the east side. In the first room is a box with a Holy Relic, and in the other

room is a box with a Potion. Now go through the centre door and walk to the end of the path. Hit the switch to open another door. In the opened rooms in the eastern section are two boxes with a Kyra's Tear and a Core Sphere. Now go through the opened door on the western section, and grab the Red Temple Key from the box at the end of the path. This will once again open three doors, and close one. Walk through the path of the opened doors, back to the centre path, and grab a Soul Stone, Potion and a Core Sphere from the barrel in the opened room at the end (somewhat in the middle of the map). Now go back to the previous area, and use the Red Key on the door next to the Red Device. Hit the switch in the room behind it. This will cause a series of bridges to raise and lower. Now go south, then west to find an Even Strike in a box at the room that's open now. Head east and southeast from the intersection to find an Elixer in a box. Walk to the exit on the southwest and to the next area. In this area, just walk down the path, to the south/southeast. The switch there is guarded by two Draxx-type monsters. Use 2 Elixers for a quick death. Hit the switch, then go up the stairs. Go down the stairs on the other side, and walk over to the west section of the area. In this section, go up the second stairs, and hit the switch to raise and lower some bridges. Go up the first stairs and walk to the southwest. In the barrel you'll find the Ancient Chosen Talisman, and the Cloak Fate Card. Jackpot! Now flip the switch back in order to exit the area. Same for the switch in the room behind the red door. Exit the whole area(Yeah I know, easier said than done).

Go to Shell 2, to the Factory. Give the Alpha Watcher the Healing Plant and the Talisman. He'll return the talisman. Now go to Shell 3 Wind City with Corgan in your party. Head to the Cathedral on the northeast. Corgan can move the people out of the way. After the scene, go back inside, and ask Layla about all kind of things. Go to the Worldmap and try to think of Campbell's plan. You need two more explosives. Go to Shell 7, to the Mining Ruins, and give the Hermit the Mold Cure. He'll give you a Pick Ax and two packets of explosives in exchange. If you don't have the Cure, grab the herb from pranno on shell 1, buy a mix bowl on shell 4, and mix it with the helgak flute. Install the patch if you have problems(but you SHOULD already have the patch, as this walkthrough is based on it). Now go to Shell 3, to the catacombs. Take Araym with you, as he's the one who can use the explosives. Also, I recommend to buy a lot of Elixers(like 40 should suffice) to use on Zombies and other undead groups for easy battles(or more to prevent hard and long battles)

Area: Deep Catacombs

Treasures:

Enemies:

176~Red Wulf: 253 HP

180~Wulf: 253 HP

182~Zombie: 350 HP

178~Mad Skull: 250 HP

177~Zombie 2: 300 HP

183~Zombie 3: 350 HP

179~Curse(blue): 600 HP

179~Curse(red): 700 HP

179~Curse(green): 675 HP

181~Leech: 325 HP

166~Leech 2: 300 HP

184~Ghost Rhino: 253 HP

Blow out the two walls at the northwest. Proceed, and head up the stairs. Walk to the end of the path and hit the switch to raise some bridges. Walk over them, to the southeast part, to find a box with a Titan Charm. Then go the other way, down the stairs, and take the exit to a new area. This map is just an annoying maze. In the room on the left, the second one, you can find a Potion in a skeleton bone heap in the corner. In the room, a bit east from the centre of the map, you can grab another Potion from the skeleton in the coffin. A Core Relic can be found in a small hole on the wall, in the room that's east of the lowest. In the southern most room is a box with the Red Catacomb Key. Go back to the previous area, and back down the first stairs. Go west and hit the switch. Some bridges will close and open. Now go down and northeast. You can grab a Core Sphere from the coffin in the wall. Head more to the east, then go west before going to the exit. You can grab an Elixer from the coffin in the wall. Go to the exit and open the door with the Red Catacomb Key. The next area is another maze. Go down the stairs. The coffin in the wall on the left of these stairs contain Smellsalts. Walk to the east and hit the switch. Follow the opened up path. In a corner is a coffin with a Kyra's Tear, you'll walk past it. Go up the stairs at the end. Now walk to the end that looks like an up-side-

down cross on the map. Hit the switch at the end. First go down the stairs on the east, and hit the switch at the end. Also grab a Potion from a skeleton in a corner wall. Then go west and down the stairs at the end. Head west, and hit the switch in the room at the end of the path. The switch opens the door to a path that leads to a box with the Curse and Vampyre Fate Cards. Head east from the stairs. In the first room is a box with an Elixer, in the second room is a box with a Core Sphere, and in the third room is a switch. Hit it, then return to the switch on the 'cross' and hit it. Return to the start and go down the stairs. Go through the hall you opened the two doors from. Go up the stairs, walk a bit, then go down again. At the end of this hall, blow out the third and final wall with explosives. Take the stairs up at the end of this path and you'll actually be on the Jinam Shell.

Area: Jinam Labs

Treasures:

Enemies:

185~Yellow Bot: 253 HP  
172~Egg Spider(pink): 240 HP  
189~Egg Spider(green): 253 HP  
180~Wulf: 253 HP  
188~Jinam Droid: 253 HP  
178~Mad Skull: 250 HP  
187~Jinam Droid 2: 253 HP  
176~Red Wulf: 253 HP  
190~Plant Sphere(blue): 253 HP  
184~Ghost Rhino: 253 HP  
179~Curse: 675 HP

There are three areas here: The Jinam Control Lab, The Jinam Research Lab, and the Jinam Main Lab. Enter the Control Lab the first of the three. Walk through the hall, until you can enter some rooms. First enter the west room and grab Smellsalts from the cleaning bin, then go to the east rooms and hit the switch to open two doors. Go back to the big hall. Head in the small room nearby and grab a Core Token from the dead body on the ground. Move west from the big hall and walk through it. Head in the southwest room of the map. In the closet in the corner you can find an Elixer. Now go to the east section of rooms on the opposite side of the room you came from. Hit the switch at the end to open up another two doors. Enter the room on the lower middle west. You can find a Core Relic on the crashed Computer here. In other rooms to the northeast you can find a Potion on a small table. Finally, head to the northwest section of the map. In the left room you can find a Potion in a closet. In the last room, find the Red Jinam Key from the barrel. Exit the area to the Jinam Shell Map. Next area to visit is the Research Lab. Go inside the west room and grab a Potion from a table. Open three doors with the Red Key by clicking just on one. Now head to the big room northeast on the map. Hit the switch to open some doors, and grab a Potion from the Closet in this same room. Now head to the opposite side of the map, to the southwest. In this room is a closet with a Potion, and a switch. Hit it to open the other two doors. Go to the northwest section of the map. In this 'twincross'(two crosses, kinda..no?) room, as it looks on the like on the map, is a closet you can find a Potion in and the barrel at the end holds the Blue Jinam Lab Key. Some doors will close when you pick it up, and some other doors will open, resulting in freeing enemies. You can find a Core Relic in the first room that enemies were released from. An Elixer is in the Closet of the third room. A room near the exit also opened up. You can grab an Eagle Wing from a machine in that room. Now go to the Jinam Map, and enter the Jinam Main Lab. Walk southwest, and go in the middle room of the three. In the closet you can find an Elixer. Go to the last room. Grab the 'Blast' attack from a Robot on a table. Use the Blue Key on the Blue Door. Go to the west and walk through to the first room. In the second room, you can find a Potion in a Closet. Walk further. At the end, hit the switch to open a door. Go to the eastern section from the main hall. In the third room there is to enter, grab a Sphere Module from the broken Green Bot. This is Maya's last attack. Walk to the end of the paths and rooms and flip the switch. This will open a door in the the Main Hall. Go back to the Main Hall and inside the room that you opened. The closet holds a Soulstone in the cleaning barrel. The only unopened room is now the one on the north. Use the Jinam Security Pass on the door to open it. Go inside. You'll have to face the Necromancer Draxx.

### Boss Fight 18

191~Necromancer Draxx: 1000 HP

Strategy: He's an undead, so that's pretty self-explanatory. Use Cornucopia's and other healing items on him. He summons some undead that are also easily disposed off, but has some really nasty attacks up his sleeve too. Don't give him the chance to expand his arsenal and kill him in the first few turns. Shouldn't be a problem.

Rewards: /---\

In the barrel behind him is the Secret Weapon you've been searching for so long now. Grab it and leave the room. After the small scene, exit the WHOLE complex(this line will probably take you well over 10 minutes). Flip some switches back to their original places to be able to get to the Worldmap. When you exit the catacombs, a scene and an FMV take place. Afterwards, find yourselves back on the Worldmap once again.

Go to Wind City, and show Layla the Secret Weapon. You must make a party with Corgan(and with Maya, but I'd use your normal party). I usually give Corgan assistance with Led and Lobo. Now go to Shell 6, Scummtown, to the Shipping Docks. Talk to the man at the end of the hall, and ask him about ships. He'll give you the Treasure Lair Key. Go to the Mountain Pirate Base East. Go up one level, and in the mountains from the east exit. Follow the trail all up, and to a small new area. Here's a barrel with a QuickLight. Use the Treasure Lair Key on the locked door. Go inside the room, but don't get to close to the light in the middle. Use the paintspray on it, and it'll reveal a Draxx-type enemy. It has 1000 HP. Finish it off with healing items. After the battle, grab the Pump Key from the barrel in this room. Go back to the Mountain Pirate Base, and to the exit on the northwest this time. Walk to the end of this big hall. Use the pipe you got from the Junkheap on the broken part, then use the key on the valve. Now go back to the man in Scumm Town Shipping Docks who will give you the Dock Key. Head to Shell 4, to the Bounty Hunter District. Hire the two Bounty Hunters called Moon and Corben. They will fly the ship for you. After some scenes you'll face Markham with Corgan's party.

### Boss Fight 18

198~Markham: 1000 HP

199~Silver Chosen Soldier x2: 275 HP

Strategy: Markham has a lot of HP, and some decent damaging attack, but nothing major. You can take out the two Chosen Soldiers with Black Hole, then just pummel Markham with Big Bang, or another Black Hole. He should fall pretty fast.

### Boss Fight 19

201~Alisa: 1100 HP

200~Chosen Soldier x2: 315 HP

Strategy: This battle starts right after the previous, and if you used any core energy in the previous battle, heal it now. You can use Cloak-all and Barrier-all, but they're not necessary. Speed-all comes in handy though. Just like in the previous battle, cast Black Hole, then focus all your attacks on Alisa. She has high HP, but with your speedy and powerful attacks, she doesn't stand a chance.

Rewards: Chosen Talisman, Joker Fate Card

After all this, you'll be back on the Worldmap. Take note that the slums are raised to Shell 1. You can do an optional thing now.

Go to Shell 1 and to the raised Slums from Shell 4. It's become an ??? area. At the end of this shot path are three dead Bounty Hunters lying dead on the ground. They hold a Soul Stone, Slash Knives and StickyFingers.

Now go to Shell 3 and speak to Layla about this all. Doskias must be stopped! Fly to Shell 4 and go to the Red Light District. You can rob a man here with Selina, which earns you a Kyra's Tear. Also, I'd buy Wing Boots from the shops. Now go to Shell 5, to Gregor Town. Walk up the stairs and talk to the blonde man, Fergus. Speak to him with Maya, then about Connor. He'll give you the Ankaram Subway Key. Now go to the Mountain Highway and inside the subway. Here, go through the northeast exit.

Area: Ankaram Subways

Treasures:

Enemies:

208~Green Jinam Bot: 279 HP  
207~Brown Jinam Bot: 298 HP  
202~Bounty Hunter 1: 400 HP  
203~Bounty Hunter 2: 292 HP  
205~Bounty Hunter 3: 597 HP  
204~Bounty Hunter 4: 298 HP  
206~Bounty Hunter 5: 298 HP  
209~Bounty Hunter 6: 305 HP

Walk to the end of the path and unlock the door with the Subway Key. In this area you can go east or west, once you've flipped the switch in a room. This is the main hall. Go east, and prepare for another big maze. Walk through the rooms, then go east to a room where you can flip a switch. You'll open a door. Go through the door that you just opened and walk through the hall. You can find a Core Relic on the bed in the fourth small room. Now walk through the other rooms in this section. In the next room at the end contains a Barrel with a root. Flip the nearby switch to open up another door. Go through it, and walk through some rooms until you get to another big hall. In the small room on the very northeast you can find a Core Relic on the bed. In another room on the other side of the hall, you can find a Potion on a bed. Now you can go all west from the big hall, to a device that controls an Electric Chair. Only Led or Grubb can deactivate it. Don't worry if you haven't brought them with you, you can still proceed. Now go to the other section that the big hall leads to and find a Cornucopia on a table in the last room. Now go through the rooms that lead to the northwest section of the map. In the cafeteria/bar room, find an Elixer at the bar. In the nearby meatroom is a barrel with a Soul Stone. From an other stockroom on the northeast you can grab a root from the grate with(what are they, mangoes?). Last. Grab the Red Prison Key from the barrel at the end of the hall to the northeast. Exit this whole area, and go back to the main hall. Take the west exit. Walk down the hall a bit, then go to the west. In this room you can find a Core Relic on a small table. Now go east from the big hall, and inside the middle room on the south. Grab a Core Relic from the bed. Walk down the big hall, towards the southeast a bit, and enter the room on the northeast. Grab a Potion from the table. Now go to the left of the big hall, which is still a big hall though. Walk to the end, then go inside the bar room. Grab a Potion from a table. Go in the next room, then southwest. Flip the switch at the end of the hall to open up a room in which you can grab a Potion from a Toilet(Some Potion you'd think, huh?). Now return to the intersection of the big hall, where you went southwest. Now go east from here, and enter the rooms on the north. At the end, grab a Core Relic from the stuff against the wall. From the big hall, walk further and go left. Walk to the end, and go inside the big room. Hit the switch, then go in the other room on the right and hit the switch here also. In the last room, the next room, grab a Potion from the fallen grate. Now follow the other hall to the room where you just opened the two doors from. Grab the Blue Prison Key from the box. Exit the place, and open up both the middle doors in this area with the Red and Blue Keys. Go through and face Connor in the next room.

#### Boss Fight 20

211~Connor: 800 HP  
212~Bounty Hunterx2: 423 HP

Strategy: This battle is easy if you disabled the machine in the east area with Led or Grubb. Then you can repeatedly hit the switches behind Connor to electrocute him. If you didn't disable the machine, then this battle will be harder. Don't worry though, just keep summoning Marduk, or Simurgh(Air) to deal decent damage. Put on Barrier+All to prevent massive damage being done to your party, cast Speed+All for speedy attacks, and kill the two Bounty Hunters first. After a while, you should defeat Connor.

After the battle you'll own the Kyra's Mirror Frame. Exit to the worldmap now. Go to Shell 7, to the Mountain Caverns(west). Use the pickaxe on the hole that Badu smashed out of the wall a long time ago. Now you have a Doric Ore. Now go to Bone Circle Village and show the Mirror Frame to the Underlost Chief. Now give him the Corite lens and the Doric Ore. He'll combine the two. Now go to the Hermit in the Mining Ruins and let him cut the Lens in the right shape. Combine the Mirror Surface with the Frame. Now Kyra's Mirror is restored. Go to Shell 4. Go to the Shipping Transport and inside the sewers. You've been here already. Make your way to the forest at the end. Go to the place with the beam of light. Grab a Leaf by using a Terranium. This way it won't die. Put this Terranium with Leaf in the hole in the wall. Now use Kyra's Mirror on the beam of light to open up the wall.

Area: Marduk's Lost City

Treasures:

Enemies:

215~Green Bug: 298 HP  
225~Purple Rhino: 298 HP  
214~Blue Ghost Rhino: 311 HP  
213~Green Scissor Bug: 298 HP  
216~Pink Beetle: 200 HP  
222~Egg Spider: 298 HP  
223~Wulf: 298 HP  
219~Zombie 1: 500 HP  
224~Zombie 2: 500 HP  
217~Zombie 3: 450 HP  
226~Red Draxx: 800 HP  
227~Black Draxx: 800 HP  
220~Mad Skull: 400 HP

The enemies here are pretty tough, but it should be noted that almost *\*all\** of them are Undead, and can be killed by the simple use of an Elixer. The next series of Mazes are long and you might want to stock up on healing items before attempting them.

Just follow out the path. At the intersection, go north to find a barrel with an elixer, or south or west to the exit. On the south path are two side paths that lead to barrels with a Core Sphere(northeast) and a Kyra's Tear(south). Now go through the exit, and you'll get to a map. In the middle is Marduk's Temple, but you need four keys to get to it. You must get each key in one of the four Mazes of elements. They're all pretty big..Oh no! But please, save your sanity for the Final Dungeon. Really. And besides, you didn't think you'd get the Twin Daemonswords just like that, now did you? Anyways, lets start in the Water Temple, which is the easiest. Water, Earth, Air, Fire. Water being the easiest, and Fire the hardest. Go in the Water Temple. Walk all south to the stairs that are the lowest on the map. Go up and hit the switch at the end to open a door. On the west of the map is a box in a hidden area that contains an Elixer, Soulstone Core Sphere and a Potion. The second switch is very closeby, but easy to miss(I swear I searched over 15 minutes to find that thing). This is all southwest on the map, btw. Hit the switch and go through the two opened doors. You face an Ancient Machine that's left to protect the City.

Boss Fight 21

218~Water Sentinel Tower Pod x2: 800 HP  
218~Water Sentinel Tower Centre: 1600 HP

Strategy: These battles can be pretty tough. First thing you should do is cast Speed+All, then cast a Water Barrier on everyone. The Centre machine will charge up to unleash a powerful Water attack, and you won't be able to survive it if you don't wear any protective accessory, or have, in this case a Water Barrier. Cloak+All can be useful, but it isn't necessary. Magic isn't very effective against these machines. Use Level 3 attacks to destroy the Pods, and when they are destroyed, they can't heal the centre machine anymore. Keep attacking with Level 3 attacks, and heal with items whenever you need to. You should be fine if you keep an eye on your HP.

Go back to the Map. Next stop is the Earth Temple. This is a pretty easy-to-navigate area. Go up the stairs, walk over the path, and go down again. Go to the north and hit the switch, then go up the stairs. Go south and over the bridge. Go north from here, and flip the switch that's in the left path. Cross the bridge that you just raised and go north. Go down the stairs. Go southeast and hit the switch so you can pass. There's a Barrel with a Potion, Core Relic and Smellsalts in the sidepath. From the middle of the map, go north, then left and right. Hit the switches on both sides to open the doors that lead to the next Ancient Machine.

Boss Fight 22

221~Earth Sentinel Tower Pod x2: 900 HP  
221~Earth Sentinel Tower Centre: 1800 HP

Strategy: This battle is extremely similar to the previous, except now the Sentinel has a little bit more HP, and is from a different element. First thing you should do is cast Speed+All, then cast a Earth Barrier on everyone.

The Centre machine will charge up to unleash a powerful Earth attack, and you won't be able to survive it if you don't wear any protective accessory, or have, in this case an Earth Barrier. Cloak+All can be useful, but it isn't necessary. Magic isn't very effective against these machines. Use Level 3 attacks to destroy the Pods, and when they are destroyed, they can't heal the centre machine anymore. Keep attacking with Level 3 attacks, and heal with items whenever you need to. You should be fine if you keep an eye on your HP.

Go back to the map, and this time, pick Air Temple as the next destination. Walk over the path. At the intersection, go left to find a box with a Potion, Core Relic and Smellsalts, and go right to hit a switch which will open a door. Head south, and hit the switch. Now things get complicated. Go up the left stairs, but don't hit the switch on the right. Head west to the end, and hit the switch. This will open a door. Go downstairs again, and east. At the end of this path(don't go up the stairs), find a box with a Potion, Core Relic and Smellsalts. Now go up the stairs(the right one) and press the switch around there. Now a path will be created to the stairs on the southeast. Go there, and walk down. Here you will face an Ancient Machine.

### Boss Fight 23

228~Air Sentinel Tower Pod x2: 1000 HP

228~Air Sentinel Tower Centre: 2000 HP

Strategy: This battle is extremely similar to the previous, except now the Sentinel has a little bit more HP, and is from a different element. First thing you should do is cast Speed+All, then cast a Air Barrier on everyone. The Centre machine will charge up to unleash a powerful Air attack, and you won't be able to survive it if you don't wear any protective accessory, or have, in this case an Air Barrier. Cloak+All can be useful, but it isn't necessary. Magic isn't very effective against these machines. Use Level 3 attacks to destroy the Pods, and when they are destroyed, they can't heal the centre machine anymore. Keep attacking with Level 3 attacks, and heal with items whenever you need to. You should be fine if you keep an eye on your HP.

Go back to the Map, and choose the last temple, the Fire Temple. Just head to the southeast, and go up the stairs. Walk a bit, then go down again. Here is the last Bird that you can feed some bird seed. Don't miss it! Now walk to the east, then north and hit the switch. This will open and close one door. Go southwest now, to the left, and flip the switch. Now go up the stairs on the right, walk a bit, then go down on the closest stairs. Just go through the door you opened, and up the stairs at the end. Walk to the end, then hit the switch. Now you can cross to the other side. Walk to the end, go down the stairs, and flip the switch here. This will open the last door. Go back(reset the switch) and walk through the opened door to fight the last and hardest Ancient Machine.

### Boss Fight 24

229~Fire Sentinel Tower Pod x2: 1100 HP

229~Fire Sentinel Tower Centre: 2200 HP

Strategy: This battle is extremely similar to the previous, except now the Sentinel has a little bit more HP, and is from a different element. This is the most powerful Sentinel of all, and you should be a little bit more careful this time. First thing you should do is cast Speed+All, then cast a Air Barrier on everyone. The Centre machine will charge up to unleash a powerful Fire attack, and you won't be able to survive it if you don't wear any protective accessory, or have, in this case an Fire Barrier. Cloak+All can be useful, but it isn't necessary. Magic isn't very effective against these machines. Use Level 3 attacks to destroy the Pods, and when they are destroyed, they can't heal the centre machine anymore. Keep attacking with Level 3 attacks, and heal with items whenever you need to. You should be fine if you keep an eye on your HP.

After the battle you're rewarded with the last temple key. From the Temple Map, go to Marduk's Temple in the middle. Open up the 4 doors with your keys. Use the Talisman Seal on the door of the Temple. After the scene you'll have both Twin Daemonswords. Equip these on Selena and Corgan. Now exit the WHOLE area and go to the Worldmap. There is a new thing to, if you have given all 10 birds some seed. If you miss one or two, just check the list of the birds, and fly to that location to give it some seed. When you've given all of them seed, you can do the following:

Go to Shell 3. Go to the ??? Tower on the northeast. Check the door, and the 10 birds will open it for you. Enter the tower. On the first floor is a barrel with the three Ultimate Armors for each class:

Heavensplate for humans, Tiamatskin for Underlost(Badu), and an Ironplate for Robots. On the second floor is a barrel with Badu's and Led's Ultimate Weapons: Orion Blades and Glamdink. At the top of the Tower lies the Treasure of Treasures. In the barrel is Gilgamesh, a very good sword for Corgan and Selena(though the Daemonswords are better), and the Ultimate Core Engine of the planet: Bahamut.

Go to Layla in Wind City. She tells you that you must hurry. Doskias has crashed with his ship on Shell 2, nearby Oasis. Be prepared for the final, final Maze, and battle. This won't be easy.

I suggest you spend all your money on equipment and items. 50 Soul Stones come in handy, and Kyra's Tears and Core Sphere's are good things to have also. My characters were at the following levels when I entered the Chosen

Ship:

Maya Level 51  
Araym Level 53  
Selena Level 65  
Grubb Level 38  
Runner Level 5  
Corgan Level 59  
Led level 29  
Badu Level 48  
Lobo Level 56

These are rather high levels, so don't worry if yours are lower then this. As you can see, Led just levels really slow, and if you have her at a really low level, I'll tell you not to worry about it. If you really feel you need some more training, you can go back to Marduk's Temple and kill creatures there, but I don't advice it, because it's probably not neccesary. A good shop to buy healing items from is the one in Southfarm, which has them all for sale. Good equipment can be bought from the shops on Shell 4, especially the Red Light District. You won't be making your own party this time around. Your group will split up in three separate parties:

- 1)Grubb, Runner & Badu
- 2)Lobo, Led & Araym
- 3)Maya, Corgan & Selena

This is how I set them up with equipment:

This is pretty much also a list of the perfect equipment setting of the game.

Party 1:

Grubb:  
Accessory: Hero Heart  
Armor: Lightshell  
Core Engine: ForceTurbine  
Boots: Wing Boots  
Buzzsaw, Blades, Taser, Arcblast

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Runner:

Accessory: Quick Gem  
Armor: Ironman  
Core Engine: ForceTurbine  
Boots: QuickShocks  
Homing, Napalm, Blast

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Badu:

Accessory: Eagle Wing  
Armor: Tiamatskin  
Weapon: Orionblades  
Boots: LightTreads

Party 2:

Lobo:

Accessoiry: Long Sight

Armor: Lightcover

Core Engine: ForceTurbine

Boots: Quickshocks

Beam, Grenade, Napalm

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Led:

Accessoiry: Titan Charm

Armor: HeavenPlate

Weapon: Glamdink

Boots: Quickshocks

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Araym:

Accessoiry: Restore Ring

Armor: Lightshell

Core Engine: ForceTurbine

Boots: Wing Boots

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Party 3:

Maya:

Accessoiry: Touchstone

Armor: SeraphimArm

Core Engine: Bahamut

Boots: Wing Boots

Beam, Shrapnel, Homing, Grenade, Napalm, Sphere

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Corgan:

Accessoiry: Titan Ring

Armor: Lightplate

Weapon: Daemonsword

Boots: Wing Boots

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Selena:

Accessoiry: Spirit Guard

Armor: Lightshell

Weapon: Daemonsword

Boots: Wing Boots

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You don't have to have all of this, but it comes in handy if you have at least some of it. Are you done now, and all set? Go to Shell 2 and enter Doskias' Chosen Battleship if you are ready....

NOTE: DON'T ENTER THE SHIP WITHOUT HAVING A SEPARATE SAVE FILE. YOU MAY WANT TO EXPLORE THE WORLD OF SEPTERRA EVEN MORE, BUT ONCE YOU ENTER THE SHIP, YOU CAN'T EXIT ANYMORE. IF YOU FORGOT TO MAKE A SEPARATE FILE, NOT ALL HOPE IS LOST. YOU SHOULD STILL HAVE THE AUTO-SAVE THAT THE GAME MADE FOR YOU, AND YOU SHOULD START AT THE WORLDMAP.

Area: Doskias' Chosen Battleship

Treasures: Potion-Green Tube, Elixer-Rock, Smellsalts-Stones, Core Relic-Stones, Soul Stone-table,

Enemies:

Chosen Soldier 1: 315 HP

Chosen Soldier 2: 325 HP

Chosen Minion: 318 HP

Chosen Minion Blue: 318 HP

Chosen Mech Green: 318 HP

Chosen Mech Blue: 305 HP

Small Brown Bot: 318 HP

Ghost Rhino: 311 HP

Great Rhino: 318 HP

Like I said before, this is a huge maze. You start with Grubb's party. Walk to the end of the hall, past all locked doors and go on the path, to a new map. In this new area, walk to the middle of the hall to the right, and grab a Potion from a green tube in the first room, and an Elixer from a Rock in the next room. Now walk to the end, go inside the room(cool battle trigger) and flip the switch. Go back and in the first room of the hall, the one you just unlocked, and hit the switch there. Go through the door you opened. In the first room on the left you can find Smellsalts on some stones, and in the second room a Core Relic from some stones. From the hall, walk to the end, go inside the room on the left and flip the switch. Go through the unlocked door. At the end of this small hall is another switch. Hit it, and go through the opened door at the end of the hall. Walk to the very end of it, hit the switch, and go in the last small hall. The battle you fight here will award you with the Red FS Key. Exit this area and go back to the main hall. Use the Red Key on the Red Door and go to the next map. Finally an easy area for me to describe. Go to the right section, walk through some circle rooms and hit the switch at the end of all of them. Do the same at the left section of the map. When you've flipped both switches, go to the middle and fight the boss.

#### Boss Fight 25

Shield Generator: 800 HP(x4)

Strategy: This battle may look complicated, but in fact isn't with a good strategy. You fight this boss once with Grubb's party and once with Lobo's party. For both fights, the strategy is pretty much the same. You cast Speed-All at the beginning of the battle, then charge up with Grubb and Badu to full. Then use Heatseeker with Runner to hit all switches, and expose all the tanks. Then Summon-All with Grubb and Badu. That should deal good damage. Repeat this 3 or 4 times, and the machine should explode to smithereens.

After the fight you'll have the Blue FS Key, and you'll control Lobo's Party. Use your newly acquired key to open the blue door, and enter that section. Walk through the hall, go right-down, and at the end, hit the switch. This will open up the four doors in the hall. In the third room is a Soul Stone, and in the first and last ones is nothing. In the other room is a hall in the back. Walk it out, and flip the switch in the room that's at the end. You'll open the left door at the middle intersection. Walk at the end of it, then go to the right section and flip the switch at the end. Now go to the left section. There are a couple of rooms here, but they hold nothing but enemies. The one on the lower left, that you just opened, contains a switch. Flip it. You'll open the door to the north. The battle at the very end will reward you with the Yellow FS Key. Exit the area and go back to the main hall. Open up the yellow door. This area is pretty simple too. Heh. I like that. Walk down the hall to the middle, then go down the first sideway. Hit the switch at the end. Now go back to the hall, walk to the end of it (and chase the Ghost Rhino, lol) and hit the switch. Then go to the small hall that you opened, hit another switch there, and you can go to the other section of the map. Walk through the circle rooms (on a side note, I got a glitchy battle here, but I just ran from it to move on) and at the end, fight another generator.

#### Boss Fight 26

Shield Generator: 800 HP(x4)

Strategy: This battle may look complicated, but in fact isn't with a good strategy. You fight this boss once with Grubb's party and once with Lobo's party. For both fights, the strategy is pretty much the same. You cast Speed-All at the beginning of the battle, then charge up with Araym and Led to full. Then use a Torso-attack with Lobo to hit all switches, and expose all the tanks. Then Summon-All with Araym and Led. That should deal good damage. Repeat this 3 or 4 times, and the machine should explode to smithereens.

After the battle, the way is cleared for Maya's Party. The end is near. Walk to the end of the long hall, but before the very end, make sure you save your game. Kaleb will face you.

#### Boss Fight 27

Kaleb: 1000 HP

Strategy: This battle is a joke. Kaleb can summon two Draxx creatures to help him in the fight, so just use 2 Soul Stones on them for a Quick Kill. His Shield he occasionally puts up can be destroyed with Destroyer(Law+Chaos).

Put up Speed+All. Pound away with Level 3 attacks and Destroyer. He should fall soon enough. The final battle will start right after the scene.

#### Final Boss Fight

Doskias: 3000 HP

Strategy: For a Final Boss, Doskias isn't even that much of a challenge. He has four elemental attacks, his regular sword attack, an attack where he puts up clones of himself, and Pits of Janaak, his most powerful attack. But you should need to fear any of these. Put up Speed+All, Barrier+All and Cloak+All, and keep up these if they run out. Then it's just a matter of attacking with Level 3 attacks and Destroyer or Marduk. When he puts up the clones, just use a Multi-attack and he'll counter with Pits of Janaak. If you have Cloak put up it'll most definitely miss, and Barrier reduces the damage greatly. After 3000 points of damage, Doskias falls, and is defeated.

Congratulations!! You've just completed one of the hardest RPG's, and perhaps the best on PC. Watch the ending FMV, I hope you enjoy it. I know I did! You could try and play the game again, but I recommend that you wait about a year with that. Then you see it lying around, and you try it again, and get hooked again =)