

The background of the cover features three main characters from the game. On the left, a man in a yellow robe and black boots holds a staff. In the center, a knight in red and silver armor holds a sword and a shield with a black star emblem. On the right, a woman in a red cape and black armor is in a dynamic pose. The background is a mix of blue, purple, and yellow, suggesting a magical or celestial setting.

OFFICIAL PLAYERS GUIDE™

# PHANTASY STAR IV™

THIS GUIDE HAS IT ALL!

✦  
STEP-BY-STEP  
WALK-THROUGH

✦  
MAPS OF EVERY TOWN,  
TOWER, AND DUNGEON

✦  
DETAILS ABOUT EVERY  
FRIEND AND FOE

✦  
INSIDE INFO ABOUT  
EVERY ITEM, WEAPON,  
SPELL, SKILL, AND  
TECHNIQUE

BY RICK RAYMO  
& JOHN SAUER



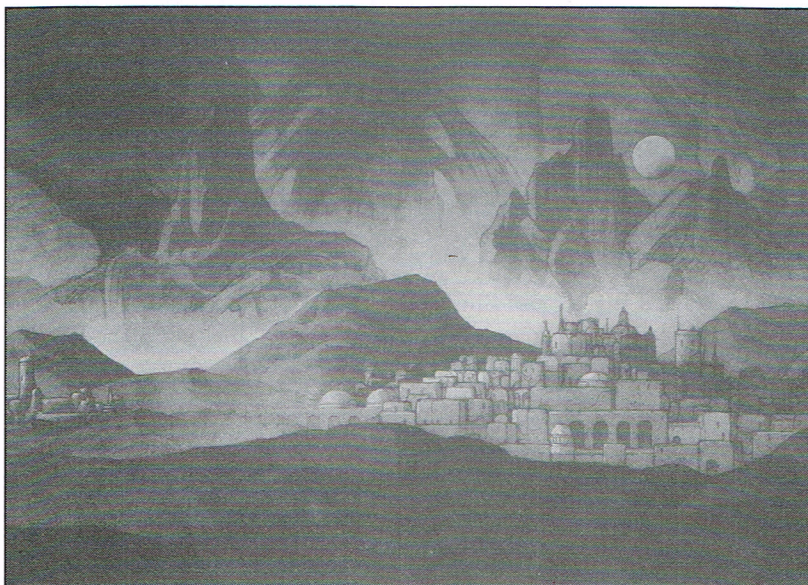
# Introduction

**Y**ou now hold in your hot little hands *Phantasy Star IV: The End of the Millennium Official Players Guide*. This

strategy book gives you everything you need to know to obliterate Dark Force (not once, but three times) and send the Profound Darkness packing. You get tons of valuable information on

the characters, enemies — including bosses — the history of *Phantasy Star*, items, weapons, armor, and the important Skills and Techniques that mean the difference between flatlining and victory. Best of all, there's the complete walk-through — from start to finish — that gives you a step-by-step path through this vast game. It includes details of every

mission for the Hunter's Guild and maps of all the mazes, dungeons, space stations, towns, and every meaningful area



you'll visit. It's the way a guide should be — comprehensive — and the following pages have that in spades. The only thing missing

from this book is an option that makes us climb on a plane, fly to your house, sit down in front of your tube, and play the game for you (which we'll consider for the right amount of Meseta). Enjoy!

*Rick Raymo and John Sauer*  
January 24, 1995



# Acknowledgements

I would like to offer hearty thanks to: my buddy (well, not really) for his patience and sanity through the course of this project, Jaime Wojick (yup, a third planet) and the other fine folks at Sega of America (you know who you are), Willem Knibbe and the rest of the solid crew at Infotainment World Books, John Sauer for his gentle work and sense of calm in this strange and wonderful co-authoring experience, my terrific parents for making that playing games for a living is rational, and, lastly, Lee Lannes (my young brother-in-law) for being the friend and goof that deleted my almost-finished saved-game on the original Phantasy Star for the Master System back in 1988 (I told you you'd never live it down).

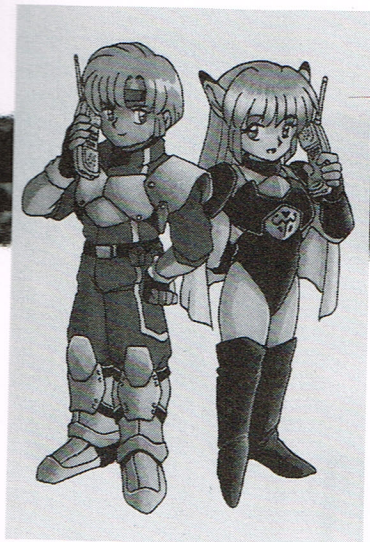
*Rick Raymo*

In 1988 I was lucky enough to be part of the American development team for Phantasy Star I for the Sega Master System. Over the last six years, I have followed the progression of the battle against Dark Force with all the pride a parent feels seeing their children grow tall. If the first PS was a good kid, then PS IV is a grand adult. Now the Laconian Sword that has been held by each Phantasy Star warrior, the Sword of Alis/Orakio/Elysidion, is in your hands. Use it wisely.

I would like to thank Jaime Wojick and Clint Dyer from Sega for their assistance in tracking down Phantasy Star games, art, and history, and for being able to take it as well as they dish it out; to Willem Knibbe at Infotainment World Books for keeping it all tied together; and to Rick Raymo, co-author, for being a good player, writer, and friend.

On the home front, credit is deserved by my wife Theresa. Credit also goes to my daughters Samantha and Margaret Mary, and my son Anthony for having patience and understanding when daddy was working way late and needed to write. And last but not least, I'd like to thank my parents, who gave me the power to write my own future.

*John Sauer*



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## CHAPTER

# 1

# The History of Phantasy Star

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The long, long struggle of ancient times finally ended.

Four bells tolled. Four torches were lit.

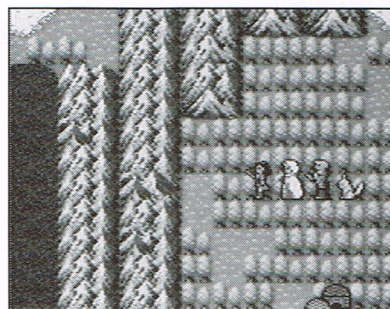
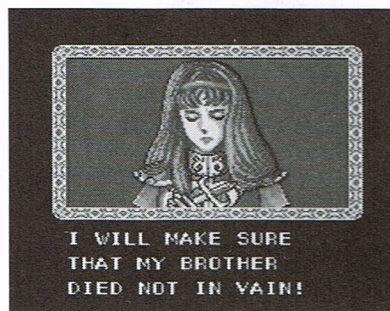
And the victor sacrificed the vanquished to the heavens . . .



**I**n 1988, Sega changed the way gamers play role-playing games with *Phantasy Star* for the Sega Master System. It was the first RPG to offer 3-D dungeon crawls, face-to-face battles, and intermission graphics that told the story in comic book-like form.

It was the story of Alis Landale, a young woman during Space Century 342 on the planet of Palma. Her brother Nero was murdered by soldiers of the evil King Lassic in the streets of fabled Camineet. Alis took up her sword in vengeance and began an epic adventure to defeat Dark Force, an all-pervasive evil that had entered the Algo Star System.

*Phantasy Star II* followed a year later (and 1,000 years in game time) on the Genesis. Humanity had progressed to a highly technologically oriented state. The planetary control systems had begun to



The first *Phantasy Star* told the story of Alis Landale and her battle against Dark Force.

let monsters roam all three worlds. A young man who dreamed of Alis went out with his friend, a half-human named Nei (who looks startlingly like Rika in *Phantasy Star IV*), to fix the Mother Brain. They encountered Dark Force instead. In the course of their adventures, the planet Palm (or Palma) was destroyed, and mankind was thrown into a major technological decline.

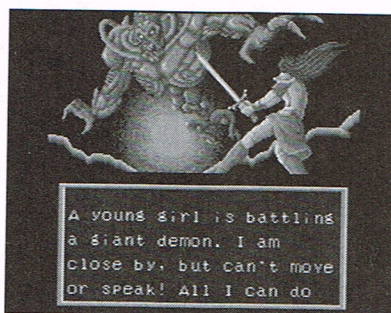
Technically speaking, *Phantasy Star III: Generations of Doom* and *Phantasy Star IV: The End of the Millenium* take place at the same time. But look at the games and



the storylines, and it's hard to believe that this is true. So we'll state here for the record that Phantasy Star III is an alternate-universe game where the technological decline had a different effect than what you will see in PS IV. It was the story of Prince Rhys and two generations of warriors after him. They took an epic journey to stop Dark Force from destroying the last strongholds of mankind.

Taking place 2,000 years after PS I, Phantasy Star IV is the culmination of the series. It is the tale of Chaz, a young monster hunter whose adventures throw him into battle with Dark Force and the power behind it, the Profound Darkness.

Of all the Phantasy Star games, IV is the closest in form and content to the original. Bits and pieces of Palma still float around the Algo (or do you say



*Phantasy Star II takes up the tale after technology has advanced significantly in the Algo system.*

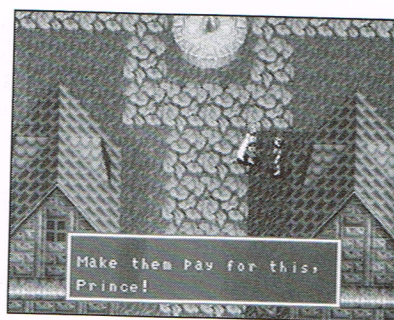
Algo?) Star System as an asteroid belt. Players of the original will recognize the statues and tributes to Alis Landale throughout the game. Two of the original characters, Myau and Noah, have roles in Phantasy Star IV. You'll see Myau as the "Old Man" of Myst Vale on Dezolis, once called Dezoris. And your character

Rune, the Esper Wizard, is the incarnation of Lutz, the Esper originally called Noah in Phantasy Star I. Lassic has also been reincarnated along with the original Air Castle, but he is now called Lashiec.

Why the differences in names and spellings? Chalk it up to the linguistic drift of 2,000 years...or to the fact that the game was created in Japan and translated for America! But, like all the Phantasy Star games, you don't have to know the history to play or enjoy the game. It stands alone as one of the finest RPGs ever made for the Genesis.



For starters, at 24 megs, it's the largest battery-backed Genesis cart available. The game takes you to the top and bottom of three worlds, two space stations, and a floating Air Castle. You explore dozens of towers and dungeons. The intermission graphics are state-of-the-art anime presented in panelized, living comic form. The enemy attacks and your attacks are animated. You can set up macros of pre-defined attacks, combining your party's magic and weapons, or combine magic attacks for super-powerful combination attacks.



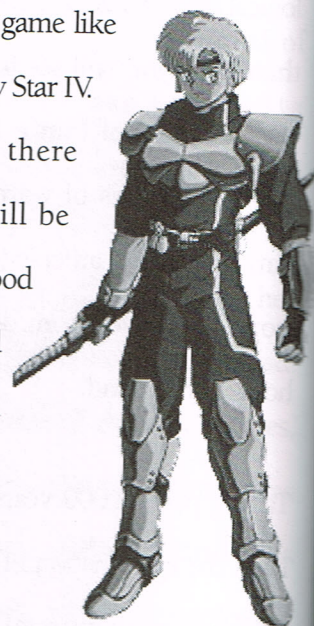
*Phantasy Star III, Generations of Doom, takes you 1,000 years further into the future. Now technology is only an echo of the past.*

luck, good gaming, and don't let the Profound Darkness through.

If you forget your mission, there's the Talk feature, which gives you a quick recap of what you are supposed to do. And you have the use of 11 characters throughout the game. There has never been a Genesis game like

Phantasy Star IV.

Maybe there never will be again. Good





## CHAPTER 2

# Characters

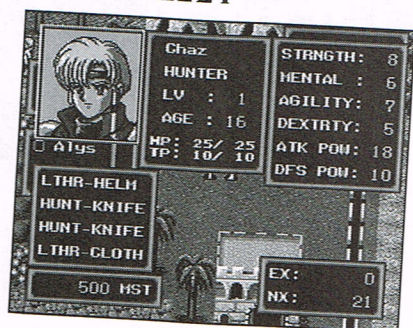
Throughout the course of Phantasy Star IV,  
you'll be able to control the fates of 11 characters.

They are a mix of male and female, human and non-human.

Each has unique characteristics and can use a variety of items and spells.



## CHAZ ASHLEY



AGE: 16

RACE: Human

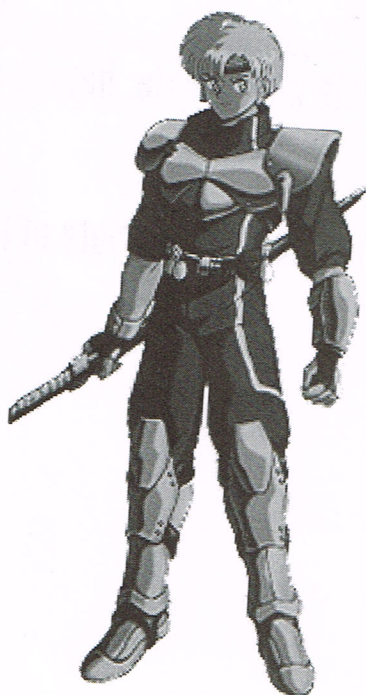
STATUS: Guild-Licensed Hunter

TECHNIQUES: Res, Tsu

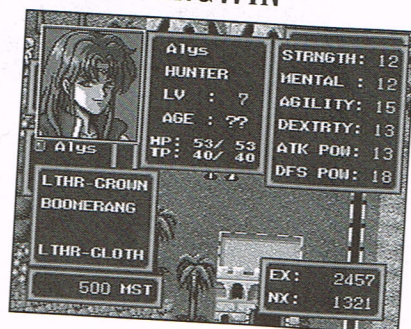
SKILLS: Earth, Crosscut

Chaz is a former street rat who managed to gain a career under the study and guidance of Alys Brangwin, the most famous monster hunter on Motavia. At 16, he is a fast learner, with a temper that is as quick as his sword. *Phantasy Star IV* is the story of his destiny to become the champion selected to battle Dark Force and save the Algo Star System.

Chaz excels with blade weapons and is especially powerful when using two-handed swords. Though he can equip shields, he is better off without them.



## ALYS BRANGWIN



AGE: She Ain't Telling!

RACE: Human

STATUS: Guild-Licensed Master Hunter

TECHNIQUES: Foi, Shift, Saner

SKILLS: Vortex

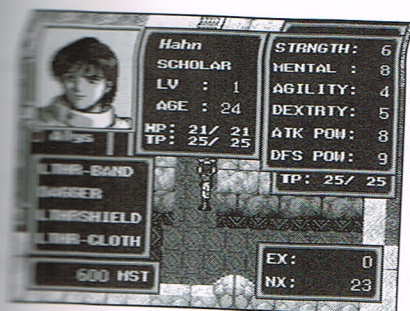
Alys "Of The Eight Strokes" Brangwin is the most famous monster hunter on Motavia. Not much is known of her past, but her exploits are known far and wide. She drives a hard bargain but is very fair. She took Chaz under her wing a long time ago and brought out his true nature as a swordsman. When he had matured, she made him a partner in her business. And that was the real start of their adventures.

Alys is a master of thrown weapons. Her two-weapon attack with Boomerang or Slicer is truly lethal.





## Hahn



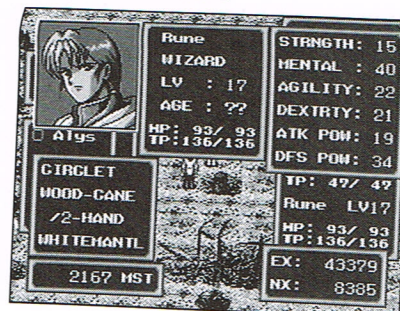
AGE: 24  
RACE: Human  
STATUS: Scholar  
TECHNIQUES:  
Res, Gelun  
SKILLS: Vision

Hahn is an altruistic son of an armorer from Krup. He came to the university so he could learn about and end the problems Motavia was facing. He carries a spicy temper but always tries to do the right thing. He is more rational than Chaz but not as brave. He puts aside his fears when he battles with your party. The involvement of his professor in the mysteries of Birth Valley brings Hahn into your adventure.

Hahn favors smaller weapons, such as daggers, but he can carry and attack with two. He also develops fairly powerful defensive spells.



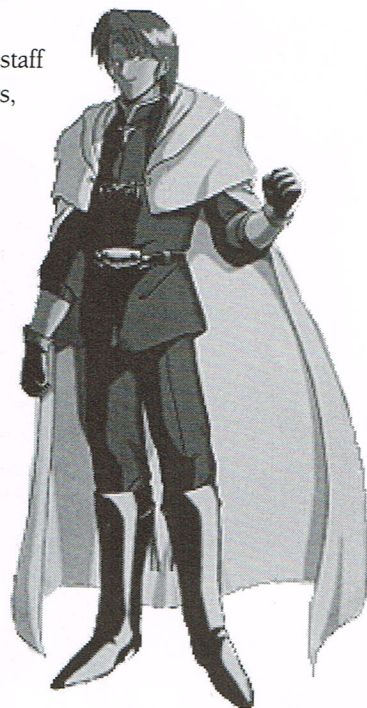
## RUNE WALSH



AGE: Who Knows?  
RACE: Human  
Dezolian  
STATUS: Esper  
Wizard  
TECHNIQUES: Foe,  
Wat, Gra, Arows,  
Hinas, Ryuka  
SKILLS: Flaeli, Hewn


Rune is one of the most mysterious members of your party. He is a cocky magician who knows true magic. He also knows Alys from a long time ago. Was it romance? Neither one is about to divulge any details. He and Chaz fight a lot early in the game. He gains more respect for Chaz as Chaz gains experience, and Rune plays a large part in selecting Chaz as Champion of the Algo System.

Rune is a type of magician known as an Esper. He is the living incarnation of Lutz, who was originally named Noah and was the first Esper to battle Dark Force 2,000 years ago. His memories of Lutz live on in a Telepathy Ball hidden deep in Esper Mansion on the planet Dezolis. His weapon is a staff and delivers simple blows, but his Skills and Techniques are very impressive.





## GRYZ

	<b>Gryz</b> MOTAVIAN LV : 6 AGE : 19 HP: 66/ 66 TP: 20/ 20	STRNGTH: 18 MENTAL : 8 AGILITY: 6 DEXTRTY: 11 ATK POW: 44 DFS POW: 36 TP: 55/ 55 Gryz LV 6 HP: 66/ 66 TP: 20/ 20 EX: 1046 NX: 667
<b>ATYS</b> <b>TITN-HELM</b> <b>TITN-AXE</b> <b>1/2-HAND</b> <b>TITN-MAIL</b> <b>3244 HST</b>		

AGE: 19

RACE: Native Motavian

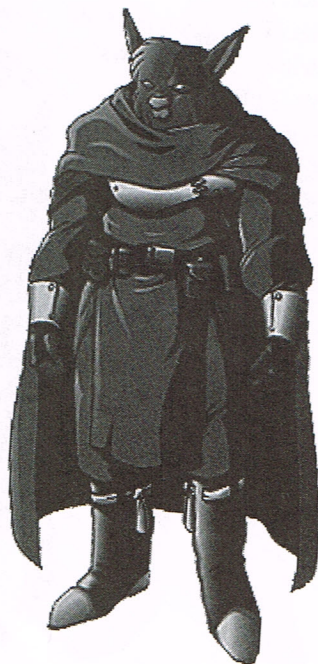
STATUS: Motavian Soldier

TECHNIQUES: Brose


SKILLS: Crash

Gryz is a strong, usually silent Motavian who lives to avenge his parents. They were killed when Zio destroyed the village of Molcum. You find Gryz in Tonoe with his younger sister, who stays in the town. The Motavians have come far in 2,000 years. In the first Phantasy Star, they were meek farmers and barbarians. Gryz is a proud warrior with a deep sense of honor and dignity.

Gryz relies on brute strength to power heavy, edged weapons, such as battle axes. His War Cry Skill, developed later in the game, increases his attack strength tremendously.



## DEMI

	<b>Demi</b> ANDROID LV : 12 AGE : 324 HP: 96/ 96 TP: 0/ 0	STRNGTH: 28 MENTAL : 0 AGILITY: 26 DEXTRTY: 25 ATK POW: 59 DFS POW: 69 TP: 69/ 69 Demi LV12 HP: 96/ 96 TP: 0/ 0 EX: 12137 NX: 3453
<b>Chaz</b> <b>HEAD-GEAR</b> <b>IMPACTER</b> <b>1/2-HAND</b> <b>TITN-ARMOR</b> <b>22521 HST</b>		

AGE: 324

RACE: Female Android

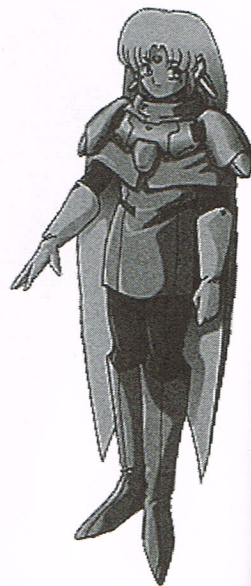
STATUS: Planetary Systems Control

TECHNIQUES: None

SKILLS: Recover, Star Beam, Spark, Barrier, Medice


Demi is the first man/machine construct to join your party. You must free her from Zio's evil clutches. She is as wise as her years but lighthearted enough to have some fun now and then. She will guide you in your first experiences of old technology and get you the Land Rover.

She cannot use Techniques because they are human based, but she does have a powerful array of Skills. Medice will come in handy if your whole party is on the verge of death. Her Phonom attack skill, gained when you find the Phonomezer in the Plate Center, gives her the ability to join with Chaz's Airslash attack to create the Silent Wave combo attack.





## RIKA

	Rika NUMAN LV : 1 AGE : 1 HP: 39/39 TP: 25/25	STRENGTH: 13 MENTAL : 11 AGILITY: 13 DEXTRTY: 11 ATK POW: 37 DFS POW: 40 TP: 45/98 Gryz LV10 HP: 97/97 TP: 27/27 EX: 0 NX: 15
---	--	--


AGE: 1  
RACE: Numan  
STATUS: Warrior  
TECHNIQUES:  
Res, Saner, Deban  
SKILLS: Illusion,  
Double Slash,  
Eliminate, Disrupt

Rika is a genetic construct created by Seed, the last living computer on Motavia, and incorporates all that is best among humans. She was made fully grown and had never seen the surface until she joined your party. Like Demi, she is well-versed in technology and has been in touch with the satellites in the Algo System. She is also well acquainted with another Android, Wren, who joins your party later on. Rika is a strong mix of warrior and magic user. She has strong healing and attack Techniques and Skills. She is the most verbal of the group.

Rika favors claw weapons. Her attacks are devastating, especially when you get the Silver Tusk, a weapon handed down from generation to generation of Musk Cat after the first battle with Dark Force. Her Double Slash attack can turn the tide of battles.



## WREN

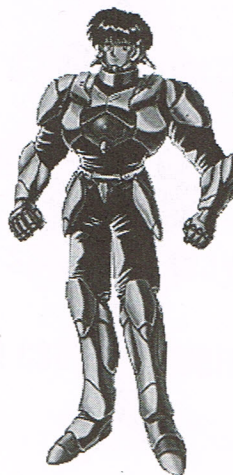
	Wren ANDROID LV : 20 AGE : 998 HP: 210/210 TP: 0/0	STRENGTH: 51 MENTAL : 0 AGILITY: 38 DEXTRTY: 39 ATK POW: 124 DFS POW: 104 TP: 176/176 Wren LV20 HP: 210/210 TP: 0/0 EX: 64207 NX: 10395
---	---	--

AGE: 998  
RACE: Android  
STATUS: Satellite  
Control and  
Planetary Systems  
TECHNIQUES:  
None  
SKILLS: Recover,  
Flare, Spark, Barrier

Wren, created during the last Dark Force cycle, is the oldest member of your party. Though somewhat lacking in humor, Wren is very cool-headed and provides factual data on just about everything you encounter. He served as Demi's mentor. She refers to him as Master Wren. Wren will get you the Ice Digger and the Hydrofoil.


His weapons are gunlike, and some can attack multiple enemies with great power.

Wren's most powerful attack Skill is Spark. But if you find a good multiple attack weapon, use it for most of his battles.





## RAJA

	<b>Raja</b> PRIEST LV : 25 AGE : 85 HP: 108/108 TP: 170/170	STRNGTH: 31 MENTAL : 59 AGILITY: 24 DEXTRTY: 30 ATK POW: 49 DFS POW: 83 TP: 176/176 Wren LV20 HP: 170/210 TP: 0/0 EX: 137194 NX: 17496
Chaz	SILVCIRCLT SILV-ROD /2-HAND SILV-HANTL 64168 MST	

AGE: 85

RACE: Dezolian

STATUS: Priest

TECHNIQUES: Res, Anti, Rimpa, Sar


SKILLS: Blessing, Holyword, Miracle, Ataraxia

This sarcastic, wise-cracking old priest has a lot of wisdom and power hiding behind his demeanor. You meet Raja after you crash a space ship on his temple. He joins you for the adventure and will serve you well as a source of information on Dezolis.

Raja uses a staff for a weapon. His real power is magic. He can deliver crippling attacks and great healings, and he even gains a spell that lets him replenish MP.



## KYRA TIERNEY

	<b>Kyra</b> ESPER LV : 27 AGE : 18 HP: 159/159 TP: 122/122	STRNGTH: 37 MENTAL : 43 AGILITY: 35 DEXTRTY: 40 ATK POW: 67 DFS POW: 132 TP: 207/207 Wren LV27 HP: 270/275 TP: 0/0 EX: 155036 NX: 18226
Chaz	SILV-CROWN LAGOSLASHR RFLGSHIELD RFLG-ROBE 28188 MST	

AGE: 18

RACE: Human

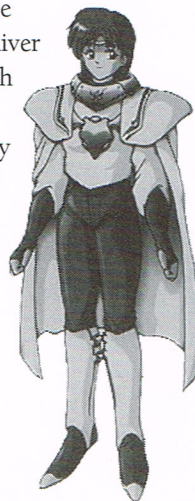
STATUS: Esper Magician

TECHNIQUES: Res, Foi, Anti, Rimpa, Gires, Gifoi, Gra


SKILLS: Medice, Flaeli, Telele, Hewn

Like Rune, Kyra is an Esper Magician. You find her as she tries to fight her way through the Carnivorous Forest on Dezolis. She has no idea (neither do you) that Rune is Lutz, their spiritual leader. She is an idealist who will do everything in her power to stop the Black Energy Wave that is causing a Zombie plague.

In addition to powerful healing spells, Kyra can use true magic and deliver vicious attacks with Slicer weapons. If you lead your party with Wren armed with a multiple attack weapon and follow with Kyra attacking with Slicers, you will deliver crippling attacks from the start.



## SETH

	<b>Seth</b> SCHOLAR LV : 35 AGE : 39 HP: 233/233 TP: 0/0	STRNGTH: 5 MENTAL : 6 AGILITY: 5 DEXTRTY: 5 ATK POW: 9 DFS POW: 13 TP: 143/143 Rune LV35 HP: 164/164 TP: 255/255 EX: 424175 NX: 37954
Wren	LAGOCIRCLT LAGODAGGER RFLGSHIELD CYBER-SUIT 129391 MST	

AGE: 39

RACE: Human?

STATUS: Traveling Archeologist

TECHNIQUES: None

SKILLS: Shadow, Corrosion, Mindblst, Dthspell

Seth is a mystery man you encounter at the Soldier's Temple in Motavia. The Temple is in the middle of an uncrossable (unless you have a Hydrofoil) lake. He says he is an archeologist. But look at his Skills. They're pretty deadly. It's obvious that Seth is more than he appears to be.

He has no Techniques, which is typical of nonliving (or construct) creatures. And his Skills are all deadly in nature. Just who is Seth, anyway?







## CHAPTER 3

# Enemies

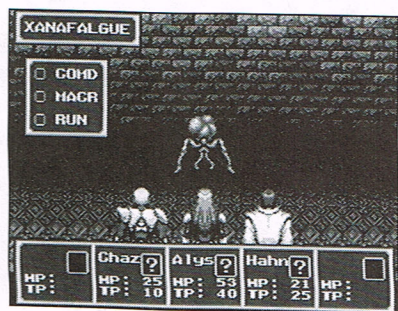
No Phantasy Star game would be complete without a stable of evil monsters to challenge your every step. We thought it would be a great help for you to see the enemies in the order you'll meet and beat them. We've included the Hit Points (HP) it'll take to get them off your back (with the exception of the bosses) and the best ways to trounce them (when there are unusual methods involved).

You can also find out in advance your reward for beating the bad guys because we tell you the Experience Points (EP) and Mesata (M, bucks) you'll get once you slash, hack, or spell your way to victory.

Good luck, and bust a couple of mutants for us!

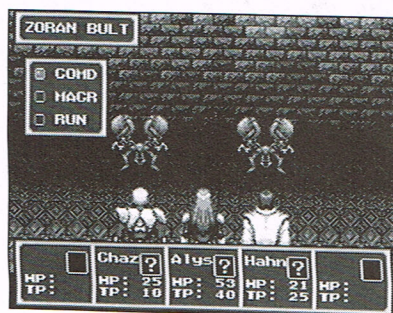


## XANAFALQUE



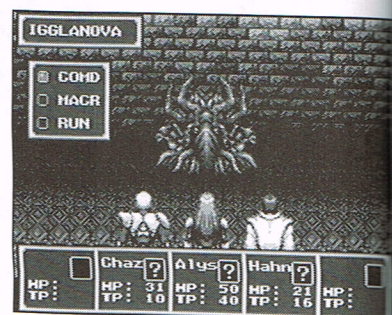
★ You'll first come upon the Xanafalque in the Motavian Academy's Basement. A Normal Attack is suitable for taking them out. They'll take 16HP to kill. These buggers each give you 3EP and 2M.

## ZORAN BULT



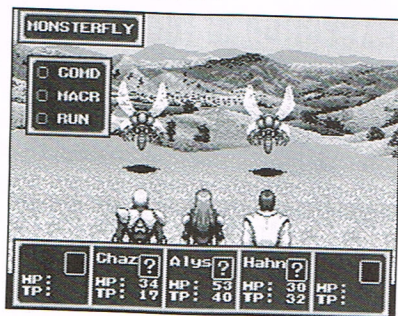
★ The Zoran Bult are first found in the Motavian Academy's Basement. They are easily taken on with a Normal Attack. Finish them with attacks that deliver at least 25HP worth of damage. Each two-headed brainpan gives you 4EP and 3M each.

## IGGLANOVA



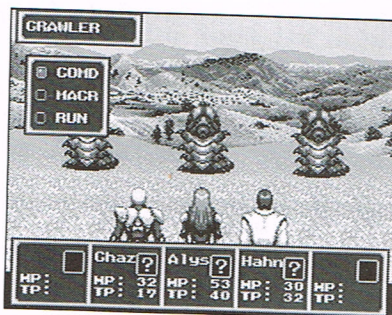
★ The Igglanova is the boss of the Motavian Academy's Basement (you'll also find it at the Birth Valley entrance in the town of Zema). On your first pass, use Alys' Saner to get the edge on attacks, use Chaz attack, and use Hahn's Gelum to knock down the boss's attack strength. Your next attack is aimed at the host (the boss fissions). Have Alys use Foi, Chaz attack, and Hahn attack. The boss takes 300HP to finish. You get 63EP and 58M for your efforts.

## MONSTERFLY



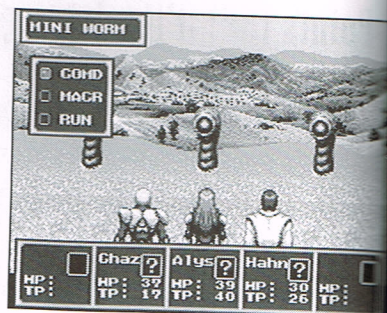
★ You first meet the dreaded Monsterfly between Piata and Birth Valley. Each fly takes 20HP to kill using a Normal Attack. You get 9EP and 8M for every fly swatted.

## CRAWLER



★ The multilegged Crawler is first found between Piata and Birth Valley. Using a Normal Attack, take them out with 25HP each. The booty? You get 16EP and 15M for every squashed bug.

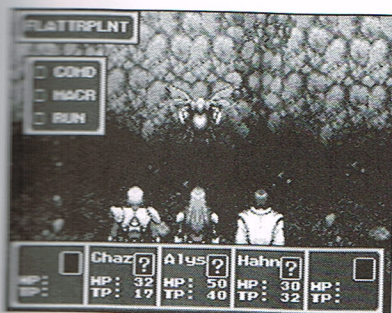
## MINI WORM



★ You'll hook your first Mini Worm on the trip from Piata to Birth Valley. Each takes 25HP to kill. Grub farming gets you 12EP and 13M for every annelid taken down.

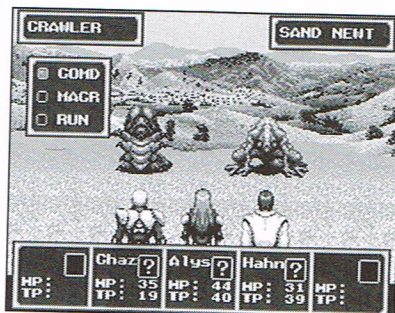


## FLATTRPLNT



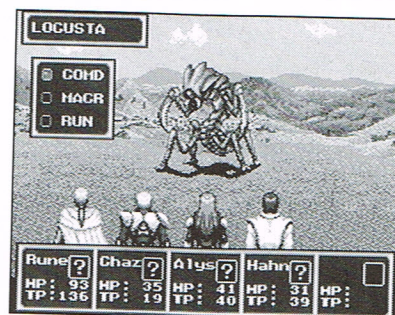
★ This grumpy vegetation is first encountered in Birth Valley. Take it out with 32HP using a Normal Attack. For each herb defeated, you get 15EP and 30M.

## SAND NEWT



★ The trip to Molcum gives you your first introduction to the Sand Newt. Give it a 41HP whack and a Normal attack. Taking out each orange salamander gets you 31EP and 40M.

## LOCUSTA



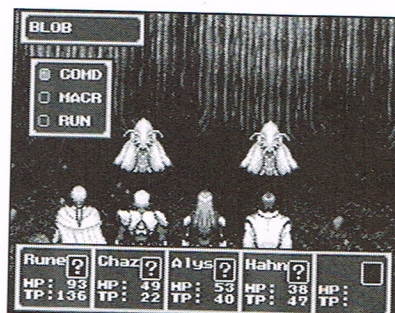
★ This voracious insect with the sharp claws is first found on your trip to Krup. Stomp it with 68HP and a Normal Attack. Each bug crushed nets you 19EP and 21M.

## CARRION CR



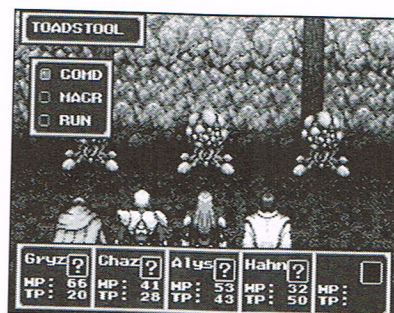
★ The Carrion CR is multilegged, mean, and green. It is first found on your trip through the Valley Maze on the way to Tonoe. Every Carrion CR can be taken out with 35HP using a Normal Attack. Kick each caterpillar's butt and you get 21.5EP and 48M.

## BLOB



★ These guys may look like cute, pink piles of frosting, but they're Blobs, they're on the attack, and you first see them in the Valley Maze. Show 'em who's boss with 19HP and a Normal Attack. Give them the icing and you get 14.5EP and 40M.

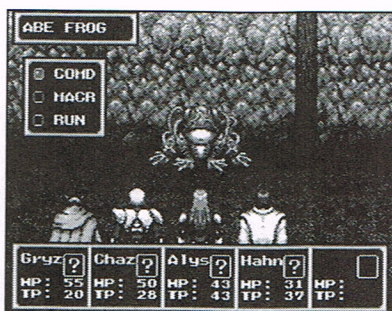
## TOADSTOOL



★ These mutant green-and-red growths are Toadstools, and you first find them in the Basement under Tonoe. Give them each 64HP using a Normal Attack. For your efforts, you get 16EP and 40M each.

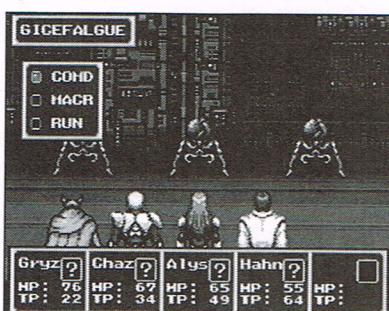


## ABE FROG



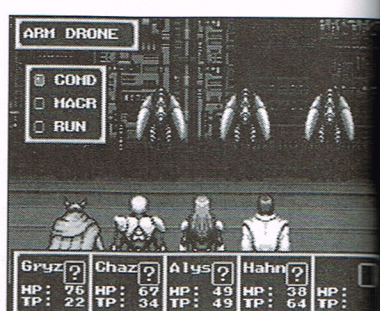
★ You first encounter this reject from the movie "Frogs" in the Tonoe Basement. He'll take 70HP to kill. For dishing up the frog's legs, you get 26EP and 80M.

## GICEFALGUE



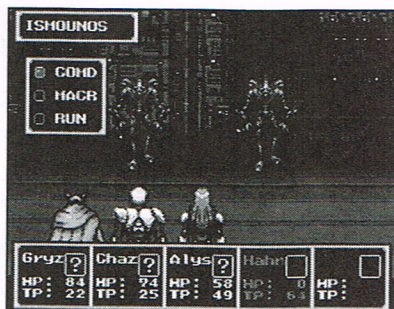
★ This two-legged gray monstrosity first appears in the Bio-Plant. He'll take 40HP to destroy. In this deal, you get 28.6EP and 44M.

## ARM DRONE



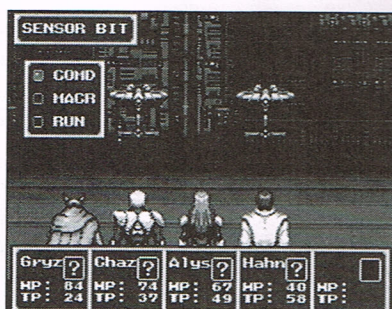
★ These antigrave-based mechanized fighters can first be found in the Bio-Plant. Bring them to earth with attacks totalling 68HP. For stopping their flight and fight, you get 42.5EP and 93M.

## ISMOUNOS



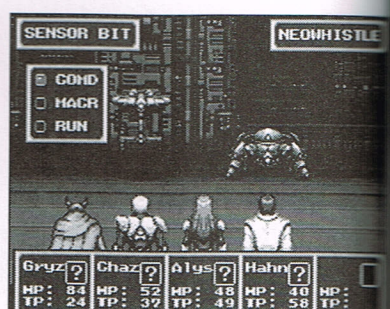
★ This gargantuan green guy is first met in the halls of the Bio-Plant. End his days with 90HP worth of attacks. For taking him down, you get 36EP and 71M.

## SENSOR BIT



★ This dome-shaped metal monster first darkens your door in the Bio-Plant. Stop his guns with 40HP worth of thumping. You get 33EP and 64M for every one you take down.

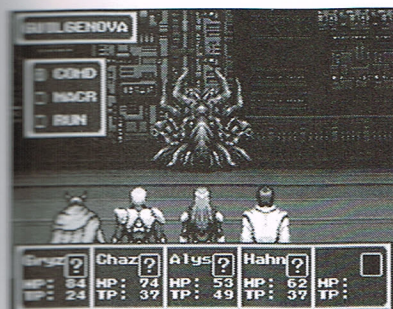
## NEOWHISTLE



★ Mr. Squat and Silver can first be seen in the Bio-Plant. He takes 48HP worth of whuppin'. For stopping the machinery, you get 54EP and 128M each.

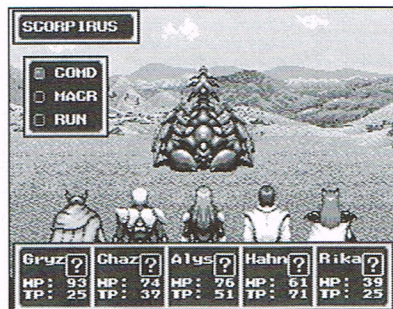


## GUILGENOVA



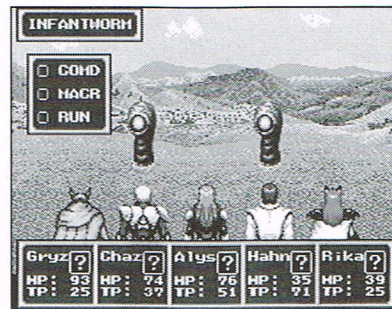
This multi-armed and purple lookin' beastie is first found in the Bio-Plant. Take him down with 312HP worth of hurtin'. This fella gives up 123EP and 368M for your fighting talents.

## SCORPIRUS



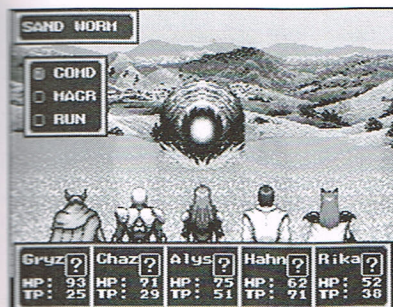
★ Mr. Red and Deadly can first be fought on your trip from Mile to Zio's Fort. He takes 150HP to wrangle down. You get 51EP and 121M for every one of the big bugsquashed.

## INFANTWORM



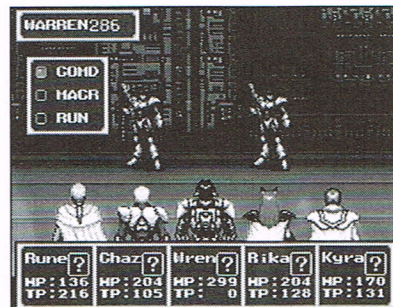
★ You'll first be baited by these bad boys on your trip north of Mile to Zio's Fort. They take 50HP to destroy. For this fishing expedition, you get 33EP and 63M.

## SAND WORM



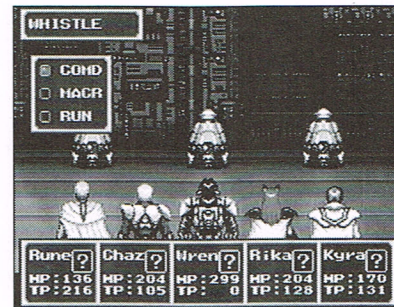
★ On the first of your missions for The Hunter's Guild, you'll meet this mongo Sand Worm. To finish him, use your strongest offensive and defensive talents. He takes a whopping 1,489HP to conquer. For your skills at battle, you receive 8,387EP and 1,200M.

## WARREN286



★ The first time you come upon these purveyors of death, you'll be in the Wreckage. They take 95HP in attacks before they're undone. In return, you get 43.5EP and 128M.

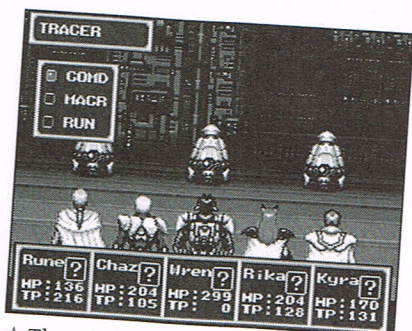
## WHISTLE



★ Are these fellas so named because when you see them, you'll feel like you're whistling past the graveyard? Anyway, you first catch up with these mechanized givers of mayhem in the Wreckage. They each take 50HP to shut down. For your talents, you get 34.3EP and 92M.

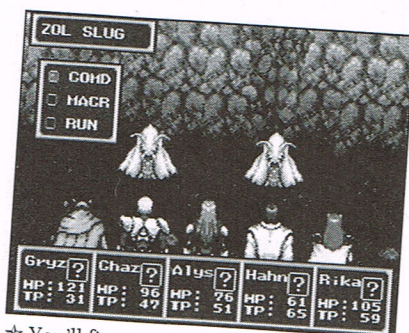


## TRACER



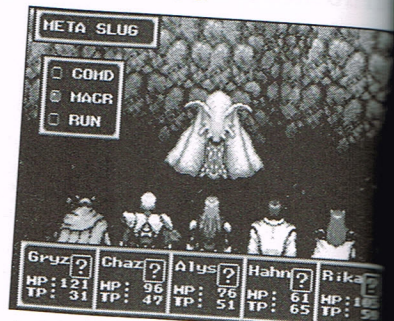
★ These little gold versions of the Whistle sure don't look like a Mercury product. You'll first come upon Mr. Shiny and Cone-shaped in the Wreckage. They take 99HP to disable. In return, you get 51EP and 267M for every power stoppage.

## ZOL SLUG



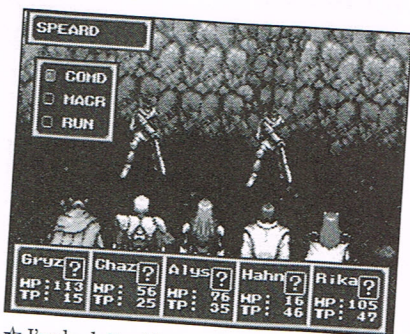
★ You'll first see this frosting-mound-looking enemy in the passageway above Aiedo. It takes 50HP to cream. In return, you get 42EP and 91M.

## META SLUG



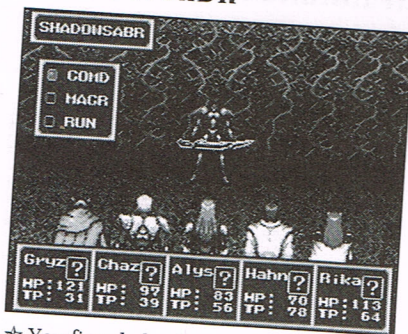
★ This big boy is also first encountered in the passageway above Aiedo. Bust it with 239HP and get 400EP and 241M.

## SPEAR



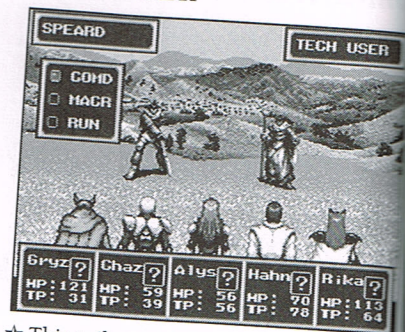
★ I'm bad, I'm blue, and I'm carrying a staff. These less than-nice guys are first found in the passageway above Aiedo. Put out their lights with 100HP and get 62EP and 91M.

## SHADOWSABR



★ You first do battle with this blade-carrying creature in Zio's Fort. It takes 110HP to finish. Be aware that it uses Deban. For your efforts, you get 105EP and 61M.

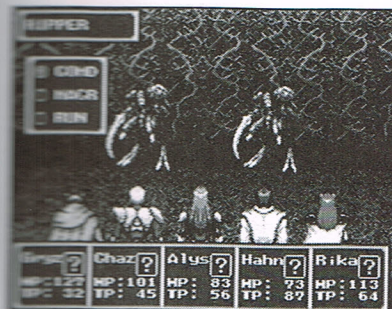
## TECH USER



★ This evil mage is first encountered between Kadary and Zio's Fort. He heals himself and his onscreen comrades, and he attacks with Wat and Foi. Destroy him with 80HP to get 78EP and 85M.

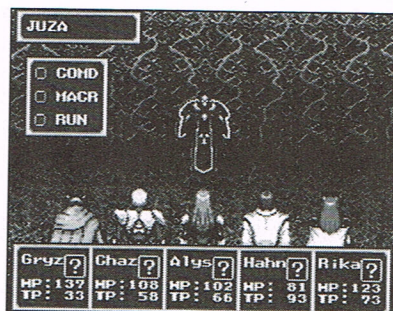


## RIPPER



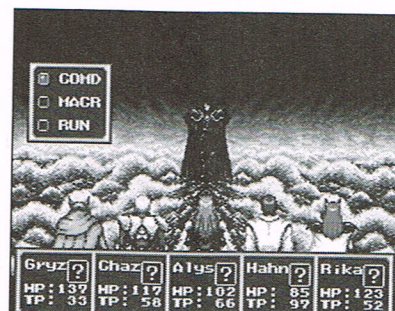
★ The big, bipedal, and beastly Ripper is first seen in Zio's Fort. At the outset, you'll find his fire and slash tough to deal with. Put him in the creature crypt with 112HP. In return, you receive 99.5EP and 51M.

## JUZA



★ Zio's black-robed henchdemon is first found lurking in his master's fort. Use all your talents in a no-holds-barred survival war. You'll stomp him flat with 1,523HP. As a result, you get 1,716EP and 800M.

## ZIO



★ The first time you face Zio, it's truly a lost cause. You'll do your darnedest and not even touch him. Let him win and take him on another day.

## DESRTLEACH



★ After acquiring some wheels (the Land Rover), you'll meet this grape-colored monstrosity. Turn it to dust with 1,040HP worth of attacks. In return, you receive 187EP and 1 measly M.

## FORCED FLY



★ All good Land Rover owners carry a fly swatter. Mash this insect with 135HP. You get 55EP and 2 lowly M.

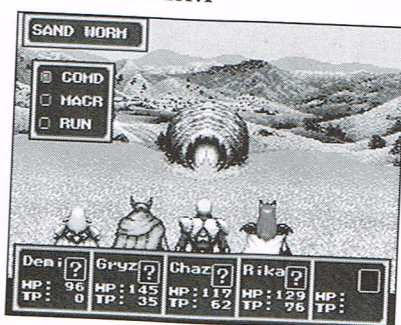
## GRASSHOUND



★ This house-sized insect from hell is first encountered when joyriding in the Land Rover. Put out his single green eye with 320HP. For your efforts, you get 89EP and 7 big M.

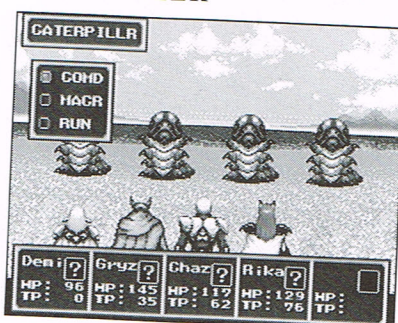


## SAND WORM



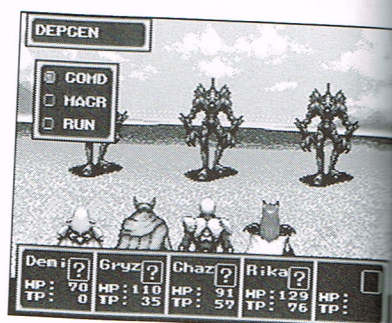
★ All we can suggest when you run into a full-grown Sand Worm after completing your Hunter's Guild mission is: Run. Boogie. You haven't got a chance til much later in the game. Don't bother. This guy's so slow, you can always get away.

## CATERPILLR



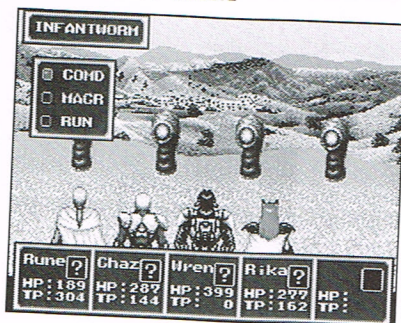
★ These blue-guys sure look cute, huh? Don't even think it. When you encounter them North of Monsen, remember that they shoot poison. Squash 'em with 195HP. In return, you get 123.25EP and 152M.

## DEPCEN



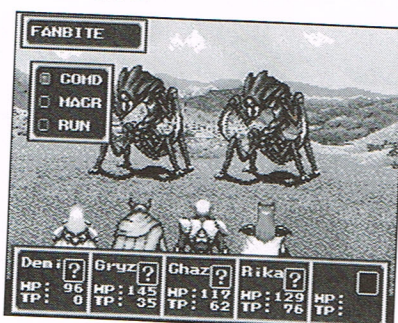
★ These creatures from the blue lagoon are first found North of Monsen. Watch their vicious Floodbreath attack. Send them back to their maker with 155HP. In return, you get 243.3EP and 163M.

## INFANTWORM



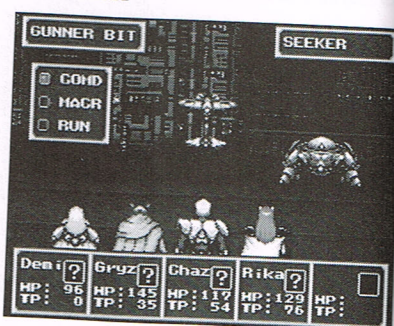
★ We really aren't repeating ourselves. These guys may have the same look and name as their earlier cousins, but they sure do grow 'em stronger north of Monsen. Put them under with 64HP. For your valiant efforts, you get 31.5EP and 73M.

## FANBITE



★ This grumpy-looking insectoid is first encountered North of Monsen. Rub him out with 261HP to get 165EP and 78M.

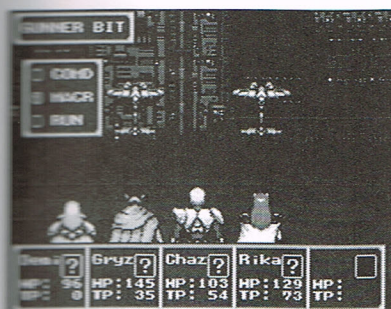
## SEEKER



★ When you first set eyes on him in the Plate System, know one thing: This guy seeks your hide. Turn him into a bucket of bolts with 130HP. In return, you get 117EP and 192M.

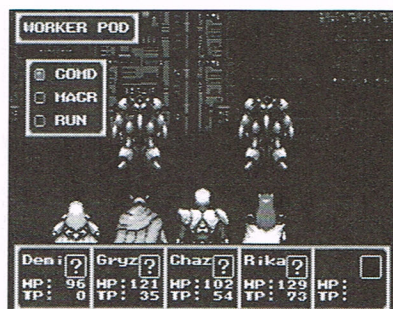


## GUNNER BIT



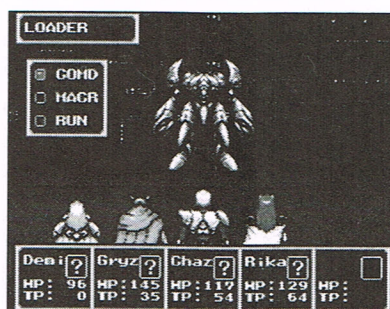
★ The first place this metal monster will taste your wrath is in the Plate System. Fold up his tent with 70HP. For your efforts, you take home 80EP and 72M for each Bit you hit.

## WORKER POD



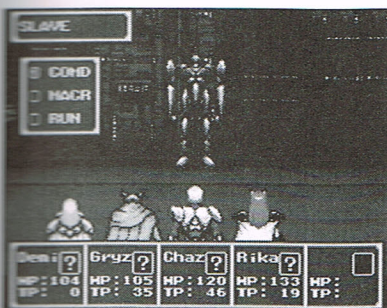
★ This throwback to communism is first whupped in the Plate System. Put out his lights with 100HP to get 116.5EP and 72M.

## LOADER



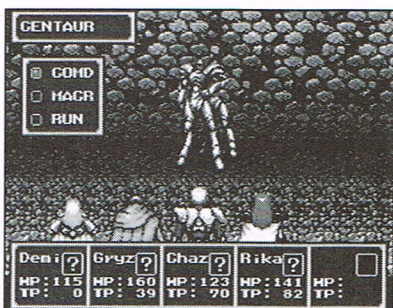
★ You first run into this load of – ahem, excuse us – in the Plate System. Stomp his circuits with 172HP and you shall receive 130EP and 112M.

## SLAVE



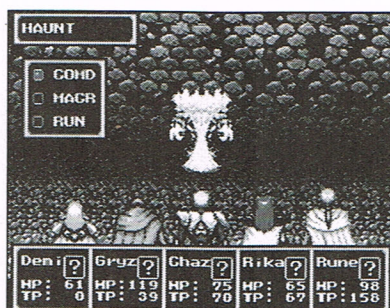
★ The big, burnished, and soon-to-be-broken Slave is first found in the Plate System. Disconnect his power supply with 180HP and you get 123EP and 105M.

## CENTAUR



★ You'll first hobble this horror horse in Ladea Tower. Send him to the mechanized glue factory with 190HP to get 196EP and 78M.

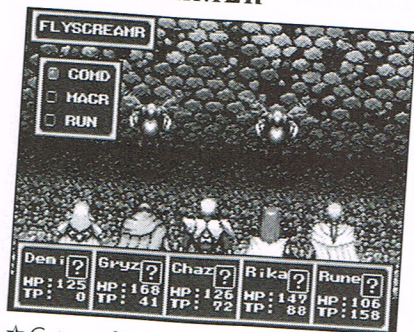
## HAUNT



★ You'll first extinguish this true flamer in Ladea Tower. At a single HP for each character that attacks him, you'll put out the fire in 3HP. For your efforts at fire control, you get 102EP and 77M.

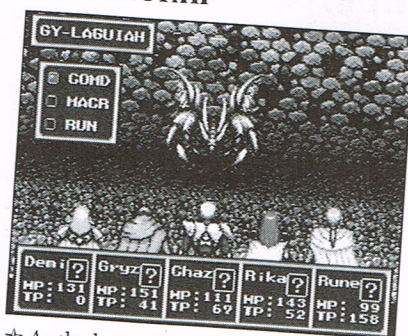


## FLY SCREAMER



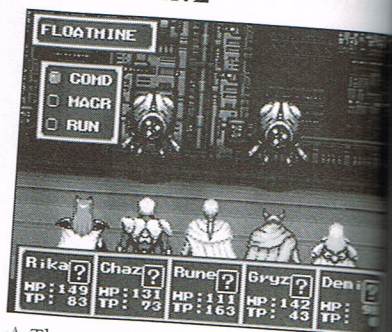
★ Get out the insecticide. This bug-faced bother is first pesting your doorstep in Ladea Tower. Watch out for his paralyzing attack. End his buzzing with 134HP and you get 103.5EP and 96M.

## GY-LAGUIAH



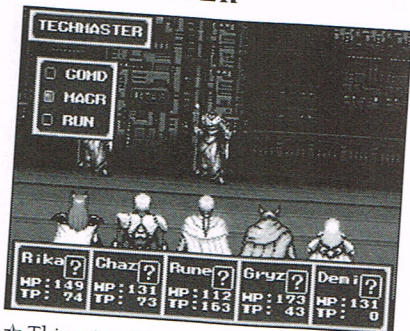
★ As the boss of Ladea Tower, this guy is destined for destruction. Line up all your defenses, put together a massive attack, and this pestulance is put to bed posthaste. It takes 2,580HP to do the deed and in return you get 2,000EP and 1,224 big M.

## FLOATMINE



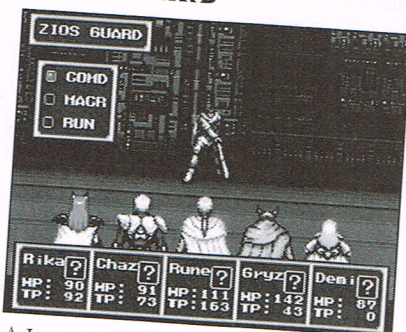
★ The excitable and explosive Floatmine is first detonated in your presence in a place called Nurvus (beneath Zio's Fort). Call in the bomb-disposal squad for a mere 150HP to get 120EP and 60M.

## TECHMASTER



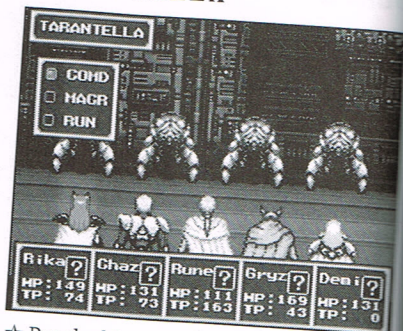
★ This miserable mage first casts his spells on you in Nurvus. He often uses Sar to heal himself, and he tosses Foi attacks. Put an end to his wizardry with 120HP to get 149EP and 278M.

## ZIO'S GUARD



★ It sure doesn't pay to hire this goof as security. Punch his time clock in the halls of Nurvus for a mere 145HP to get 142EP and 107M.

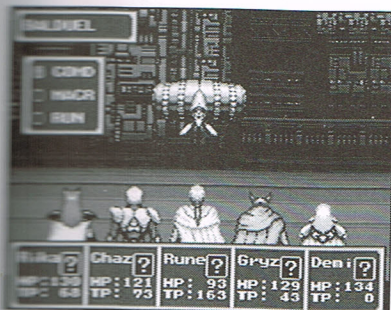
## TARANTELLA



★ Put the bite on Nurvus' spider population by stomping these guys flat. End Mr. Arachnometal with 98HP to get 182EP and 300M.

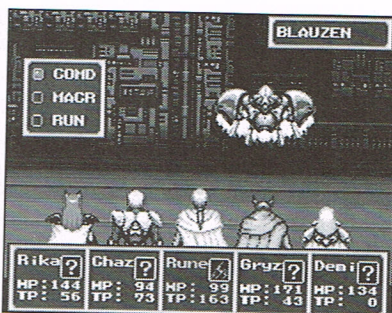


## BALDUEL



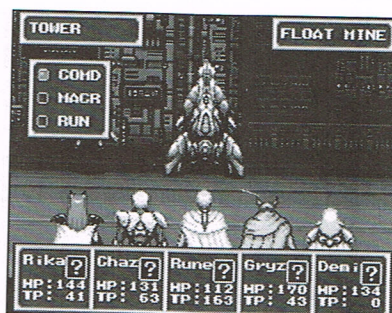
★ Disable this green canister of doom in the corridors of Nurvus with 260HP to get 193EP and 85M.

## BLAUZEN



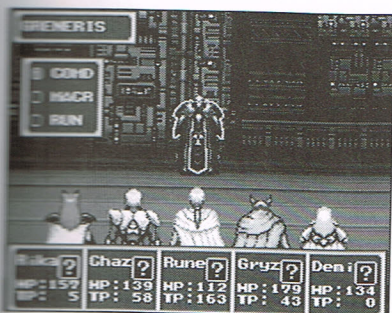
★ This airborne pest first appears in Nurvus. Watch out for its paralyzing Stasis Ball attack. Knock it to the floor with 230HP to get 215EP and 350M.

## TOWER



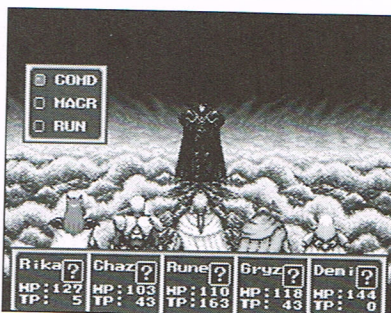
★ This tall, prefabricated monster is first tipped over in the halls of Nurvus. Keep an eye out because it calls in Floatmines. See it fall with 340HP and you get 216EP and 128M.

## GRENERIS



★ This evil-wiz type is first dealt with in the deep of Nurvus. You'll take some hits from his Force Flash. Retire his robe with 360HP and you receive 372EP and a wonderful 1M.

## ZIO



★ He's back! And this time you can beat him down because Rune has the Psychowand. Use all your defenses and the strongest offense each character can muster. Be sure to be lugging plenty of additional healing items. It takes an unknown number of HP to end his days, and for your triumphant efforts, you get 6,499EP and a lousy 1M.

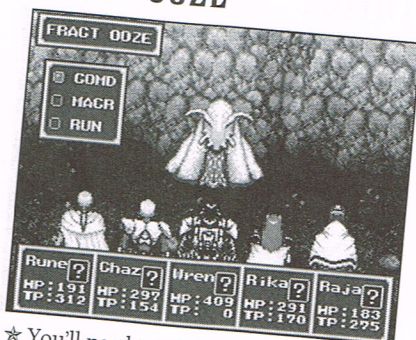
## JR. OOZE



★ The first time you see this cute little enemy (cute, but vicious) is in The Fissure of Fear on your second mission for The Hunter's Guild. End its days with 88HP to collect 108EP and 130M.

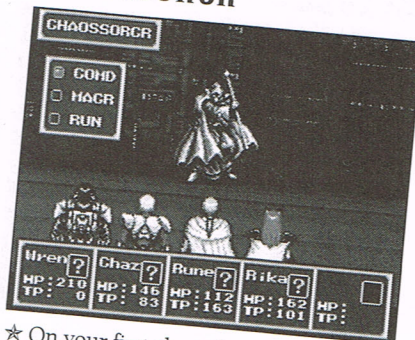


## FRACT OOZE



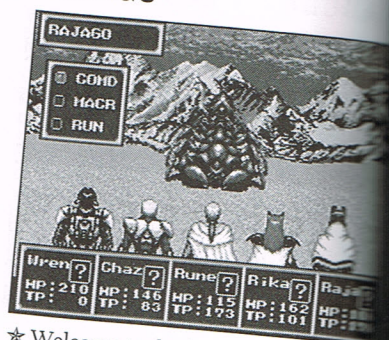
★ You'll need to whup this boss in The Fissure of Fear to complete your mission and save the boy. Use all your offensive and defensive talents and give it 1,999HP worth of attacks. In return, you get 8,447EP and 855M, plus you pull the kid from the belly of the beast.

## CHAOSSORCR



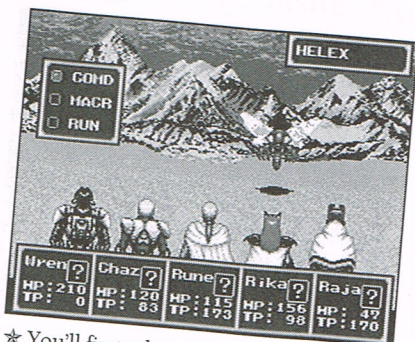
★ On your first aborted trip to Kuran, you deal with this irritating stow-away. Stomp his cape with 480HP to get 4,595EP and 1,200M. It's easy money.

## RAJAGO



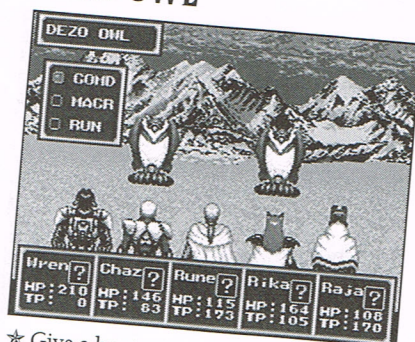
★ Welcome to the frozen wastes. Here's a big surprise: There are monsters here, too. You encounter this one North of Ryuon. Toss him to the tundra with 250HP to get 272EP and 156M.

## HELEX



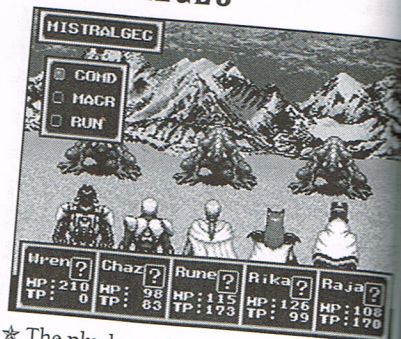
★ You'll first take on this flying red menace in the frigid area north of Ryuon. Clip his wings with 90HP to get 218EP and 281M.

## DEZO OWL



★ Give a hoot, stop this coot. You first find this fine-feathered fiend north of Ryuon. Pluck his tail with 130HP and you get 225.5EP and 416M for your efforts.

## MISTRALGEC



★ The plucky and purple Mistralgec is first found north of Ryuon. His attack is fairly strong. Squish his squat form with 136HP and you get 195EP and 208M.

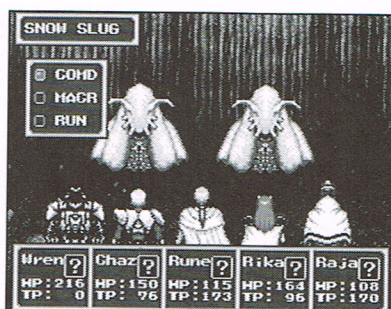


## SNOW MOLE



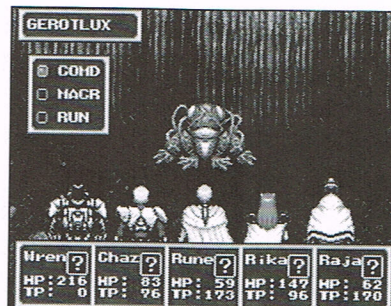
★ Do a little pelt hunting for this snow digger north of Ryuon. Turn him into a lovely stole for only 80HP to get 211.5EP and 321M.

## SNOW SLUG



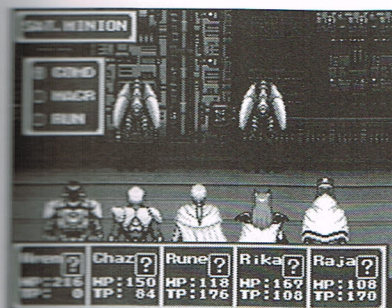
★ This guy (first found in the Hangar) looks more like junk food than a slug. Watch out for his Cell Split attack. Release him from your pastel nightmare with only 221HP to get 243EP and 156M.

## GEROTLUX



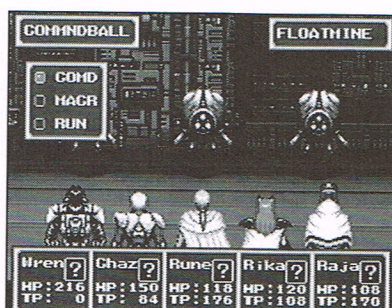
★ Feeling froggy? This Hangar dweller sure is. End his croaking with 180HP to get 326EP and 312M.

## SAT. MINION



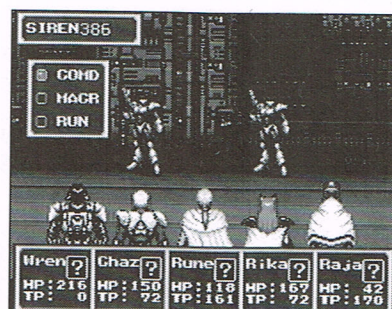
★ The space station Kuran offers your first chance at this full-metal monster. Drop him to the deck with 95HP to get 269EP and 175M.

## COMMNDBALL



★ The halls of Kuran offer you a chance to make a basket. Note that this enemy calls in Floatmine reinforcements. Watch his Detonation. Put this ball in the hoop for a mere 295HP to receive 440EP and 331M.

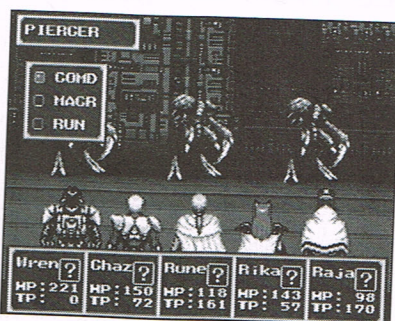
## SIREN386



★ You'll first encounter this mechanized soldier in Kuran. End his marching with 145HP to get 288EP and 200M.

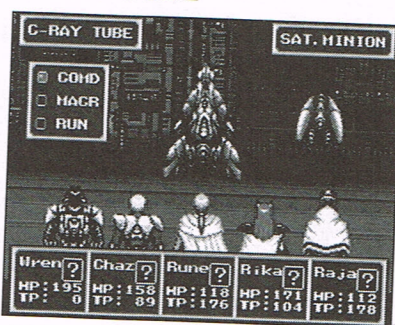


## PIERCER



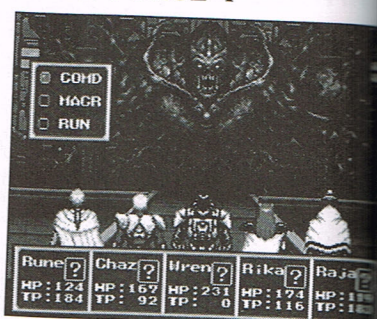
★ Gee, what's a nice nonmetal monster like you doing hanging out in a space station like Kuran? Delete this solitary biomass with 120HP to get 345EP and 236M for your efforts.

## C-RAY TUBE



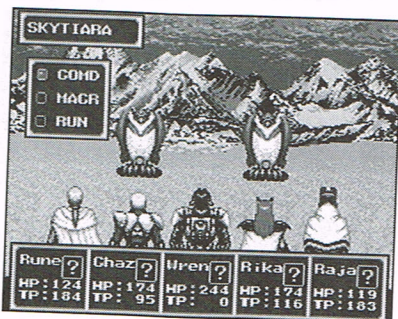
★ This energy-beam-wielding steelie is first found on Kuran. Stop his transmission with 240HP and you receive 316EP and 282M.

## DARK FORCE 1



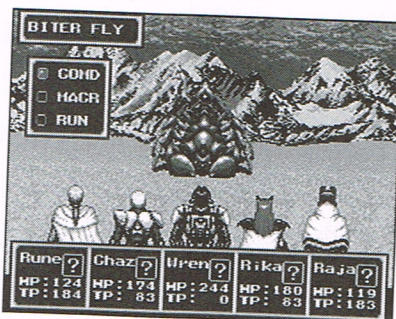
★ Your first visit with Dark Force (in the game, anyway) is on Kuran. Use all your defensive skills at the front end of the battle. Keep Raja alive for his Atraxia, Miracle, and St. Fire. Have Rika use Double Slash, Rune use Giga, Chaz use massive attacks, and let Wren zap him. It takes an unknown number of HP to take him down, and you get 6,520EP and 1 sad little M.

## SKYTIARA



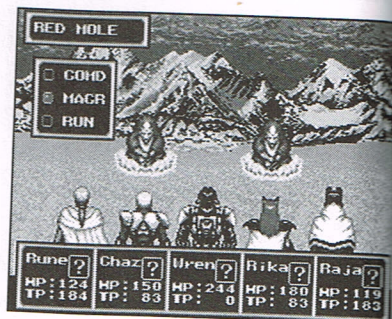
★ Doesn't this fowl monster look like it's related to the Dezo Owl? You first catch up with them in the western area of Dezois. Give 'em 160HP to stop their flapping. For your valiant efforts, you get 597.5EP and 229M.

## BITER FLY



★ This fly without wings is first on you in the western area of Dezois. Leave him lying in the snow for a mere 440HP and you get 280EP and 1M.

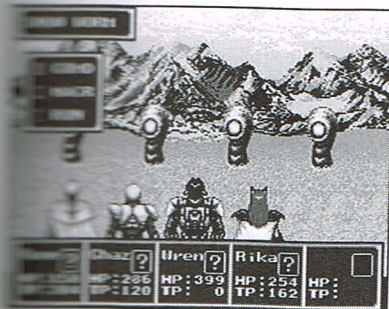
## RED MOLE



★ Nope, this isn't Moscow, and this mole isn't in the intelligence services. When you meet this red rival in the western area of Dezois, put him on the cold slab for 130HP to get 278.5EP and 306M.

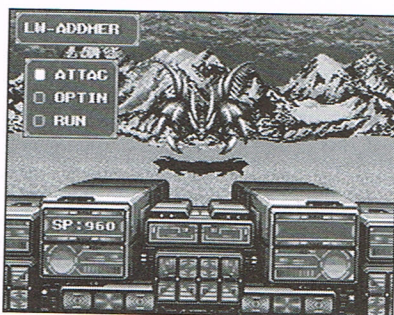


## SNOW WORM



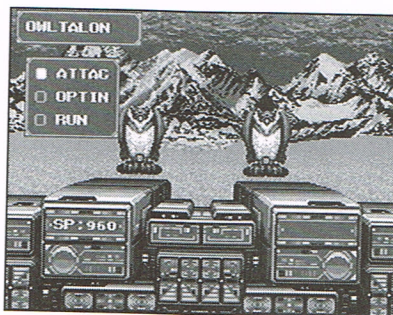
Looking very much like his Motavian cousin, you'll see this annelid in the western areas of Dezolis. He's bait for just 130HP, and you get 145.25EP and 142M.

## LW-ADDER



★ Once you're riding the Ice Digger, you'll get your first crack at this airborne monstrosity. Knock him out of the ether for 420HP to get 221EP and 1 whole M.

## OWL TALON



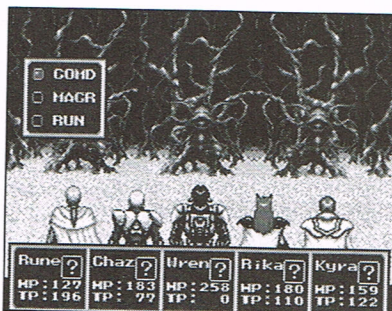
★ Blast this bird from the comfort of your very own Ice Digger. Separate claw from feathers for 130HP and you receive 182EP and 218M.

## ZOMBIE



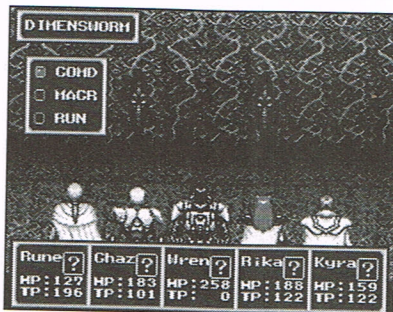
The living dead are first encountered in the tundra. Knock 'em to the tundra with 130HP worth of attacks to get 72.5EP and 142M for each one dropped.

## EVIL TREES



★ Northeast of Meese, you'll have your first harrowing meeting with this devilish deadwood. You have no chance at all to clearcut this group. Choose the better part of valor and hightail your butt out of there. When you run, you'll get what you're looking for.

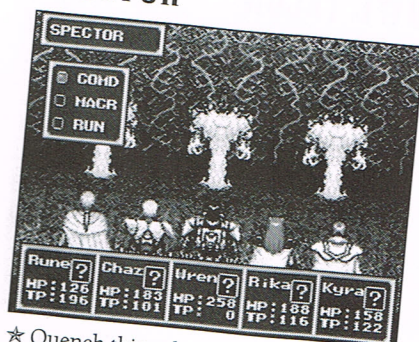
## DIMENSWORM



★ These now-you-see-'em, now-you-don't worms are first fought in the Air Castle. They take only a single HP of damage from each of your characters to destroy, unless you are using your Gra Technique. Have Rune zap 'em and they're history. Only 4HP shuts 'em down for good. You get 195EP and 58M for your efforts.

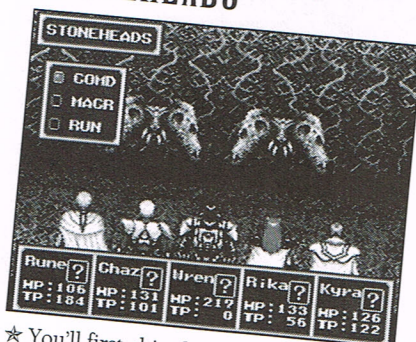


## SPECTOR



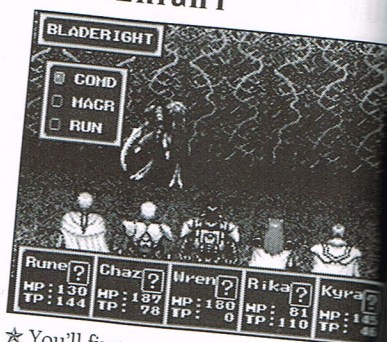
★ Quench this column of flame the first time in the Air Castle. Stay on your toes — they hit you with Corrosion and killer Death spells. Douse them with 180HP to get 392.3EP and 271M.

## STONEHEADS



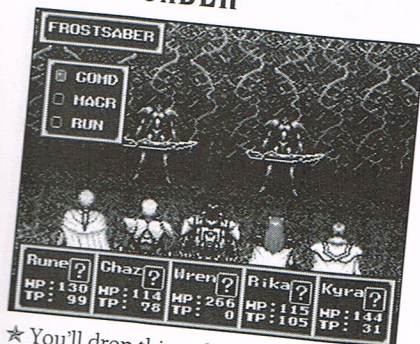
★ You'll first chip these guys in the halls of the Air Castle. They come to earth with 220HP, and you get 414EP and 289M.

## BLADERIGHT



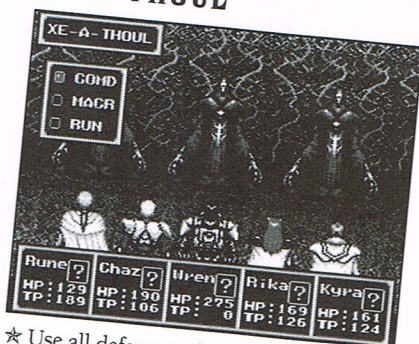
★ You'll first meet this sickle-waving wonder on your march through the Air Castle. Drop him in his tracks with 232HP and you get 441.5EP and 333M.

## FROSTSABER



★ You'll drop this evil, sword-wielding soldier in the Air Castle. Watch his Air Slash. Pry his fingers loose from his weapon for a mere 211HP to get 435EP and 153M.

## XE-A-THOUL



★ Use all defenses when taking on these strong mages. Knock each down with 1,520HP to get 1474.6EP and 1,000M.

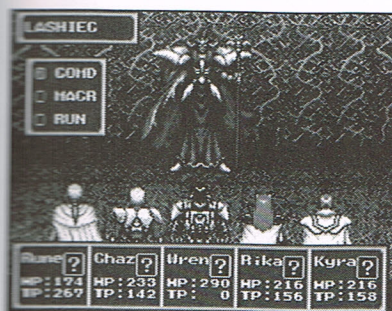
## CHAOSSORCER



★ The last time you saw one of these guys was on the aborted trip to the Kuram space station. This time, under the Air Castle, he's bit stronger. Beware — he'll nail you with Hewn. Knock him out for 460HP to get 681EP and 888M.

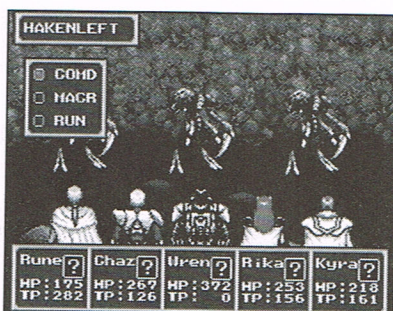


## LASHIEC



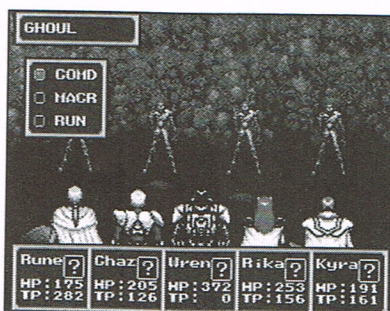
★ The boss of the Air Castle is one serious tough guy. Haul out all your defensive and offensive tricks against this loser. Bust him with Foi and Thu attacks. It takes an unknown number of HP to take him down. For your mighty efforts, you get 5,999EP and 1 measly M.

## HAKENLEFT



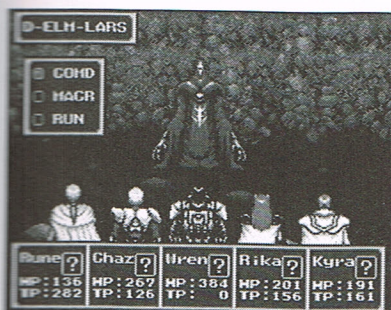
★ You'll bash this bad boy in Garuberk Tower. Pulp his melon with 246HP to get 472EP and 249M.

## GHOUL



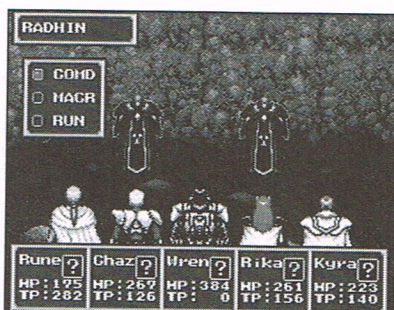
★ These zombie-lookin' muthas are at your mercy in Garuberk Tower. Clear 'em out of your way with 124HP and you get 429EP and 341M.

## D-ELM-LARS



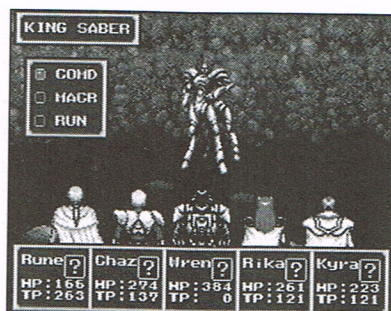
★ Blue boy here is a tough-cookie denizen of Garuberk Tower. Disrobe him for a mere 777HP to get 783EP and 500M.

## RADHIN



★ This wizard from the dark depths is first found in Garuberk Tower. His Seals spell may keep you from using your skills. Keep him from spelling again for only 286HP to get 592EP and 222M.

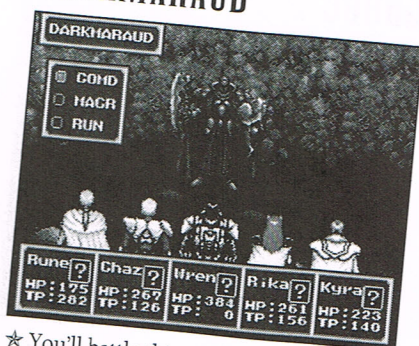
## KING SABER



★ This cloven-hoofed mix of man, machine, and equine darkens your doorstep in Garuberk Tower. Turn off his juice with 216HP to get 603EP and 245M.

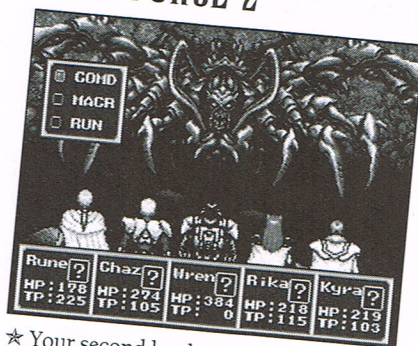


## DARKMARAUD



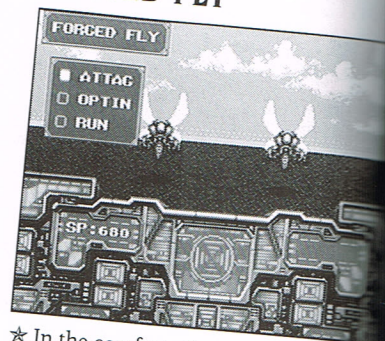
★ You'll battle this warrior monk in Garuberk Tower. Stop him in his tracks with 497HP to get 732EP and 250M.

## DARK FORCE 2



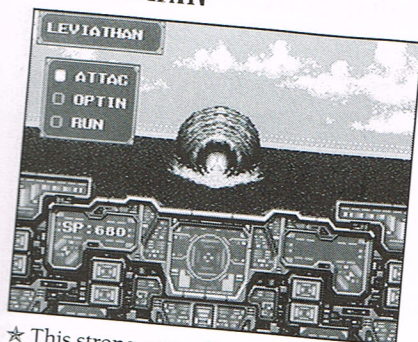
★ Your second battle with Dark Force is much like your first, but harder. Use all your defensive skills and offensive might to send him back to whatever dark hole he crawled out of. For interest, try a Combination Attack with Kyra's Hewn and Rune's Nafai. Otherwise, wail and take him down with an unknown number of HP. You get 9,763EP and 1 whole M for your amazing battle abilities.

## FORCED FLY



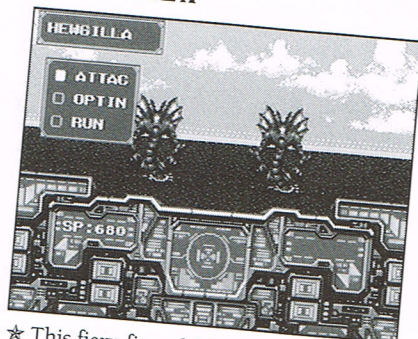
★ In the comfort of your Hydrofoil, meet this waterborne insect. Clear him out of your way with 135HP to get 11EP and 1M.

## LEVIATHAN



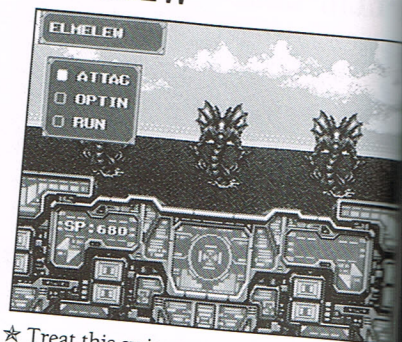
★ This strong, water-living cousin to the Sand Worm is a rough one. Use Th. Grid from your Hydrofoil Options menu to whup his noxious butt. Just 1,240HP will sink him. For your efforts, you get 312EP and 1M.

## HEWGILLA



★ This fiery-finned fella gets in the way of a pleasant afternoon Hydrofoil ride. Send him to the depths with 362HP to get 44.5 big EP and 1 (don't spend it in one place) M.

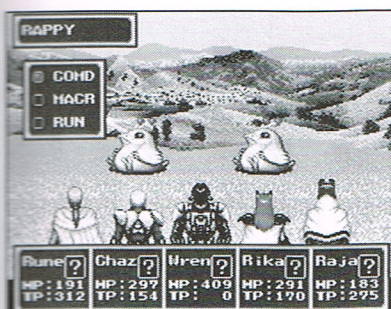
## ELMELEW



★ Treat this swimmer just like any other water hazard. Whup him. Drop him in the drink with 165HP to get 67.6EP and 1M.

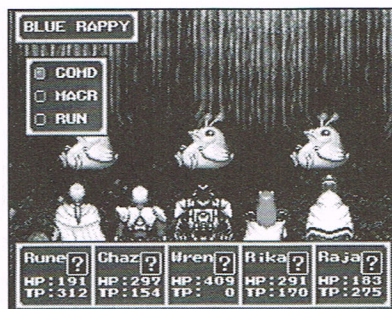


## RAPPY



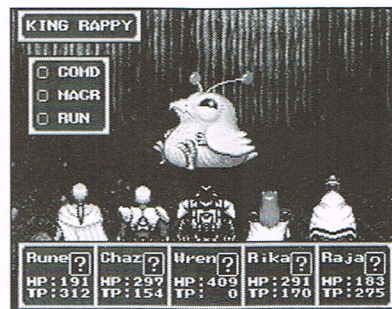
★ You'll encounter this too-cute-looking enemy during your Twisted Man mission on the island of Torinko. It takes 65HP to fricassee this bird. You pick up 86.5EP and 13M.

## BLUE RAPPY



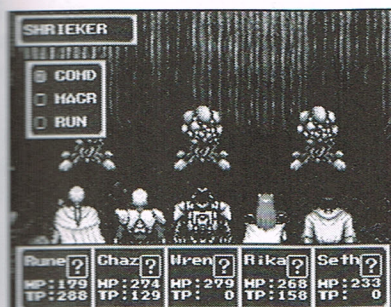
★ You'll meet the stronger of these mutant birds in the Rappy Cave on the island of Torinko. Stew his carcass with 130HP and you'll get 114.3EP and 13M.

## KING RAPPY



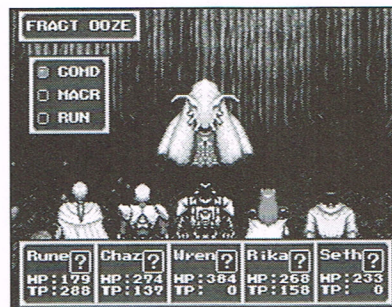
★ This boss o' birds resides in the Rappy Cave. Too bad you're not allowed to do more than just scare it off. Make it flee with 2,911HP to pick up 7,970EP and 555M.

## SHRIEKER



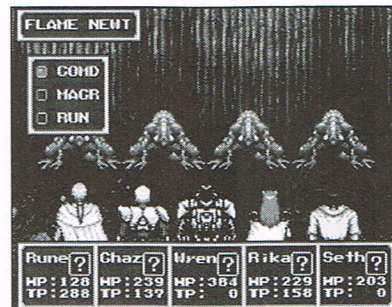
★ In your brisk walk through the Soldier's Temple (Seth's a bad guy!), you'll come upon these high-energy fungi. Make salad with 186HP to get 42.6EP and 32M.

## FRACT OOZE



★ You'll visit with this fine-looking dessert (well, OK, monster) in the Soldier's Temple. Watch his Cell Split. Knock him flat with 999HP to get 1686EP and 101M.

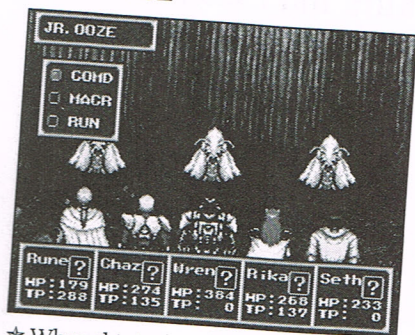
## FLAME NEWT



★ This squat little guy with the yellow eyes interferes with your trip through the Soldier's Temple. Clear him out of your path with 189HP to get 603EP and 327M.

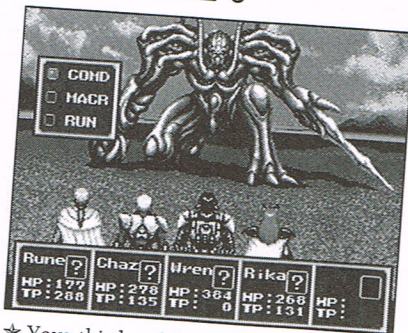


## JR. OOZE



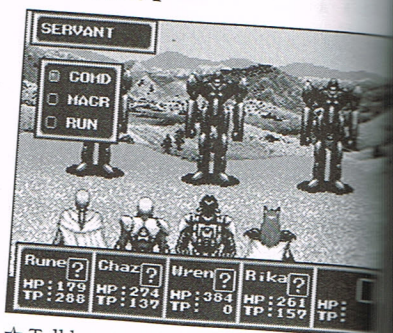
★ Whup this junior version of the Ooze family in the Soldier's Temple. It only takes 88HP to knock him loose. You receive 108.33EP and 130M for your pest-removal services.

## DARK FORCE 3



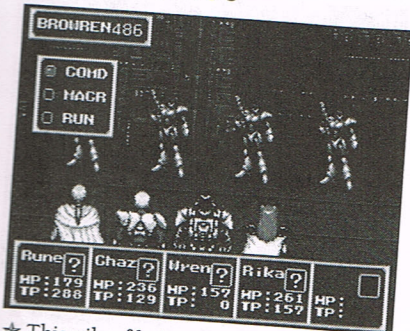
★ Your third and final battle with the dreaded Dark Force is a doozy, dude (sorry). Use all your defensive and offensive skills to send him back to the nether regions. All this time, the schmuck was masquerading as your pal Seth. Amazing. Reuse Saner when he drops your agility and wail, troops, wail. You get an astounding 16,666EP and a crummy single M for your trouble.

## SERVANT



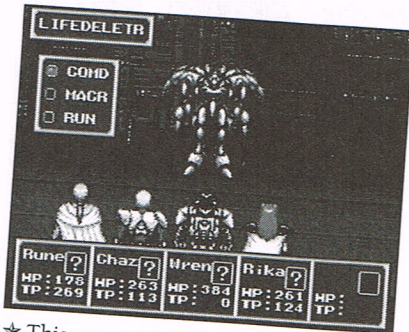
★ Tall boy first appears outside Zema on your Silver Soldier mission. Knock him down with 218HP and you'll get 671EP and 585M.

## BROWREN486



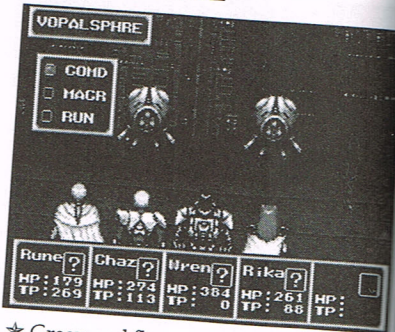
★ This pile of bolts impedes your progress through Vahal Fort. Use your bolt cutters for 190HP and you get 964EP and 750M.

## LIFEDELETR



★ This guy earns his name. Take him out before he nails you. Offer up 420HP to get 2,500EP and 1,000M.

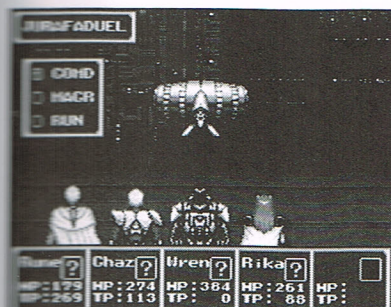
## VOPALSPHRE



★ Green and floaty is taken down with 195HP and gives you 895.5EP and 490M.

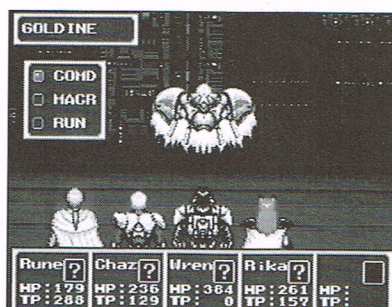


## JURAFADUEL



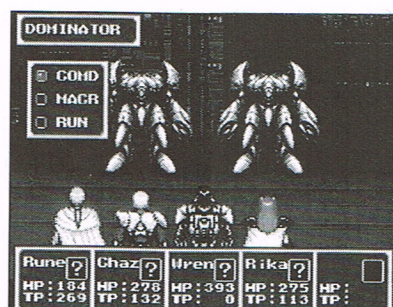
★ This bomb with the funny name is dropped with 282HP and gives you 1,056EP and 400M.

## GOLDINE



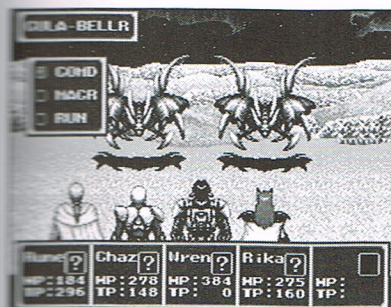
★ This tough guy is whupped with 320HP and gives you 1,034EP and 741M.

## DOMINATOR



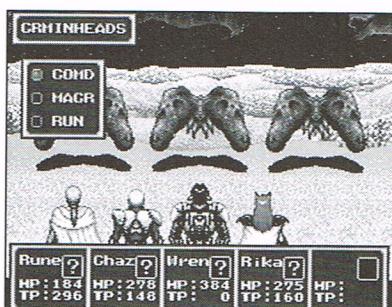
★ You'll not only find these monstrosities walking the halls of Vahal, you'll also have to take on three of them after talking to Daughter. Drop them with 999HP and you get 1,200EP and 500M.

## GULA-BELLR



★ Impeding your progress across the surface of the planet Rykros is this ugly mutation of nature. Drop-kick him home with 999HP to get 1,454EP and 1M.

## GRINHEADS



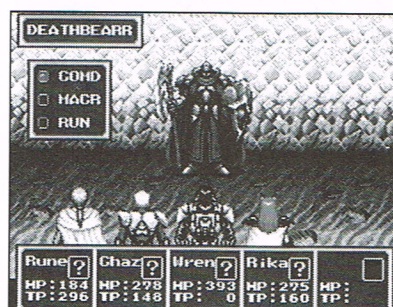
★ This flying lung hinders your travels on Rykros. Puncture one with 268HP and you get 896EP and 310M.

## DARK WITCH



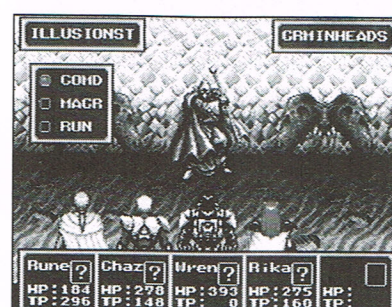
★ This spell-slingin' sucker is first found in the halls of Strength Tower. Fell the final freak with 253HP to get 979.5EP and 490M.

## DEATHBEARR



★ You'll fight this knight of evil in Strength Tower. Destroy the dread demon with 580HP and you receive 1,173EP and 311M for your proud endeavor.

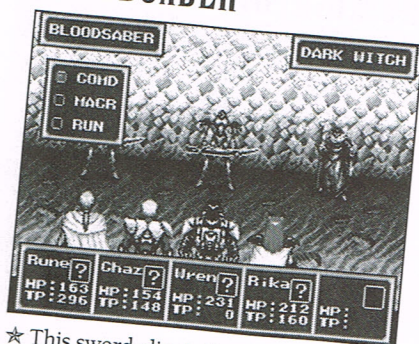
## ILLUSIONIST



★ You'll battle this despicable mage in the corridors of Strength Tower. End his reign with 480HP to get 1,000EP and 888M in the deal.

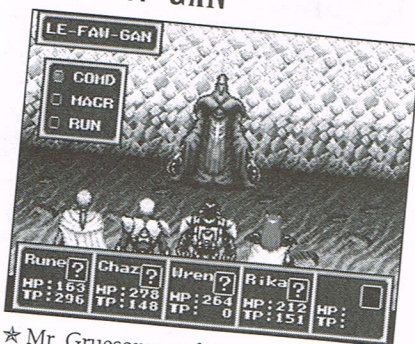


## BLOODSABER



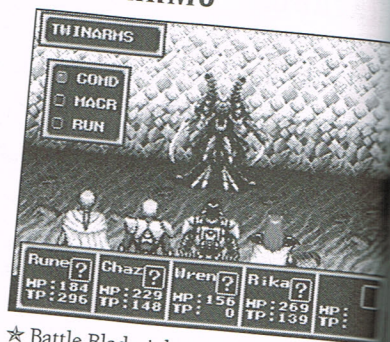
★ This sword-slingin' hombre first troubles your day in the Strength Tower. Stop his madness with 280HP and you'll get 1,095EP and 210M.

## LE-FAW-GAN



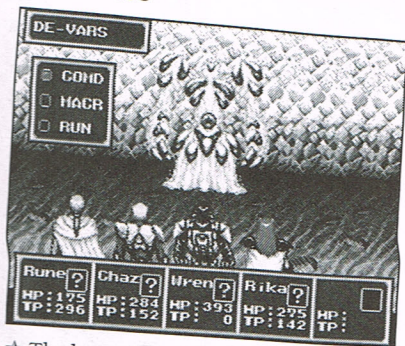
★ Mr. Gruesome and Green is found in the Strength Tower. Watch for his Gifoi attack. Put him out of your misery with 888HP to receive 1,248EP and 1,500M for your sword-swinging talents.

## TWINARMS



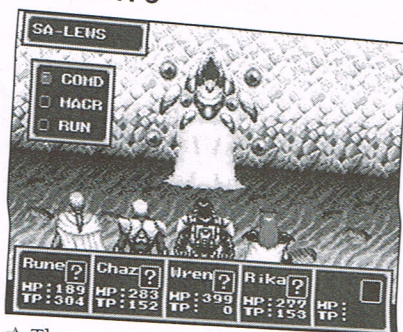
★ Battle Bladeright and Hakenleft, and they'll merge to become this creature. Hit him with 400HP (after the merge) to get 2,052EP and 659M.

## DE-VARS



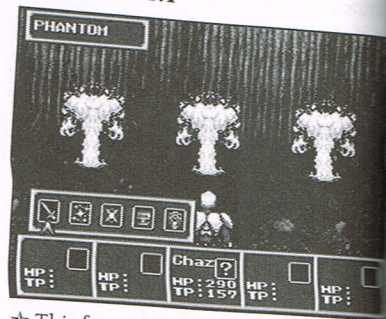
★ The boss of Strength Tower is easy if you follow these simple directions. Use Wren's Flare, Chaz's Rayblade (when out of Rayblade, use Nathu), Rune's Legion (then Nawat), and have Rika deal with your party's health. Take this pretty foe out with 5,499HP. For your strength, you get 8,750EP and 1 big M.

## SA-LEWS



★ The next new enemy you'll face is the boss of Courage Tower. Treat him exactly like you treated his cousin over at Strength Tower. It takes 5,499HP to drop him, and you get 8,750EP and 1M.

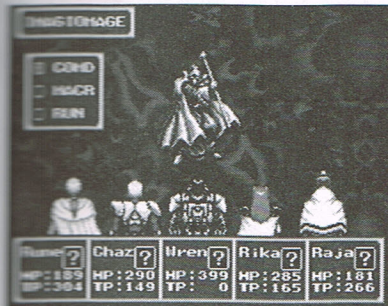
## PHANTOM



★ This frozen column of flame (makes sense, no?) harries Chaz while he's alone in the Sword Cavern. Drop it with 180HP, and Chaz collects 1,000EP and 1M.

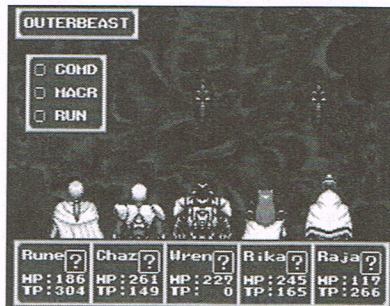


## IMAGIOMAGE



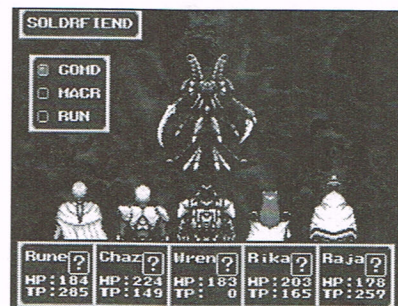
★ You'll find this mage from hell wandering the fractal corridors of The Edge. Make him stop his evil spelling with 586HP to collect 1,010EP and 1M (you don't need them anymore, anyway).

## OUTERBEAST



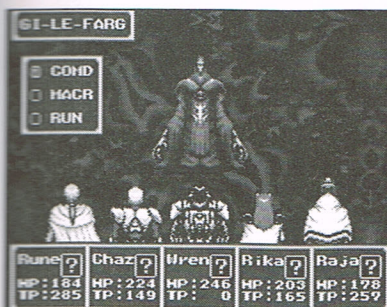
★ Like his cousin the Dimensworm, this creature takes 1HP of damage from each character. But in this case, in addition to Gra attacks, you can also use Chaz's Elysium Sword to make mincemeat out of them. Each Outerbeast takes 7HP to fell, and you garner 812EP and 1M.

## SOLDRFIEND



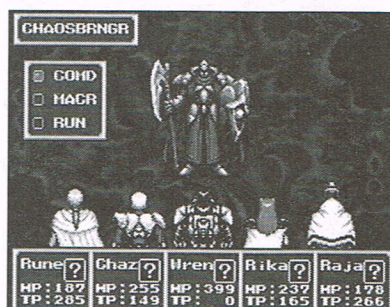
★ On your hike through the region of The Edge, you'll take on this beast (which looks suspiciously like a Twinarms). Nail it with 500HP to get 998EP and 1M.

## GI-LE-FARG



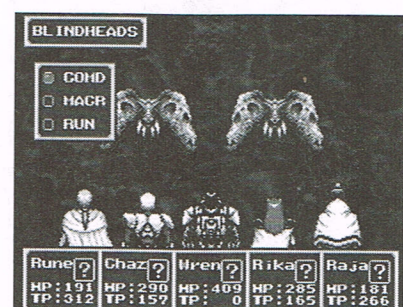
★ This heavy user of magic is taken down with 999HP worth of attacks. For your talents, you receive 1,999EP and 1M.

## CHAOSBRNGR



★ This mighty battle mage is encountered in your trip from the Edge to Profound Darkness. It takes 649HP to drop him in his tracks. In return, you get 1658EP and 1M.

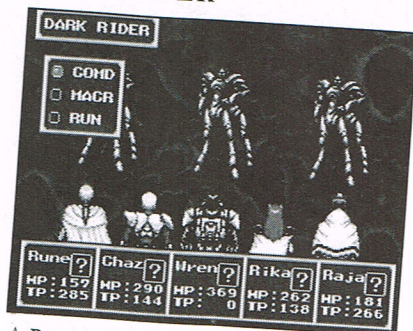
## BLINDHEADS



★ These familiar-looking fellas come with a new name and pack a stronger punch. Watch out for their paralyzing attack. Bash these boulders with 299HP and ye shall receive 878EP and 1M.

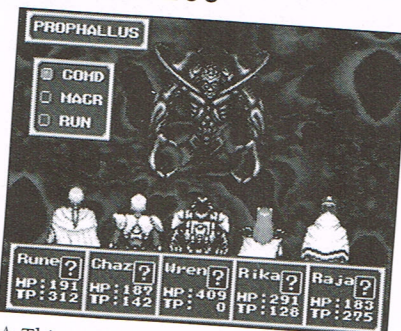


## DARK RIDER



★ Put an end to this mechanized hobby-horse with 334HP to get 1,104EP and 1M for each member of the glue factory team.

## PROPHALLUS



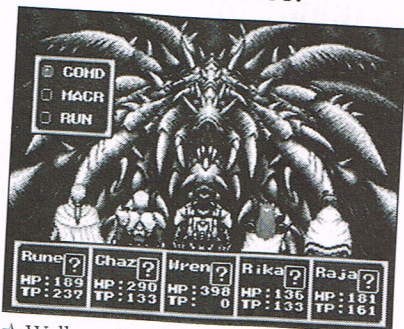
★ This enemy is big and seriously tough. Use Saner and Deban and wail with your strongest attacks. He shows up infrequently in trips through The Edge, so you may not have to fight him at all. When you do, it takes 2,999HP to soften him up. For your efforts, you get 13,099EP and 1M.

## PROFOUND DARKNESS 1ST INCARNATION



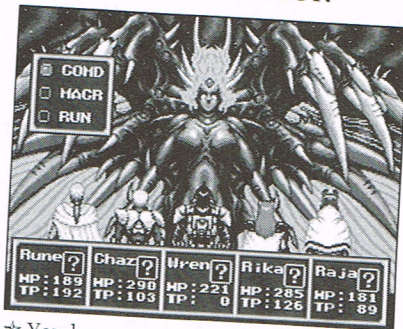
★ You know the score here. All defense. All offense. This one's a battle to end all battles. It may make sense to consider using Raja in this final set of fights because he has Atraxia to restore TP. He can use Miracle, Rever, and Regen to bring your party members back to life.

## PROFOUND DARKNESS, 2ND INCARNATION



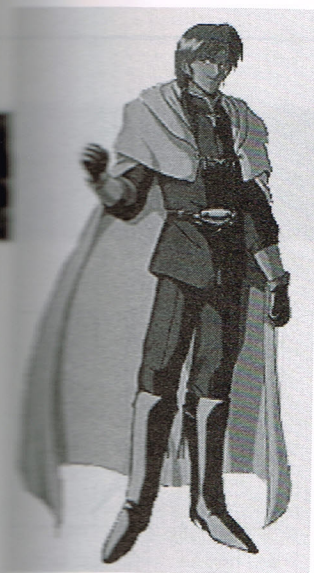
★ Well, you're a third of the way done. Keep it up. For fun, restart from the Space Port and try this battle with each possible fifth character. Too bad Alys didn't make it, huh?

## PROFOUND DARKNESS, FINAL INCARNATION



★ You have now made it two-thirds of the way through the final battle. Don't forget to restore your defensive Skills when she nails you with Cancelling. Good luck. We agonized over showing this set of screens because we hate to show too much of the game, even in a how-to book. But then we figured, fine, we'll show it. We're not going to reveal the ending, though.





## CHAPTER 4

# Weapons, Armor, and Items

This chapter offers important information about all the weapons, armor, and items in Phantasy Star IV. The first section is an overview of each type of weapon and tells who can use what — all the characters in Phantasy Star IV carry a weapon of some sort, but you cannot equip every weapon for every fighter.

We then examine all the armor, then we take a look at all the items.

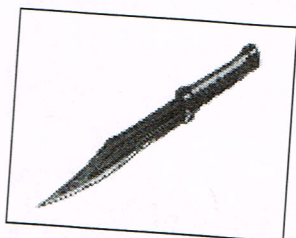
The next section takes you on a town-by-town tour of the Weapon and Item

Shops, and the last section tells you what you can expect

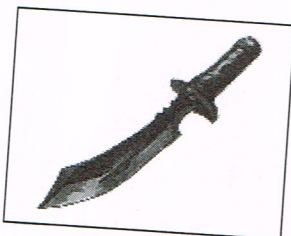
to find in dungeon and maze treasure chests.



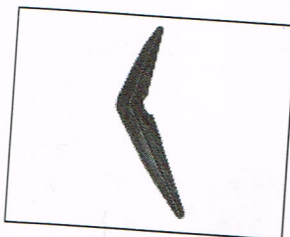
# Weapons



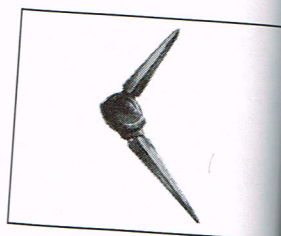
★ Daggers are small, short, and not terribly powerful. You must get very close to use them in battle. Chaz and Hahn can use all the daggers in the game with one exception: Hahn carries a special dagger to the final battle against Profound Darkness.



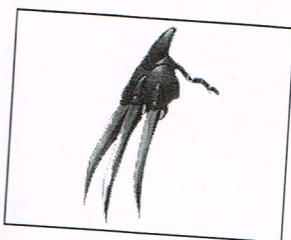
★ Knives are bigger and cause more damage than a dagger. They are preferred by hunters. You can carry two Knives for a stronger attack or one Knife and a shield for a better defense. Chaz and Hahn can use all the Knives found in the game.



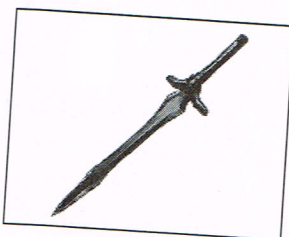
★ The Boomerang is a distance weapon. It inflicts damage on multiple enemies with each throw. Like other one-handed armaments, the Boomerang can be equipped twice or carried with a Shield. Alys and Kyra can carry this weapon.



★ The Slicer is similar to the Boomerang, but it has long, sharpened blades. It also inflicts damage on several enemies at once. You can equip one with a Shield or carry two for more deadly attacks. Alys and Kyra use this form of weapon.



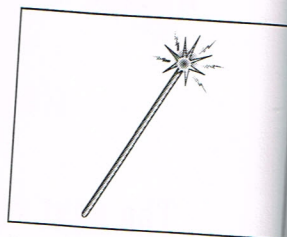
★ Your fighter must be very light and agile to carry the Claw, so Rika is the only character in the game who can use it. This weapon is as powerful as a sword, but it can only be used at very close range. Equip two Claws for a double slash attack.



★ The Sword is an exceedingly powerful weapon. As it must be used two-handed, your fighter is left shieldless. Be sure to get the very best in armor to help compensate defensively. Chaz is the Sword-wielder in the game.



★ The wielder of the Axe must be strong indeed. This two-handed weapon has great attack power in the proper hands. Like the Sword, the Axe leaves your character without a shield. Gryz is the only character capable of using the Axe.



★ The Rod can only be equipped by magic users. As a weapon, it's not terribly effective — it's used mostly as a focusing tool for magic wielders. But when you're out of TP or saving your spells, it can be used in a pinch. Raja and Rune can both use the Rod.

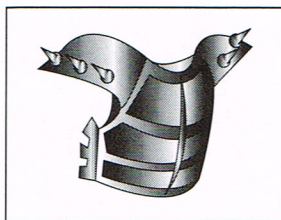


# Armor

*Always get the best armor you can afford for your characters. Even the strongest fighter's Defense is increased substantially by quality armor. The following is a list of the types of defensive clothing.*



★ Leather Cloth is the lightest protection you can get. Made from Sand Worm hide, its freedom of movement is unsurpassed. Defensively, it doesn't offer much protection. Replace Leather Cloth as soon as possible.



★ Armor and Mail come in many forms. You can get ceramics, steel, titanium, and more. Upgrade as often as you can afford or as soon as you find new Armor. You can tell which is stronger by looking at it in the Equip menu.



★ Shields are used with one-handed weapons. They come in various materials, from multilayered leather to ceramics, steel, and titanium. Consider bypassing the use of a Shield and carrying two weapons for a stronger attack.



★ The Helmet, worn only by men, gives the head protection. Like other types of Armor, it comes in multiple forms. Step up to stronger Helmets as soon as you are able. Chaz and Gryz are able to wear Helmets.



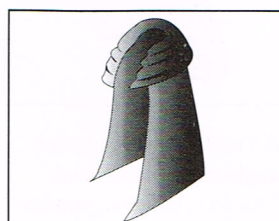
★ Gear is like a Helmet for mechanical characters. Their non-flesh noggins need protection too. Upgrade as often as possible. Demi and Wren use Gear.



★ The Crown, worn only by women, is similar to a Helmet. Like other headgear, Crowns are made from various materials and offer varying degrees of protection. Get the best you can afford or find. Rika, Alys, and Kyra wear Crowns.



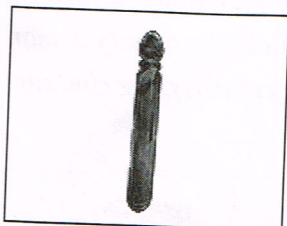
★ Circlets are the only headgear a magic wielder can wear. They don't offer a lot of protection, but they do increase mental powers and help focus Techniques. Raja, Hahn, and Rune can wear a Circlet.



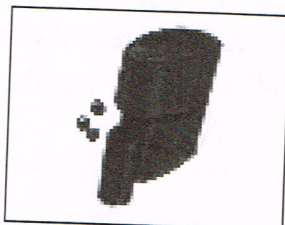
★ Robes offer little in the way of defense against physical attacks, but for your magic user, they mean the difference between continuing battle and flatlining. Robes are more adept at reflecting magical attacks than armor. Rune and Raja can both wear the Robe.



# Items



★ Monomate, Dimate, and Trimate restore your character's HP. Each is more powerful than the previous. In the Tool Shops throughout the game, you are able to purchase these at prices that correspond to their power.



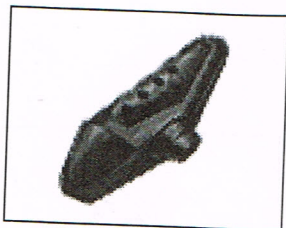
★ The Antidote can cure a single poisoned player.



★ Cure-Paral releases one paralyzed player from a spell of bondage.



★ The Escapipe is a single-use transport tool. Use it and your party is pulled out of the unsavable depths of a dungeon or maze to an area where they can camp and you can safely save the game.



★ The Telepipe is another single-use transport tool. This time, however, you are able to move your party to any previously visited town on the planet that you are currently on.



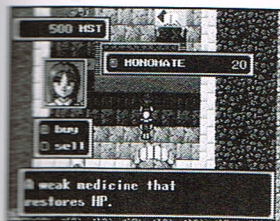
★ Dews are very powerful. They are found only in mazes and dungeons. The Star Dew restores some of the energy for your whole party. The Moon Dew can give life to a flatlined character. And last but not least, the Sun Dew restores full life to one character not already flatlined.



# What You Can Buy Where

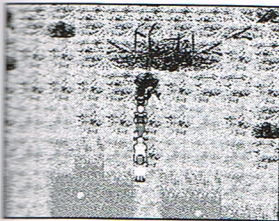
## Planet Montavia

### PIATA



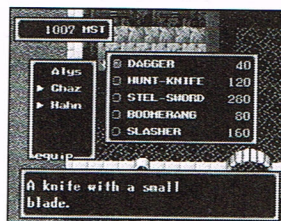
★ Piata is not shopping heaven. There is only a single shop that sells just one item: The Tool Shop sells Monomate at a cost of 20 Meseta. This item is necessary, so stock up.

### MOLCUM



★ Gee, sorry. Molcum had some truly amazing shopping. It had a mall, tons of outlet stores, and even mail-order businesses. Too bad it burned to the ground. Guess you'll have to move on to the next town to get your stuff.

### MILE



#### The Weapons Shop

Dagger	40M
Hunt Knife	120M
Stel-Sword	280M
Boomerang	80M
Slasher	160M

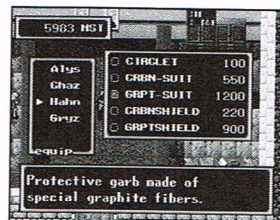
#### The Armor Shop

Lthr-Helm	80M
Lthr-Crown	90M
Lthr-Band	70M
Lthrshield	140M

#### The Tool Shop

Monomate	20M
Antidote	10M

### ZEMA



#### The Weapons Shop

Hunt-Knife	120M
Stel-Sword	280M
Slasher	160M
Broad-Axe	1,000M

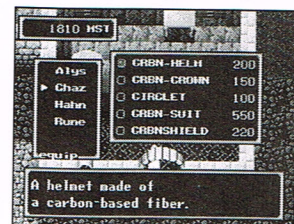
#### The Armor Shop

Circlet	100M
Crbn-Suit	550M
Grpt-Suit	1,200M
Crbnshield	220M
Grptshield	900M

#### The Tool Shop

Monomate	20M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapepipe	70M

### KRUP



#### The Armor Shop

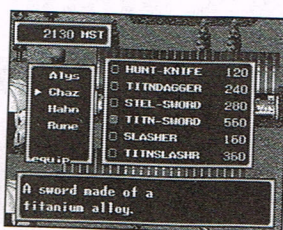
Crbn-Helm	200M
Crbn-Crown	150M
Circlet	100M
Crbn-Suit	550M
Crbnshield	220M

#### The Tool Shop

Monomate	20M
Antidote	10M
Telepipe	130M
Escapepipe	70M



## TONOE



### The Weapons Shop

Hunt-Knife	120M
TitnDagger	240M
Stel-Sword	280M
Titn-Sword	560M
Slasher	160M
Titnslasher	360M

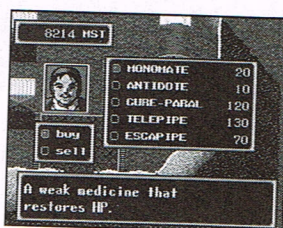
### The Armor Shop

Circlet	100M
Titn-Helm	570M
Crbn-Suit	550M
Titn-Mail	1,120M
CrbnShield	220M
TitnShield	600M

### The Tool Shop

Monomate	20M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

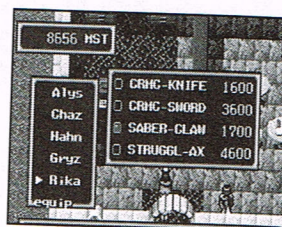
## NAYAL



### The Tool Shop

Monomate	20M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

## AIEDO



### The Weapons Shop

Hunt-Knife	120M
Slasher	160M
Claw	1,000M

### The Armor Shop

Crbn-Helm	200M
Crbn-Crown	150M
Circlet	100M
Crbn-Suit	550M
Crbnshield	220M

### The Guild Weapons Shop

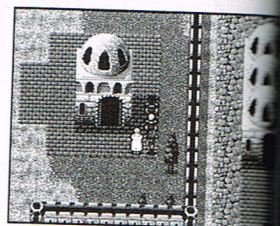
Crmc-Knife	1,000M
Crmc-Sword	3,600M
Saber-Claw	1,700M
Struggl-Ax	4,600M

### The Guild Armor Shop

Grpt-Crown	1,000M
Crmc-Helm	1,800M
Grpt-Suit	1,200M
Crmc-Mail	3,700M
Grptsheild	900M

### The Tool Shop

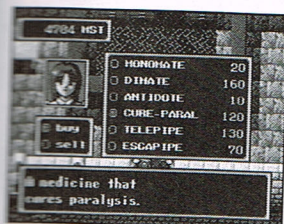
Monomate	20
Dimate	160



★ Walk around the outside of Aiedo's wall to the left and you will find a building. Enter and head for the basement. Here you find a bakery that makes shortbread. Use the shortbread in the mission that has you searching for a dog.



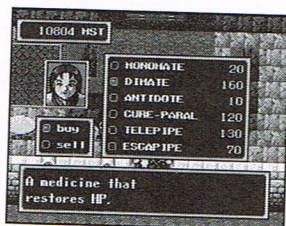
## KADARY



### The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

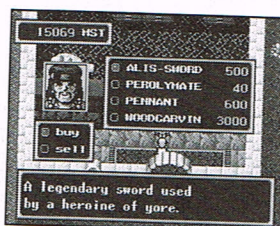
## MONSEN



### The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

## TERMI



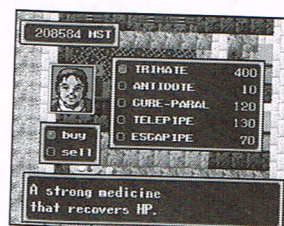
### The Armor Shop

Psy-Crown	2,800M
Psy-Ring	1,200M
Psy-Mail	7,400M
Psy-Shield	4,600M

### The Gift Shop

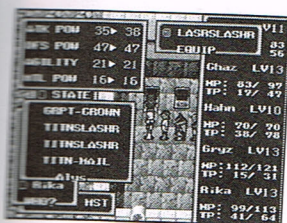
Alis-Sword	500M
Perolymate	40M
Pennant	600M
Woodcarvin	3,000M

## UZO



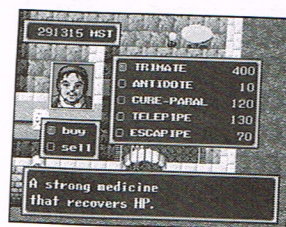
### The Tool Shop

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



★ On the outskirts of town, you will find a path around the walls to a separate area near the Cathedral. Here you can pick clean a couple of treasure chests and, most importantly, collect the Lasrslshr for Alys.

## TORINKO



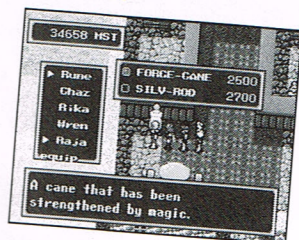
### The Tool Shop

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



# Planet Dezolis

## RYUON



### The Weapons Shop

Force-Cane	2,500M
Silv-Cane	2,700M

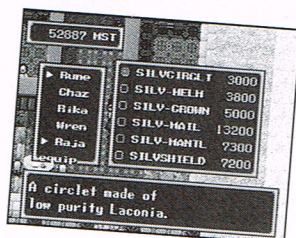
### The Armor Shop

Silv-Mantl	7,300M
SilvCirclt	3,000M

### The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

## TYLER



### The Weapons Shop

Crmc-Sword	3,600M
Crmc-Knife	1,600M
Silv-Rod	2,700M

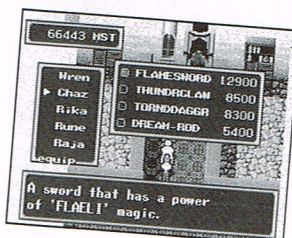
### The Armor Shop

Sivcirclt	3,000M
Silv-Helm	3,800M
Silv-Crown	5,000M
Silv-Mail	13,200M
Silv-Mantl	7,300M
Silvshield	7,200M

### The Tool Shop

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

## ZOSA



### The Weapons Shop

FlameSword	12,900M
ThundrClaw	8,500M
TorndDagger	8,300M
Dream-Rod	5,400M

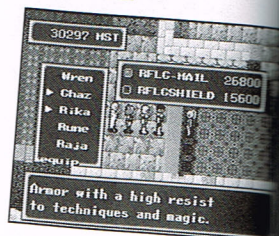
### The Armor Shop

PhantaRobe	8,400M
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### The Tool Shop

Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M
Pengu-Feed	800M

## MEESE



### The Weapons Store

FlameSword	12,900M
ThundrClaw	8,500M
TorndDagger	8,300M
Dream-Rod	5,400M

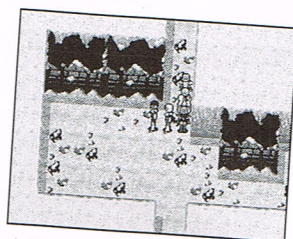
### The Armor Shop

Rflc-Mail	26,800M
RflcShield	15,600M

### The Tool Shop

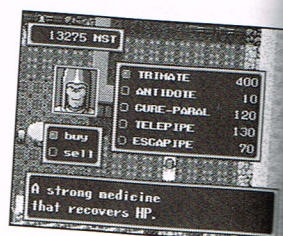
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

## RESHEL



★ Sorry, folks. We'll never know what form of shopping opportunities the town of Reshel had. These days, all that can be found are the most current in Zombie fashions. After you take out Gumbious Temple, though, it's worth your while to revisit Reshel — it's been rebuilt.

## JUT



### The Tool Store

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



# Weapons, Items, and Armor in Dungeons and Mazes

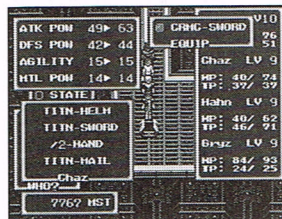
The following lists contents of the various treasure chests found throughout the game. We have not included single-use items, such as Monomate, Antidote, or Star Dew, because these things, though helpful, cannot be equipped.

## BIRTH VALLEY



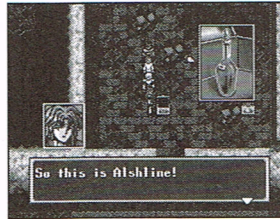
★ The Birth Valley maze gives you a Crbn-Suit (give it to Chaz) and a CrbnShield (sell it).

## THE BIO-PLANT



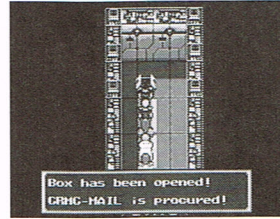
★ You'll collect a Crmc-Sword (for Chaz) and a Grpt-Crown (for Alys) in the Bio-Plant.

## TONOE'S WAREHOUSE BASEMENT



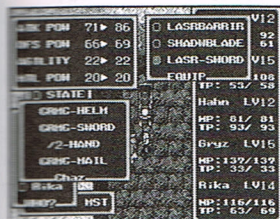
★ In the basement of Tonoe's Warehouse, you'll get a Titn-Crown (for Alys) and a bottle of Ashline to restore humans that have been turned to stone.

## THE WRECKAGE



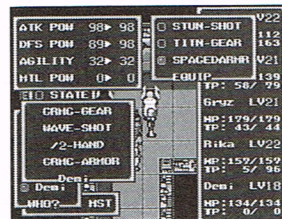
★ In the mysterious Wreckage, you'll collect Crmc-Mail (for whomever is without and can wear it), Crmc-Knife (for Hahn), and Crmc-Shield (sell it).

## ZIO'S FORT



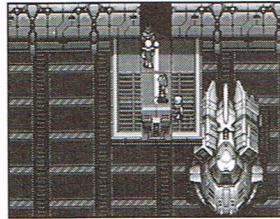
★ In your wanderings through Zio's Fort, you'll get a Lasr-Sword (for Chaz), a Lasr-Claw (for Rika), a LasrBarrir (sell it). There are times when your enemies will give up a Shadow-Blade (drop this immediately).

## NURVUS



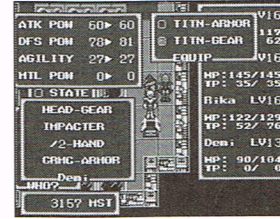
★ In Nurvus (under Zio's Fort), you'll find quite a pile of goodies: the SpacedArmr (for Demi), the WaveShot (for Demi), the Lasr-Claw (for Rika), the Plasm-Claw (for Rika), the Crmc-Gear (for Demi), and the LasrBarrir. Upon completion, you'll collect your first space ship for interplanetary travel.

## MACHINE CENTER



★ In the Machine Center, you'll pick up the Control Key (which runs the Center) and your first vehicle, the Land Rover.

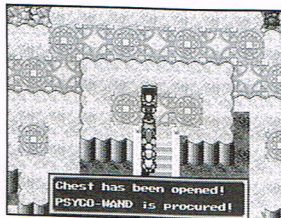
## PLATE SYSTEM



★ In the Plate System, you'll get another solid passel of items. Here you collect the Phonomezer (for Demi), the Stun Shot (for Demi), the Titn-Gear (for Demi), the Crmc-Armor (for Demi), the Lasr-Knife (sell it), and the LasrBarrir (sell it).

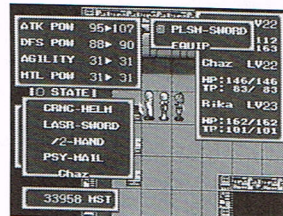


## LADEA TOWER



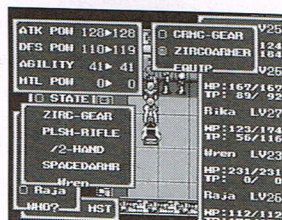
★ Ladea Tower has two items that are important. The first is the FradeMantl (for Rune) and the second, more necessary, acquisition is the Psycho-Wand (for Rune).

## ZELAN



★ Zelan is weaponry central. Here you get the Plsm-Sword (for Chaz), the Canceller (for Wren), the Pulse-Lasr (sell it), the Plsm-Filed (sell it), the Plsm-Dagger (sell it), and lastly, the Plsm-Claw (for Rika).

## KURAN



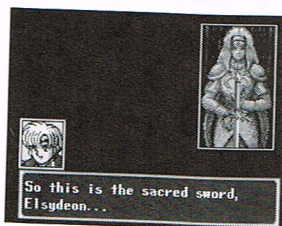
★ Kuran is a great place to get Wren equipped. Here you'll get the ZircoArmer (for Wren), the Hyper-Jammr (for Wren), and the NapalmShot (again, for Wren).

## THE HANGAR



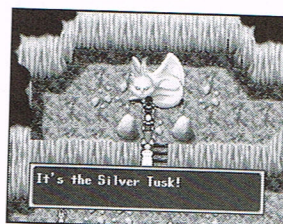
★ The Hangar gives you two major items. You'll collect Zirco-Gear (for Wren), and your second space ship, the Landale. Don't break this one, OK?

## ESPER MANSION



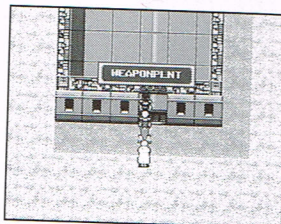
★ In your first trip through the Esper Mansion, you'll get the Laco Rod and the Rflc-Robe (for Rune). Much later in the game, you'll come through a second time and get the Sword Elsydeon (for Chaz) from the Sacred Sword Cavern (under the Mansion)

## MYST VALE



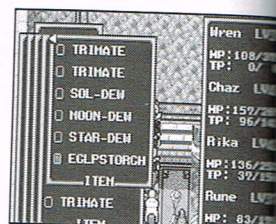
★ Myau. Go see the old man at the back of Myst Vale to get the Silver Tusk for Rika.

## WEAPONS PLANT



★ You'll get Elst-Armor (not needed), Elst-Gear (not needed), Plsmlaunch (for Wren), and the Burstroc (for Wren).

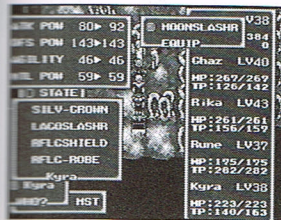
## AIR CASTLE



★ In the Air Castle, you'll pick up three major items. You get the Swift-Helm (for Chaz), the GenocyClaw (for Rika), and the Eclipse Torch (to get through the game).

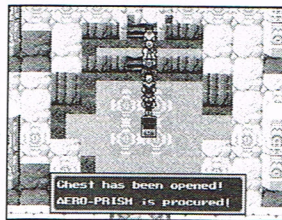


## GARUBERK TOWER



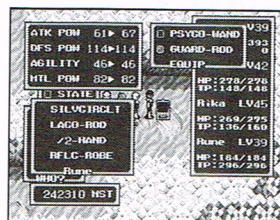
★ In the Garuberk Tower, you'll get the MoonSlashr (for Kyra) and the Pow-Shield (sell it).

## THE SOLDIER'S TEMPLE



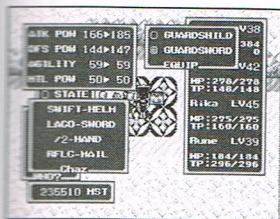
★ Here you collect but one item. It's worth your efforts though. When you pick up the Air Prism, it lets you voyage to the planet Rykros.

## SILENCE TEMPLE



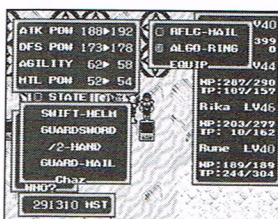
★ In the Silence Temple on the planet Rykros, you collect two major items. Here you get the GuardShield (sell it) and the GuardSword (for Chaz).

## COURAGE TOWER



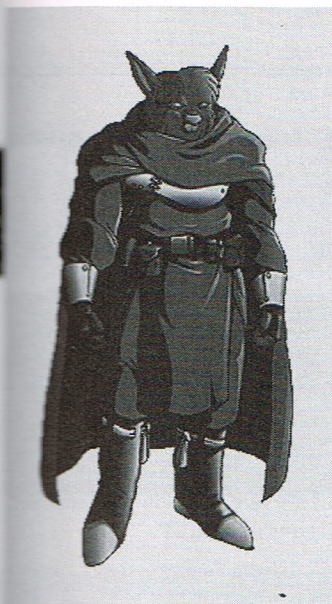
★ You pick up major goodies in the Courage Tower. You'll get the Rykr-Ring (for your fifth character in the final battle), the Guard-Mail (for Chaz), the GuardArmor (for Wren), the Guard-Robe (for Rune), and the Algo-Ring (for Chaz).

## STRENGTH TOWER



★ You collect another bunch of very important items in Strength Tower on Rykros. Here you get the Guard-Rod (for Rune), two Guard-Claws (for Rika) and your last three rings: Mota-Ring, Dezo-Ring, Palma-Ring (one for each of the five participants in the final battle).





## CHAPTER

# 5

# Techniques and Skills

Wondering which Technique does what? And how about all those Skills?

Here's the definitive list of what each does, who can use them, how many times they can be used, and when you can use them (in battle or while camping).

This way you can know your Gizan from Githu and your Nares from Nasar.

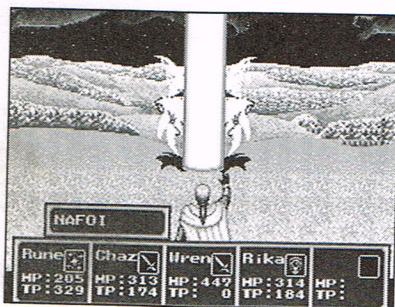
When it's time for a solid defense or major offense, these are the tools you'll be using. Learn the ropes, and you, too, will be turning monsters to mush.

It's a blast!



# Battle Techniques

## THESE TECHNIQUES AFFECT ONE ONSCREEN ENEMY:



★ Foi, Gifoi, and Nafoi are three Techniques that blast the enemy with a massive bolt of flame. Each is stronger than the previous and has a corresponding cost in your reserve of Technique Points (TP).

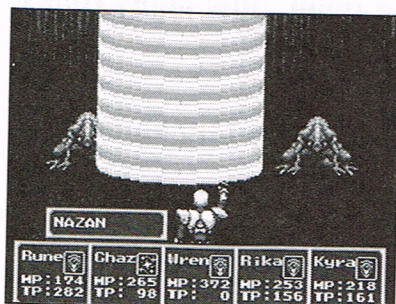
★ Wat, Giwat, and Nawat are three Techniques that throw a severe freeze on your enemies. Each of these icy attacks is stronger than the previous and costs more in TP.

★ Githu acts like a laser by firing a powerful dart of light at your enemy.

★ Vol retards electrical activity in your enemy's nervous system, stopping it cold.

★ Surf's up with Tsu. This Technique creates a high-pressure wave of water that nails your opponent.

## THESE TECHNIQUES AFFECT ALL ONSCREEN ENEMIES:



★ Zan, Gizan, and Nazan create a vacuum around your enemies, asphyxiating them. Each is stronger than the previous and costs more in TP.

★ Megid loosens the molecular structure of all enemies on-screen.

★ Bolt, like Vol, destroys the enemy's nervous system. Unlike Vol, Bolt works against all onscreen enemies.

★ Gelun creates instant aging, and we all know that elderly monsters have less attack strength.

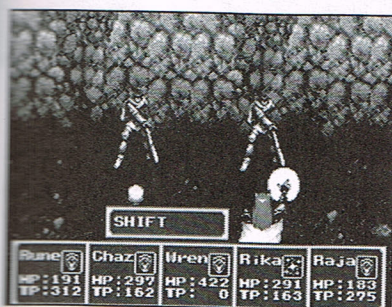
★ Doran slows down enemies' reaction speed for the rest of the battle.

★ Brose doubles enemies' body mass. You can bet that hurts — you try fitting two of you into one in a single instant. Ouch.

★ Rimit shuts down enemies' nervous systems, causing unconsciousness.

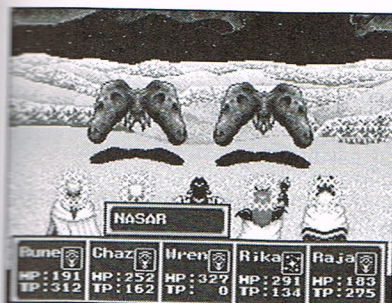


## THESE TECHNIQUES BOOST YOUR CHARACTERS IN BATTLE:



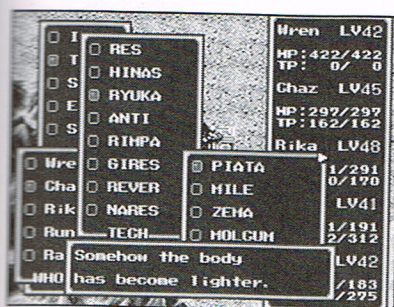
- ★ Shift increases the attack strength of one character.
- ★ Saner increases your group's reaction speed substantially. Use it and, more often than not, you will get all your moves in before your enemy can attack.
- ★ Deban increases your group's defensive abilities. This can often mean the difference between winning a battle and annihilation.
- ★ Seals (when it works) stops a magic user's ability to use their Skills against your party.

## Healing Techniques



- ★ Sar, Gisar, and Nasar restore HP to all the human characters who are not flatlined. They're expensive in TP, but they're worth it.
- ★ Res, Gires, and Nares all restore HP to a single human character. The more HP restored, the higher the cost in TP.
- ★ Anti cures an active character of poisoning, but it does nothing to restore HP.
- ★ Rimpa releases one active character from paralysis but has no effect on HP.
- ★ Arows wakes up one unconscious character but does nothing to raise HP.
- ★ Rever brings back one flatlined character and restores one-fourth of their HP.
- ★ Regen cures poisoning, unconsciousness, or paralysis, and it restores all HP to one flatlined character.

## Traveling Techniques



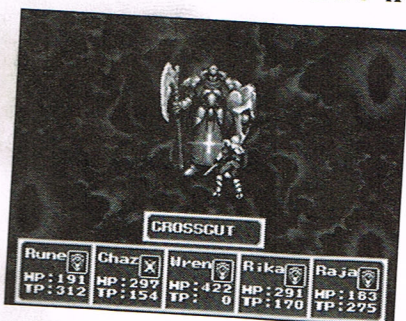
- ★ Ryuka teleports all your characters to any town previously visited on the current planet.
- ★ Hinas teleports your group out of a dungeon or maze to a safe place where they can camp and you can save.



# Skills

Each character has special Skills he or she can use. The Skills have a finite number of usages before you must spend the night at an inn or visit a replenishment site.

## THESE SKILLS AFFECT A SINGLE ONSCREEN ENEMY:



- ★ Crosscut is a quick and very powerful sword attack that does double the normal damage.
- ★ Ray Blade attacks your enemy with a quick, searing blast of light.
- ★ Explode sends a burst of energy from your character to destroy an opponent.
- ★ Earth drops the enemy into unconsciousness by using energy drawn from the planet.
- ★ Flaeli rains death on the enemy with a powerful magical fire.
- ★ Diem drains all energy from an opponent, causing instantaneous death.
- ★ Vortex traps your enemy in a swirling tornado of flying blades.
- ★ Death is just as it sounds. It destroys an enemy with a quick sword cut to their vitals.

- ★ Astral zaps your opponent with immensely powerful energies from another realm.
- ★ Eliminate guides your sword to your opponent's most important organs, eliminating all functions.
- ★ DoubleSlash attacks an enemy with a Slash that's twice the power of the original.
- ★ Disrupt stops the energy in an opponent's nervous system.
- ★ Crush gathers the force of your entire body to shatter your enemy.
- ★ Holy Word stops enemies from certain worlds in their tracks.





## THESE SKILLS AFFECT ALL ONSCREEN ENEMIES:



- ★ Airslash causes the opposition to inhale a vacuum and die.
- ★ Hewn hurls a tornado of magical energy at the enemies.
- ★ Tandle slaps down your enemies with a vicious bolt of lightning.
- ★ Effess calls in creatures from another plane of existence to torment your foes.
- ★ Legeon pulls together a massive burst of energy to harm your enemies.
- ★ Negatis causes your opposition to visit the hell of a vacuum.
- ★ Moonshade reflects the magnified light of the moon to hypnotize and destroy your enemies.

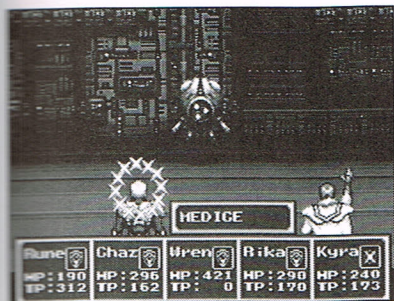
- ★ Sweeping rips through all your opponents with a single swing.
- ★ Illusion dazzles your enemies with a puzzling after-image caused by high-speed movement.
- ★ St. Fire attacks all enemies from certain worlds with a strong holy fire.
- ★ Telele attacks enemies who possess a spirit by instilling deep fear in their hearts. This substantially decreases their attack power.
- ★ Bindwa works on all living enemies, binding and paralyzing their will.

## THESE SKILLS AFFECT ALL YOUR ACTIVE CHARACTERS:



- ★ Vision increases Dexterity to the point that your characters can predict, and therefore sometimes avoid, attack from enemies.
- ★ Blessing increases the defensive power of all your party members.
- ★ Ataraxia restores HP to all human characters and recovers a little TP.
- ★ Miracle recovers some HP in all of your party members, including androids.
- ★ Warla creates a magical barrier to protect your party.

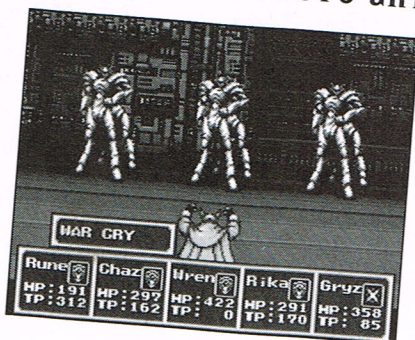
## THIS SKILL AFFECTS ONE ACTIVE CHARACTER:



- ★ Medice recovers HP for any member of your party, including androids.

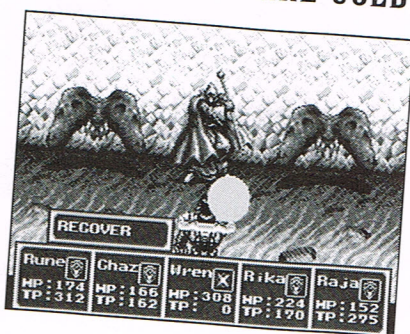


## THIS SKILL AFFECTS GRYZ:



- ★ War Cry sounds a traditional shout of battle and increases Gryz's attack power.

## THESE SKILLS ARE USED BY WREN OR DEMI:

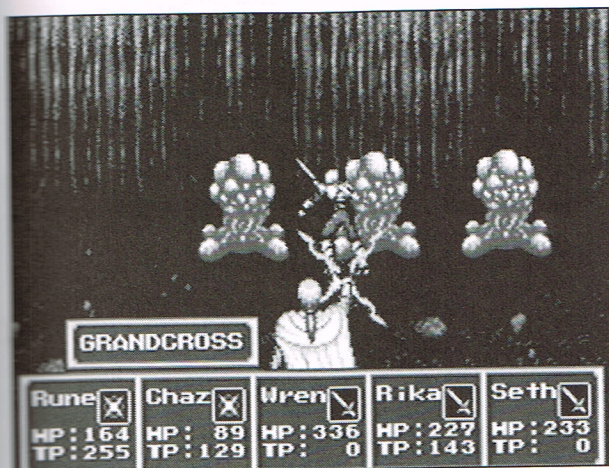


- ★ Recover restores all HP to Wren or Demi.
- ★ Flare is a high-powered flame cannon.
- ★ Spark burns up electrical circuitry on mechanical enemies.
- ★ Barrier protects all your characters against energy-based attacks.
- ★ Hijammer sends out powerful electromagnetic forces to stop the functions of mechanical enemies.
- ★ Positron Bolt is a beam cannon designed to attack fortresses.
- ★ Burst Rocket causes multiple explosions, clearing a large area.
- ★ Stasis Beam attacks the nervous systems of living creatures, paralyzing them.
- ★ Medical Power restores all human ailments and HP.
- ★ Phonomezer attacks with a bolt of supersonic waves.



# Combination Attacks

One of the new things about *Phantasy Star IV* is the ability to use Combination Attacks. These attacks are macro based and require two or three of your character's Skills and Techniques to occur. There are 15 known Combos and rumors of more. Here are the first 14.

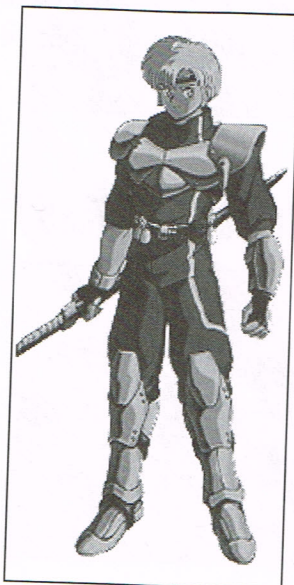


- ★ Black Hole: Negatis plus Nafoi.
- ★ Blizzard: Wat plus Hewn.
- ★ Blizzard Level 2: Nawat plus Hewn.
- ★ Blizzard Level 3: Giwat plus Hewn.
- ★ Circuit Break: Highjammer plus Tandle.
- ★ Firestorm: Zan plus Foi.
- ★ Firestorm Level 2: Gifoi plus Zan.
- ★ Firestorm Level 3: Nafoi plus Zan.
- ★ Grand Cross: Efess plus Crosscut.
- ★ Lethal Image: Death plus Illusion.
- ★ Purify Light: Efess plus Holyword.
- ★ Silent Wave: Zan plus Phonon
- ★ Shooting Star: Burstroc plus Flaeli.
- ★ Triblaster: Foi plus Wat plus Tsu.



# Character Technique and Skill Lists

## CHAZ AT LEVEL 45



### Available Battle Techniques

Res
Tsu
Anti
Zan
Rimpa
Gires
Githu
Brose
Gizan
Rever
Nathu
Nares
Nazan

### Available Camping Techniques

Res
Hinas
Ryuka
Anti
Rimpa
Gires
Rever
Nares

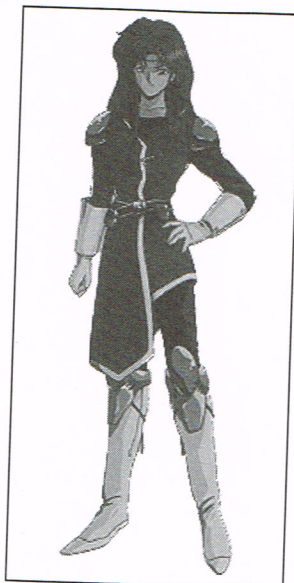
### Available Battle Skills

Earth x 22 (22 times)
Crosscut x 16
Airslash x 11
Rayblade x 6
Explode x 3

### Available Camping Skills

None
------

## ALYS AT LEVEL 10



### Available Battle Techniques

Foi
Shift
Saner

### Available Camping Techniques

None
------

### Available Battle Skills

Vortex x 3 (3 times)
Moonshade x 1

### Available Camping Skills

None
------



## HAHN AT LEVEL 43



### Available Battle Techniques

Res
Gelun
Wat
Anti
Doran
Zan
Vol
Gires
Rimpa
Rimit
Giwat
Gizan
Nares
Nawat
Savol
Nazan

### Available Camping Techniques

Res
Anti
Gires
Rimpa
Nares

### Available Battle Skills

Vision x 20 (20 times)
Astral x 8
Eliminate x 4

### Available Camping Skills

None
------

## RIKA AT LEVEL 48



### Available Battle Techniques

Res
Saner
Gires
Deban
Shift
Sar
Gisar
Nares
Nasar

### Available Camping Techniques

Res
Gires
Sar
Gisar
Nares
Nasar

### Available Camping Skills

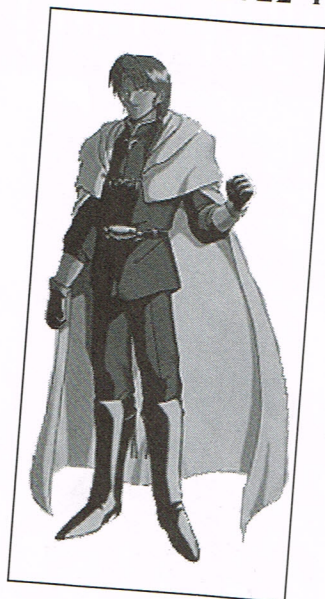
None
------

### Available Battle Skills

Illusion x 21 (21 times)
DblSlash x 17
Eliminate x 18
Disrupt x 10



## RUNE AT LEVEL 41



### Available Battle Techniques

Foi
Wat
Gra
Arows
Giwat
Gifoi
Seals
Rever
Gigra
Nafoi
Nawat
Nagra

### Available Camping Techniques

Hinas
Ryuka
Rever

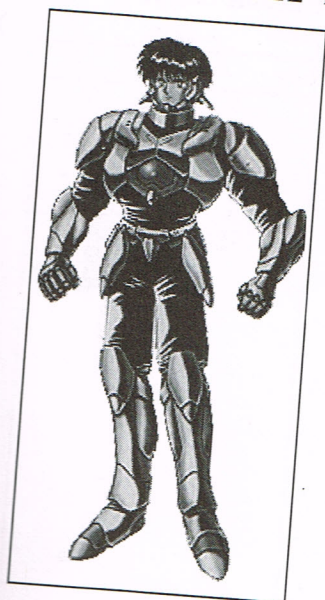
### Available Camping Skills

None

### Available Battle Skills

Flaeli x 23 (23 times)
Hewn x 14
Diem x 8
Tandle x 7
Effess x 10
Negatis x 4
Legeon x 4

## WREN AT LEVEL 42



### Available Battle Techniques

None
------

### Available Camping Techniques

None
------

### Available Battle Skills

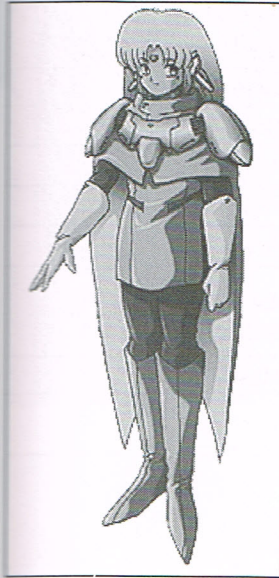
Recover x 27 (27 times)
Flare x 23
Spark x 15
Barrier x 11
Hijammer x 9

### Available Camping Skills

Recover x 27
--------------



## DEMI AT LEVEL 42



### Available Battle Techniques

None

### Available Camping Techniques

None

### Available Battle Skills

Recover x 22 (22 times)

Stasis Beam x 15

Spark x 14

Barrier x 10

Medice x 8

Phonomezer x 13

### Available Camping Skills

Recover x 22

Medice x 8

## GRYZ AT LEVEL 46



### Available Battle Techniques

Brose

### Available Camping Techniques

None

### Available Battle Skills

Crash x 24 (24 times)

War Cry x 17

Sweeping x 14

### Available Camping Skills

None

## SETH AT LEVEL — WHO CARES? HE'S A BUM.



### Available Battle Techniques

None

### Available Camping Techniques

None

### Available Battle Skills

Shadow x 26 (26 times)

Corrosion x 18

Mindblast x 13

DthSpell x 9

### Available Camping Skills

None



## DEMI AT LEVEL 42



### Available Battle Techniques

None

### Available Camping Techniques

None

### Available Battle Skills

Recover x 22 (22 times)

Stasis Beam x 15

Spark x 14

Barrier x 10

Medice x 8

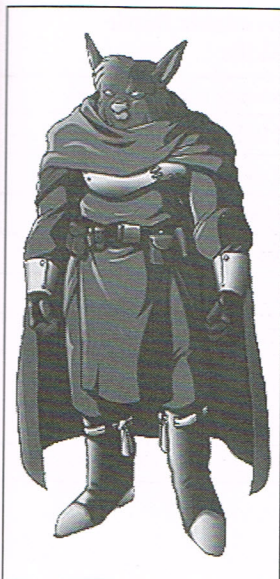
Phonomezer x 13

### Available Camping Skills

Recover x 22

Medice x 8

## GRYZ AT LEVEL 46



### Available Battle Techniques

Brose

### Available Camping Techniques

None

### Available Battle Skills

Crash x 24 (24 times)

War Cry x 17

Sweeping x 14

### Available Camping Skills

None

## SETH AT LEVEL — WHO CARES? HE'S A BUM.



### Available Battle Techniques

None

### Available Camping Techniques

None

### Available Battle Skills

Shadow x 26 (26 times)

Corrosion x 18

Mindblast x 13

DthSpell x 9

### Available Camping Skills

None



## RAJA AT LEVEL 42



### Available Battle Techniques

Res
Anti
Rimpa
Sar
Arows
Rimit
Gires
Seals
Rever
Nares
Gisar
Regen
Nasar

### Available Camping Techniques

Res
Anti
Rimpa
Sar
Gires
Rever
Nares
Gisar
Regen
Nasar

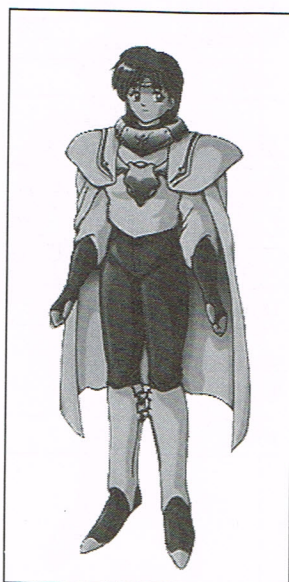
### Available Battle Skills

Blessing x 20 (20 times)
Holyword x 15
Ataraxia x 6
Miracle x 7
St. Fire x 6

### Available Camping Skills

Miracle x 7
-------------

## KYRA AT LEVEL 41



### Available Battle Techniques

Res
Foi
Anti
Rimpa
Gires
Gifoi
Gra
Gigra
Nafai
Nares
Nagra

### Available Camping Techniques

Res
Anti
Rimpa
Gires
Nares

### Available Battle Skills

Medice x 24 (24 times)
Flaeli x 20
Telele x 14
Hewn x 9
Warla x 5
Bindwa x 4
Tandle x 1

### Available Camping Skills

Medice x 24 (24 times)
------------------------





## CHAPTER

# 6

# The Complete Walk-through

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Herein lies the complete walk-through for

Phantasy Star IV: The End of the Millenium,

with a map of every town, dungeon,

passageway, tower, and space station.



# Aiedo

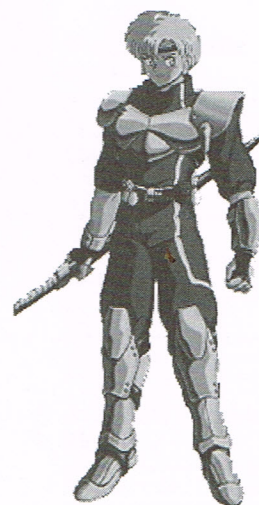


★ The distances between towns and villages are vast and filled with danger.

## THE BEGINNING

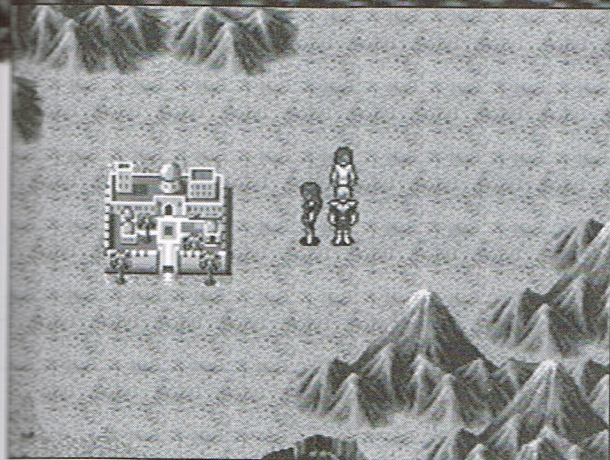


★ The town of Aiedo on the planet Motavia is the home of Alys and Chaz. Though your adventure begins here, you do not return for quite a while. You cannot control the duo until you reach the university town of Piata.

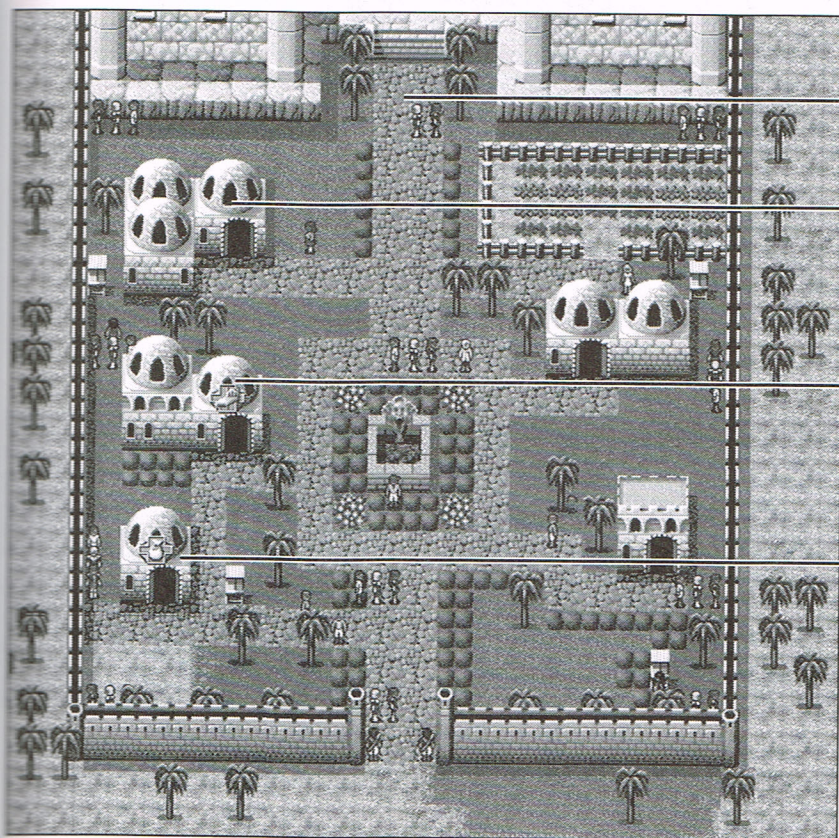




# Piata



★ This is where the action begins. The Motavia Academy has a crop of monsters in the basement. You've been paid to clear them out. What you discover down there will lead you on an adventure that will change history.



Academy

Student Dorm

Inn

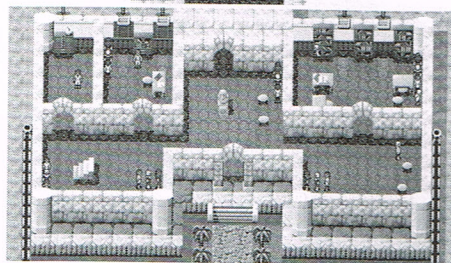
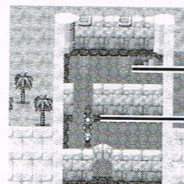
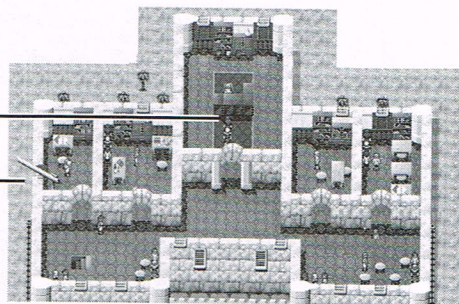
Tool Shop

★ Your main objective in Piata is the Motavia Academy.



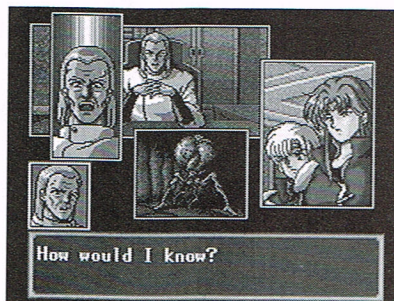
Principal

Telescope

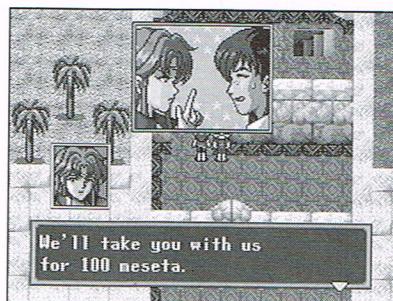


The Basement

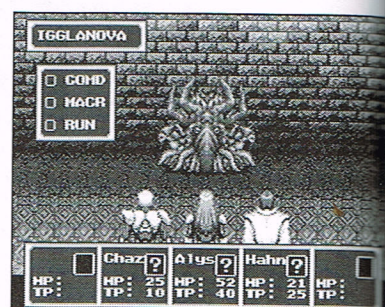
Hahn



★ The Principal is hiding something. Do the job and then come back for answers.

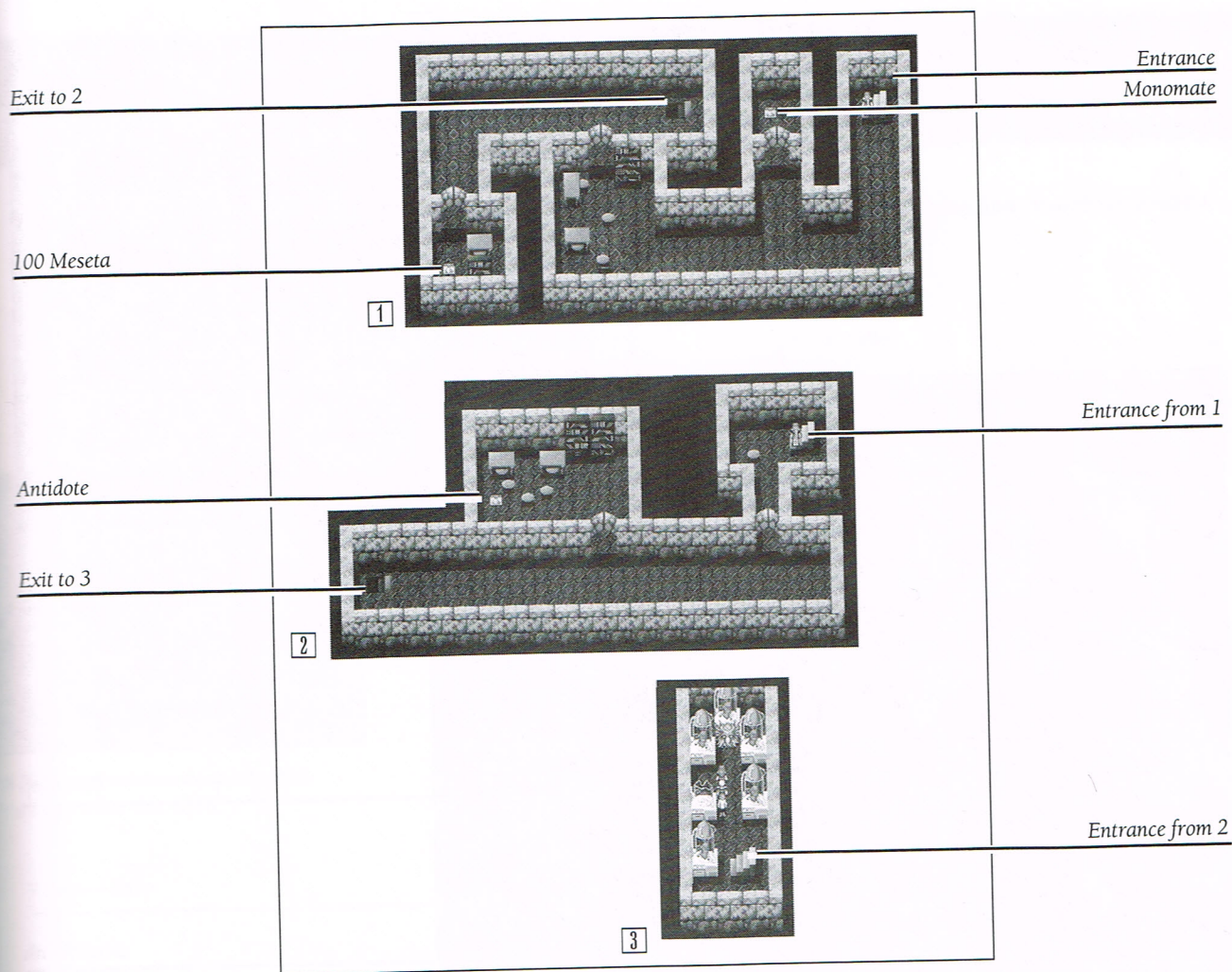


★ Hahn is a student looking for a lost professor. Alys will stick him for quite a few Meseta before he becomes a member of your party.

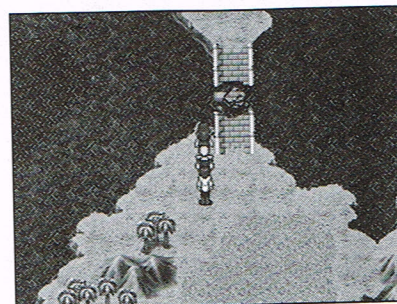


★ Igglanova is the first big boss you encounter, but it's pretty easy to beat.





★ Zio, the Black Magician, has paid the Principal a visit. The Principal has been covering up for fear of his life. What a coward. Birth Valley is where he says to stay away from, so Birth Valley is where you must go.

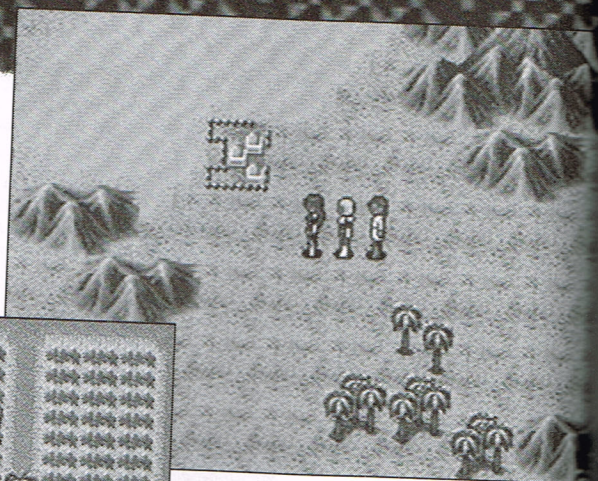
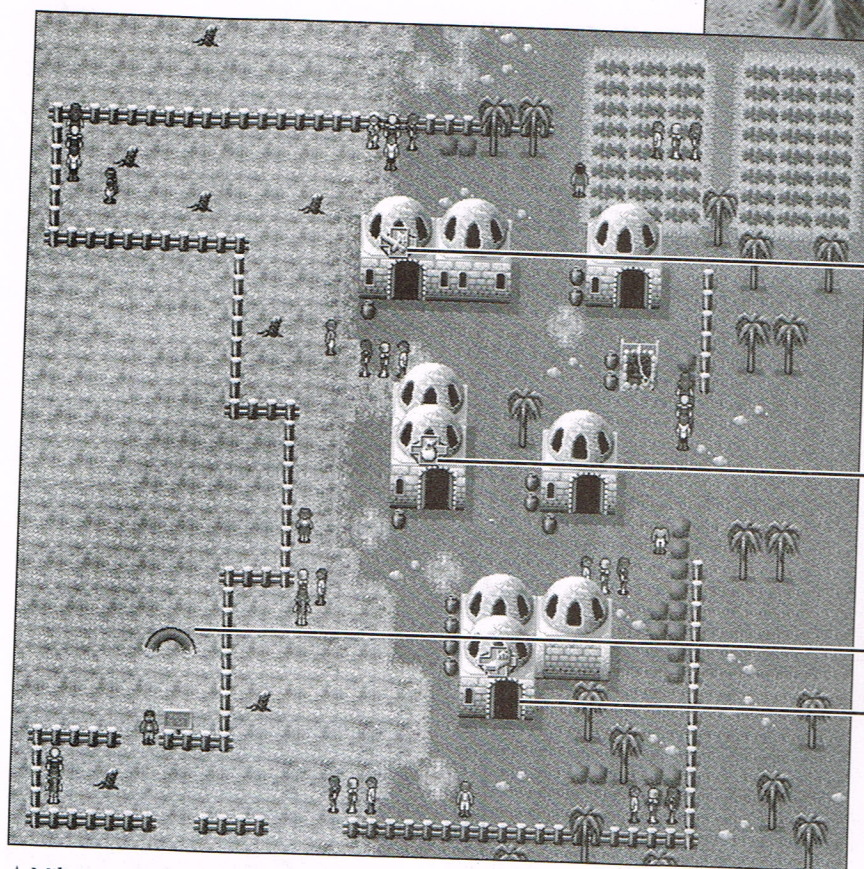


★ As you wander around, you'll come to a downed bridge. It won't be fixed until you've gone farther into the game. Go to the town of Mile, if you have not yet.



# Mile

★ Mile is a little town sitting at the edge of quicksand.



Weapons & Armor Shop

Tool Shop

Sand Worm

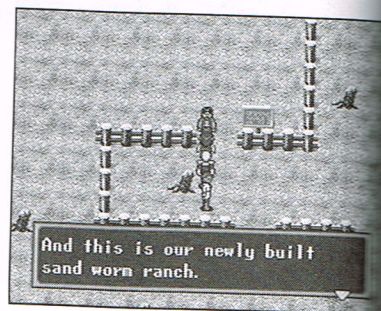
★ Mile is a good place to rest up. You can add to your weapons and armor, if you have the Meseta.

## Weapons Available:

Dagger	40M
Hunt-Knife	120M
Stel-Sword	280M
Boomerang	80M
Slasher	160M

## Armor Available:

Lthr-Helm	80M
Lthr-Crown	90M
Lthr-Band	70M

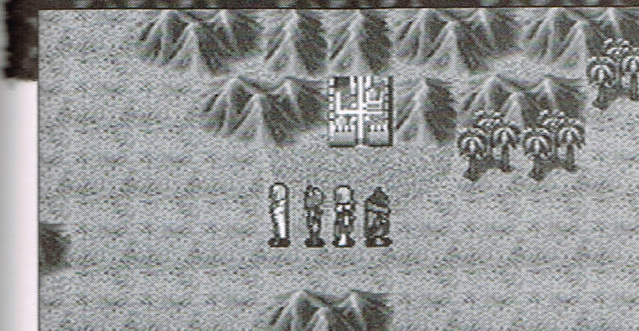


★ The main enterprise in Mile is Sand Worm farming. Sand Worms get pretty big, and you might be through here again.



# Zema

★ Zema is nestled in low mountains. You must go into town to get to Birth Valley.

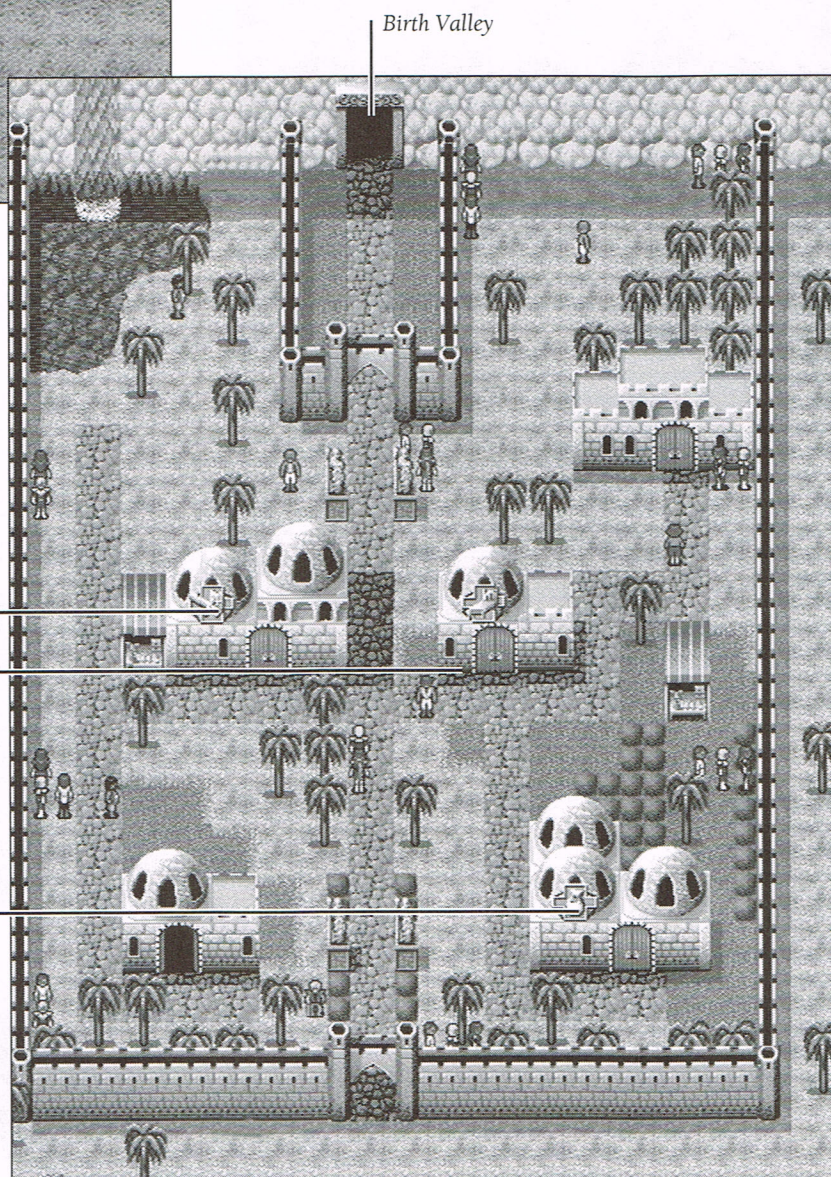


★ You must venture deep into Birth Valley to solve this mystery.

Weapons Shop

Inn

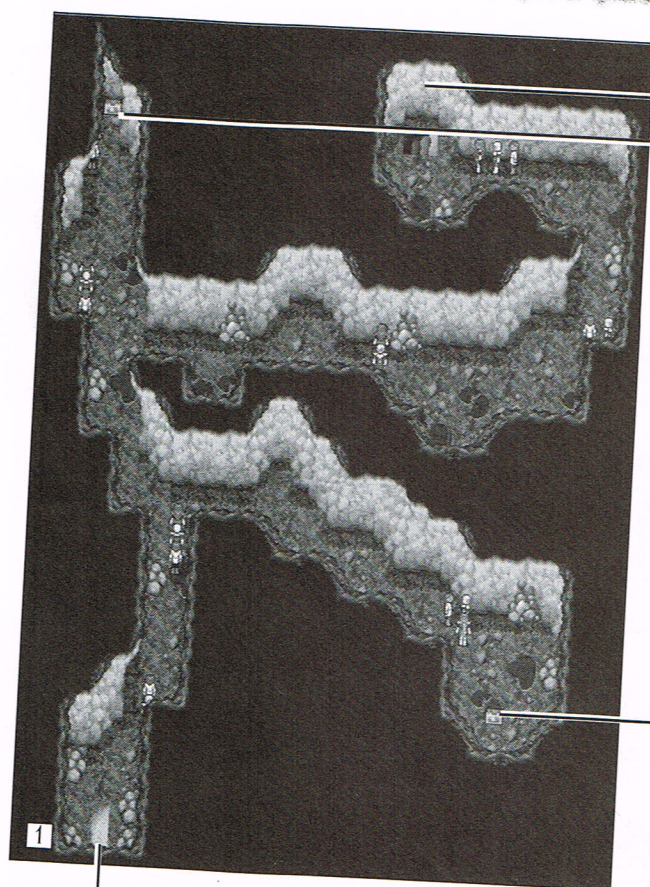
Tool Shop



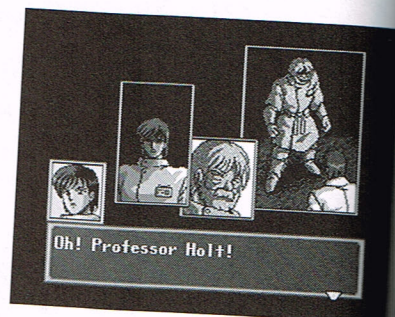
★ Although Zema has an Inn, Tool Shop, and Weapon Shop, you cannot use them until you've restored the residents from stone into their human form.



# Birth Valley



Exit to 2  
Monomate



★ The Professor has also been turned to stone. A special medicine called Alshline can revive them. Follow the quest to the town of Molcum, which is far to the south.

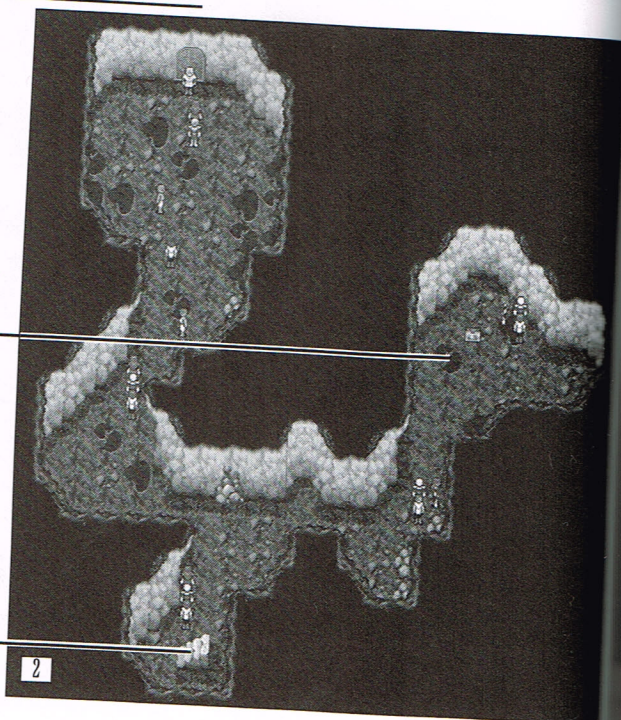
Crbnshield

1

Entrance

100 Meseta

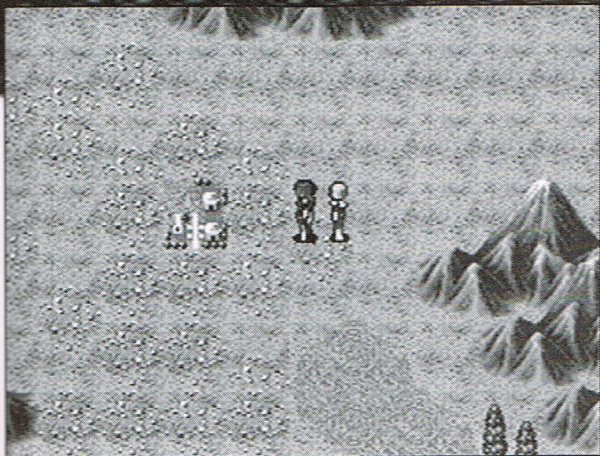
Entrance from 1



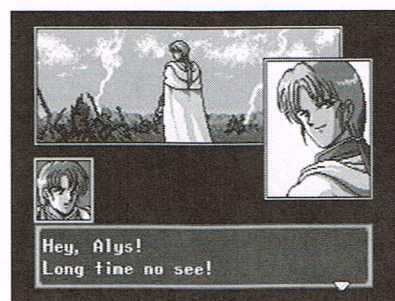
2



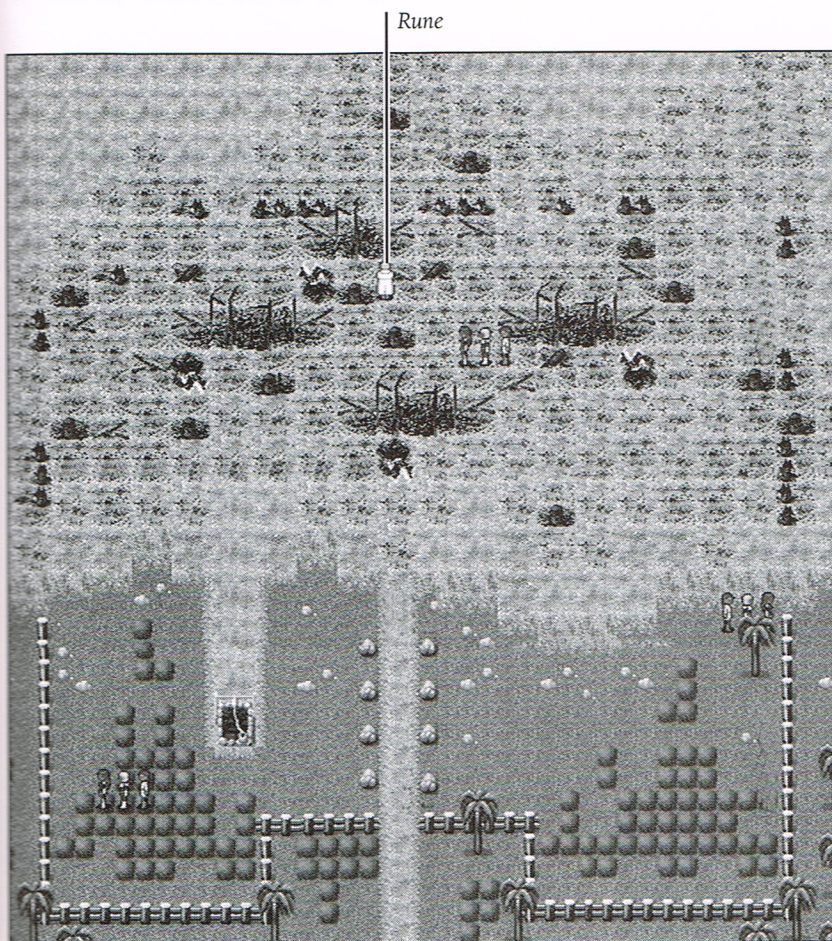
# Molcum



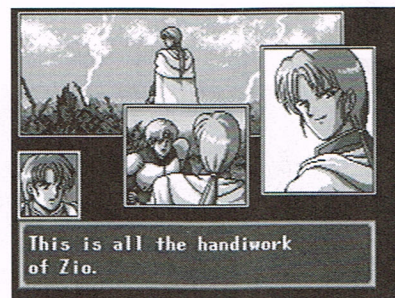
★ The little town of Molcum sits in the middle of arid hills.



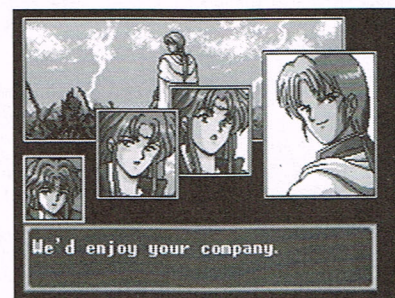
★ Rune is a wizard and an old friend of Alys.



★ Sadly, Zio's forces have destroyed the town. The person you meet here is very important to your quest.



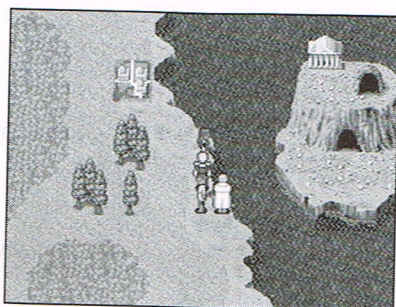
★ There is no Alshline here. Rune knows where it is, though. You must go to the Motavian native town of Tonoe, by way of Krup to the east.



★ Rune is a little bit older than Chaz, and he intimidates the young man. It seems that Alys and Rune once had something going. She is more than a little happy when he joins the group.



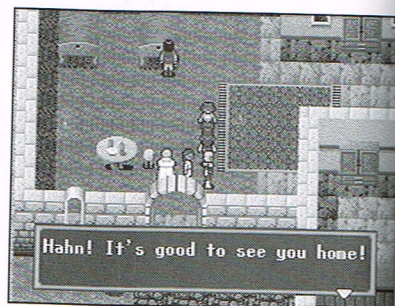
# Krup



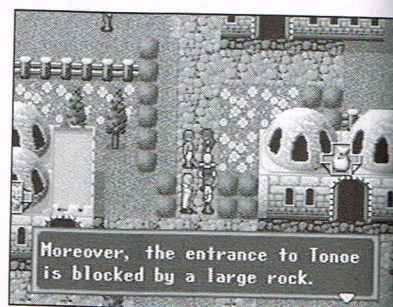
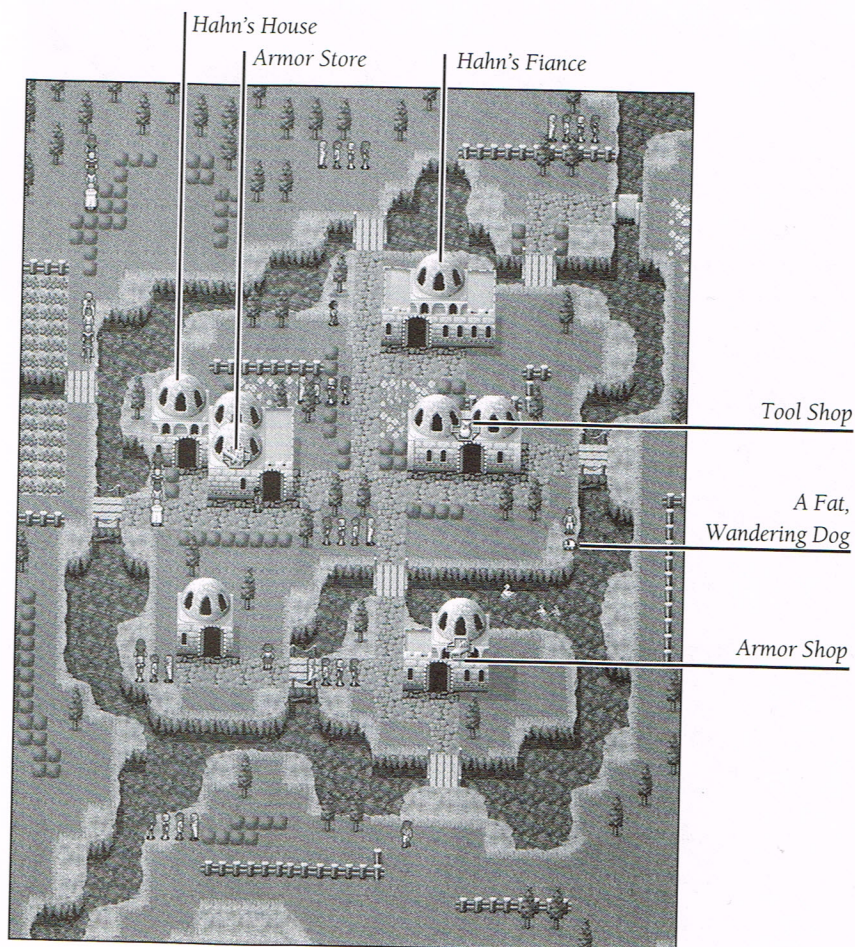
★ Krup is located by a lake and the island structure known as the Soldier's Temple.

## Armor Available:

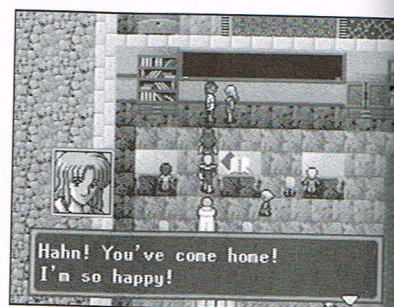
Crbn-Helm	200M
Crbn-Crown	150M
Circlet	100M
Crbn-Suit	550M
Crbnshield	220M



★ Hahn is a Krup native. He left the weapons business to become a scholar.



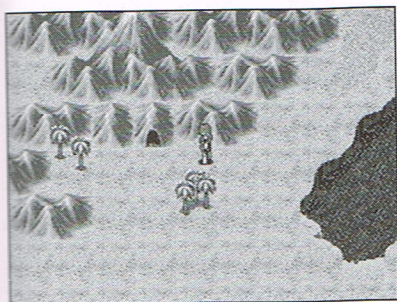
★ The Valley Maze entrance to Tonoe is to the north. But how will you get around this obstacle? Rune has the answer.



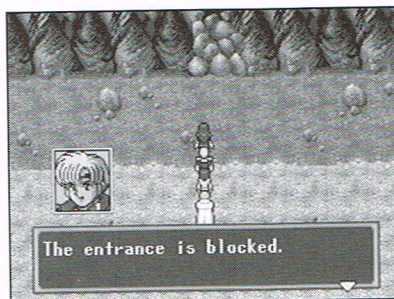
★ Hahn has a sweetie in Krup. She also makes a good nurse later on.



# Valley Maze



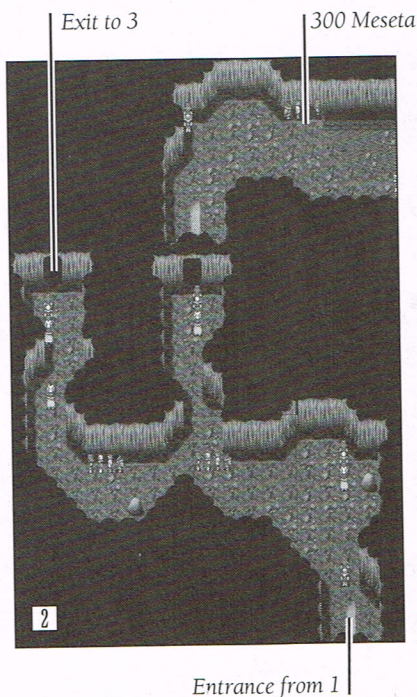
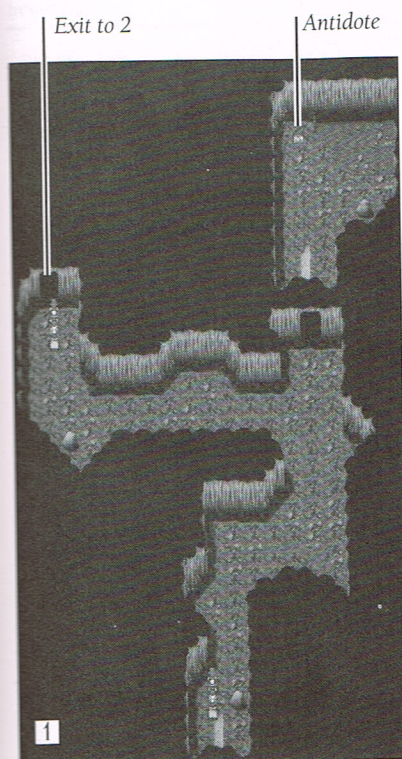
★ The entrance to the Valley Maze is easy to find.



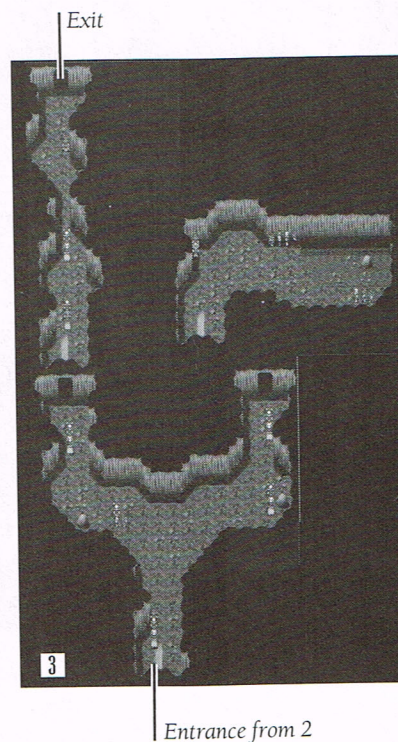
★ But the entrance is blocked by immovable stone.



★ Rune can use something that is very rare on Motavia: true magic.



Entrance from 1

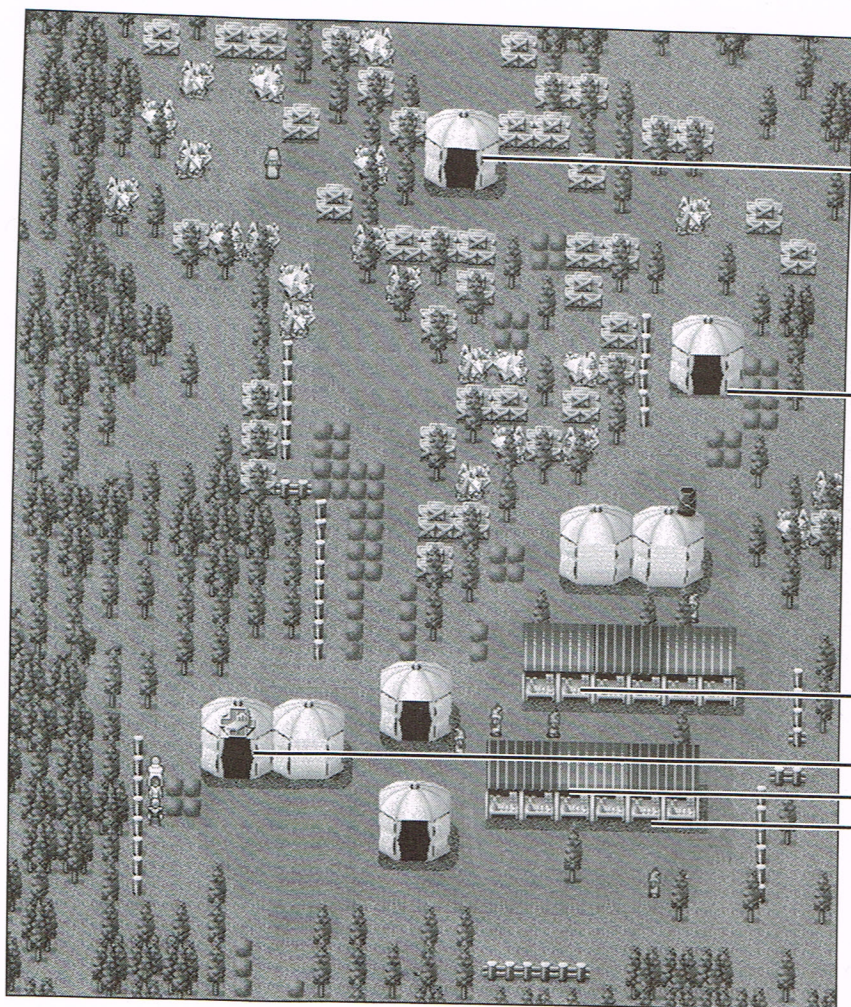
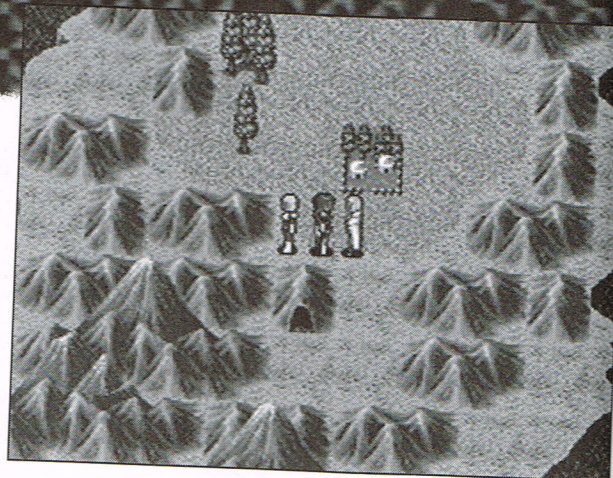


Entrance from 2



# Tonoe

★ Tonoe sits at the other end of the Valley Maze on a point of land near the sea. It is a village of native Motavians. The weapons and armor made by native Motavians are constructed with titanium for excellent strength.



Basement

Grandfather Dorin's House

Weapons Shop

Inn

Armor Shop

Tool Shop

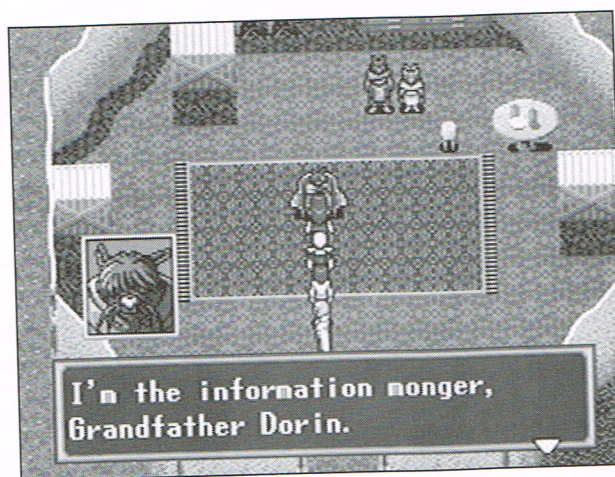


### Weapons Available:

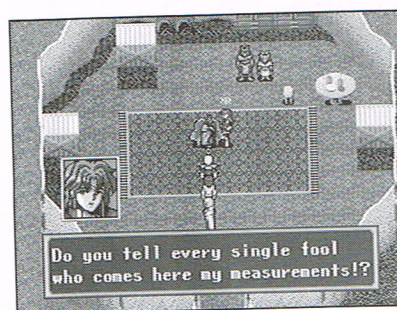
Hunt-Knife	120M
Titndagger	240M
Stel-Sword	280M
Titn-Sword	560M
Slasher	160M
Tinslasher	360M

### Armor Available:

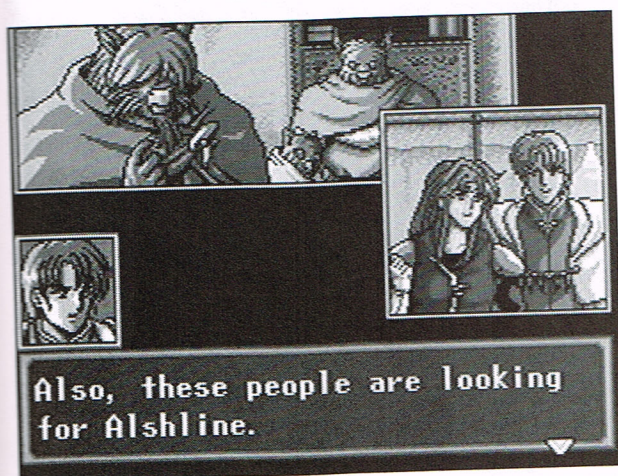
Circlet	100M
Titn-Helm	570M
Crbn-Suit	550M
Titn-Mail	1,120M
Crbnshield	220M
Titnshield	600M



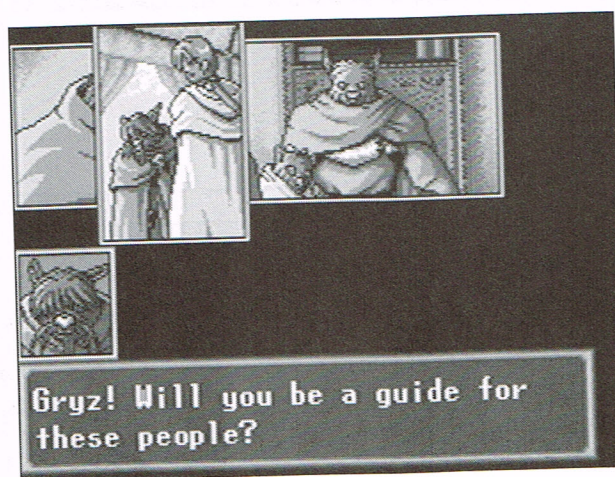
★ Grandfather Dorin is a crusty old geezer who knows some very intimate things about Alys. He also knows where to get Alshline.



★ He shouldn't have given out Alys' measurements!



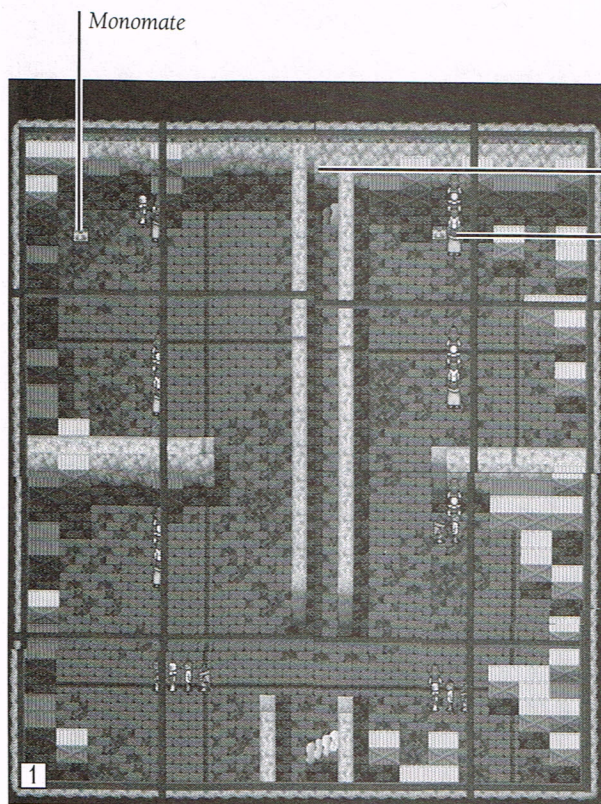
★ Rune has business with Grandfather Dorin (he knows everybody). He will leave your party for a while, but not before he clears the way for you to get Alshline.



★ Alshline is in the basement in back of the house. Gryz will be your guide. He seeks revenge on Zio and wants to join your party.

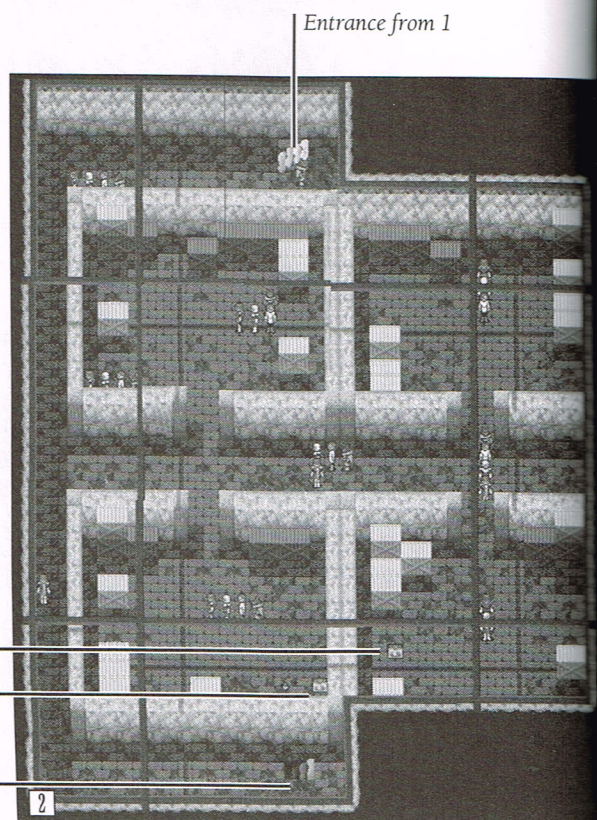


# The Basement



Exit to 2

100 Meseta

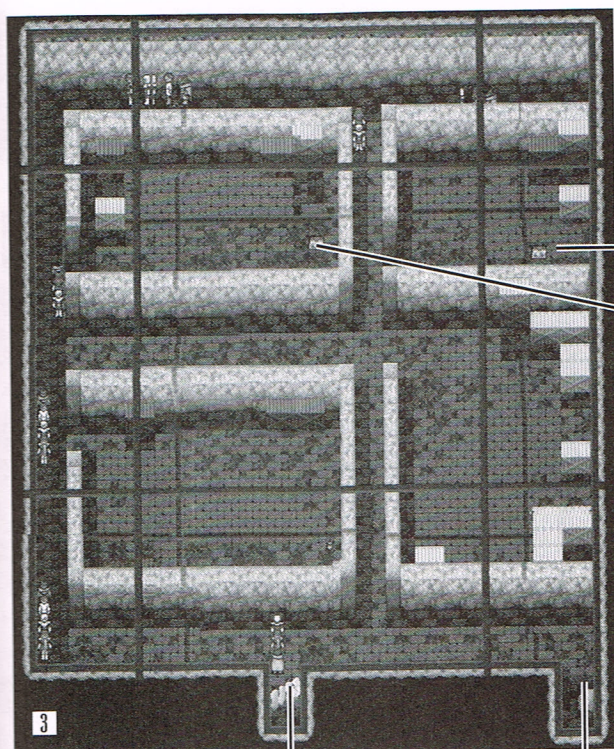


300 Meseta

500 Meseta

Exit to 3





Entrance from 2

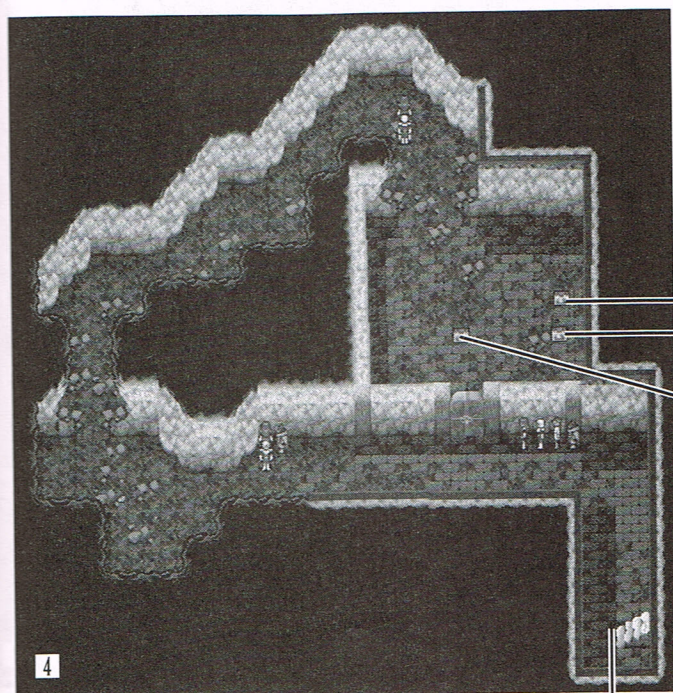
Exit to 4



★ Since you cannot open the door, you must go around.



★ Alshline! Now you can return to Zema. Gryz is going with you whether you like it or not. He is a good, strong fighter. Use him to lead in dangerous places.



Entrance from 3

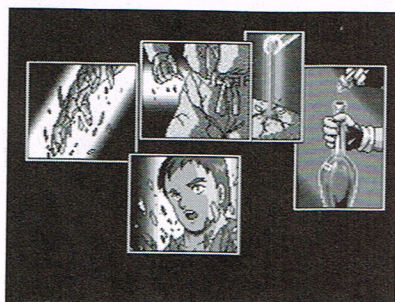
Monomate

Escapipe

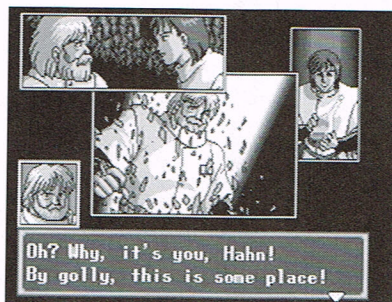
Alshline



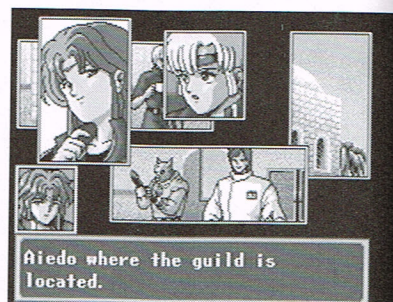
# Return to Zema and Birth Valley



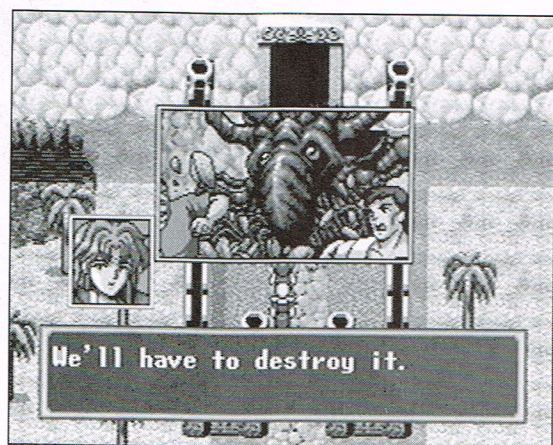
★ When Alshline is used, the people of Zema come back to life. You earn a night of rest, recharging your MP and HP.



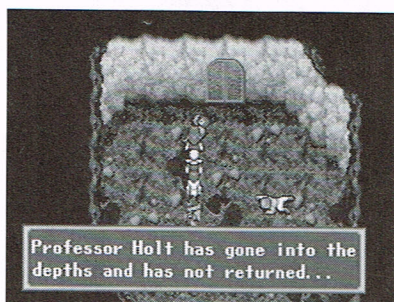
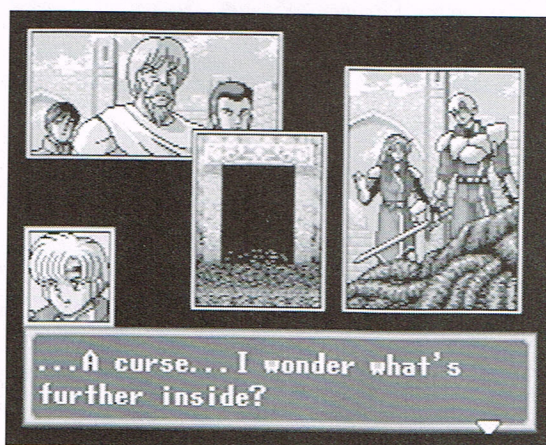
★ The Professor has some very important knowledge about Birth Valley. He wants you to deliver a report to the Academy.



★ Alys would like to go to Aiedo, where the Hunter's Guild is located. You and Alys have a home there.



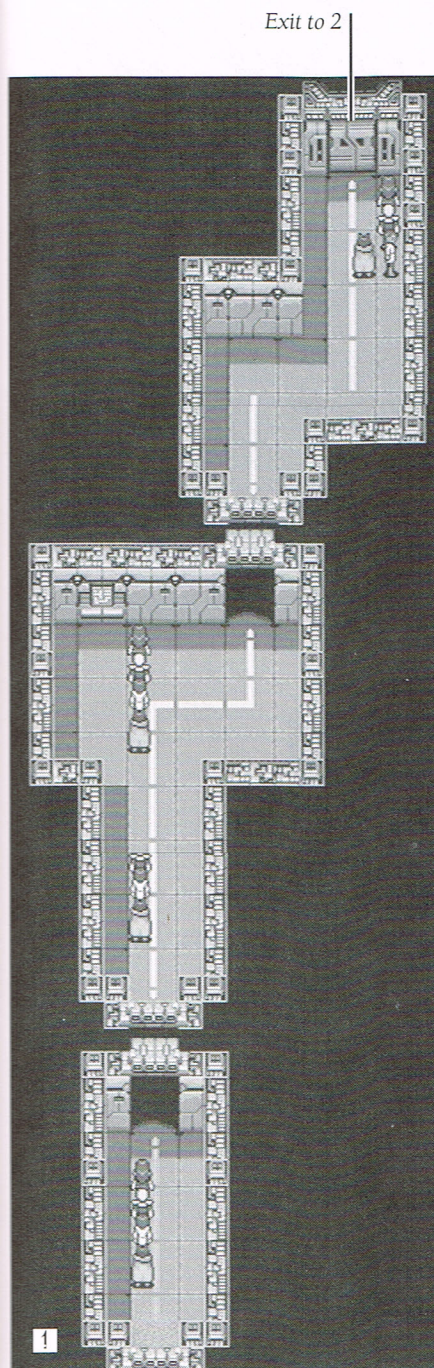
★ All hell breaks loose when an Igglanova emerges from the Birth Valley entrance. It seems there is more in there than meets the eye.



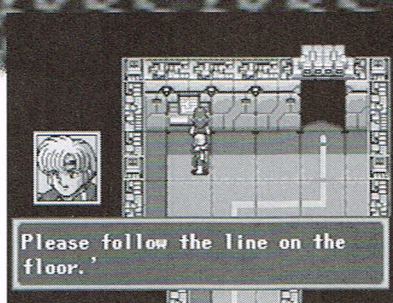
★ The Professor has gone deep inside the Bio-Plant to explore. You can only follow.



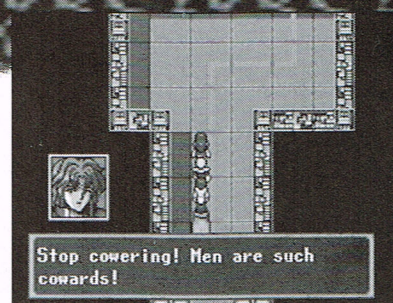
# The Bio-Plant



Exit to 2

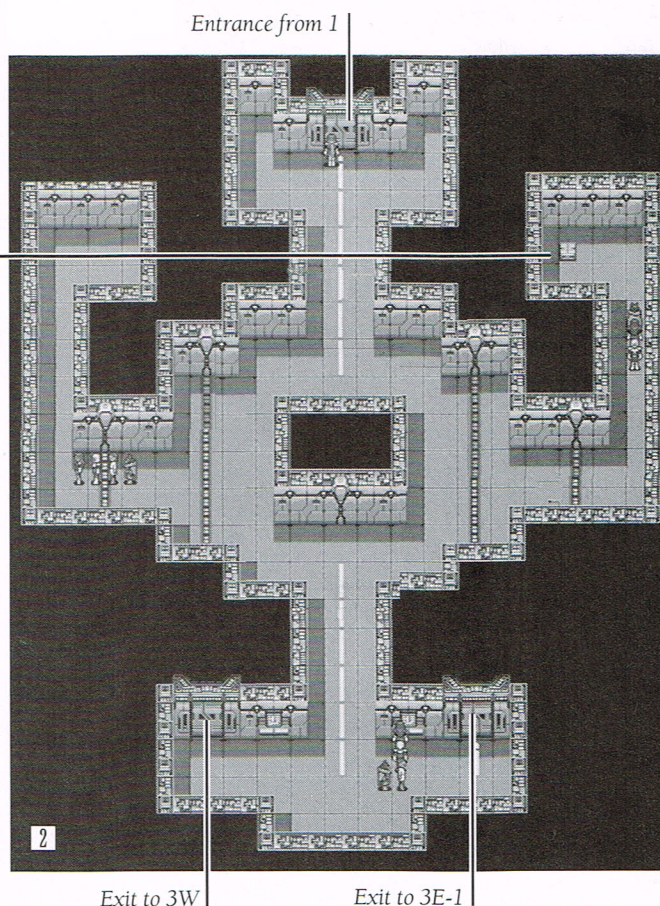


★ The Bio-Plant is a product of a long-dead culture. Over the eons, the machinery has gone bad, causing genetic mutations. This is the party's first experience with ancient technology.



★ A little sterilization frightens everyone but Alys. Wimps!

Cure-Paral



Entrance from 1

Exit to 3W

Exit to 3E-1

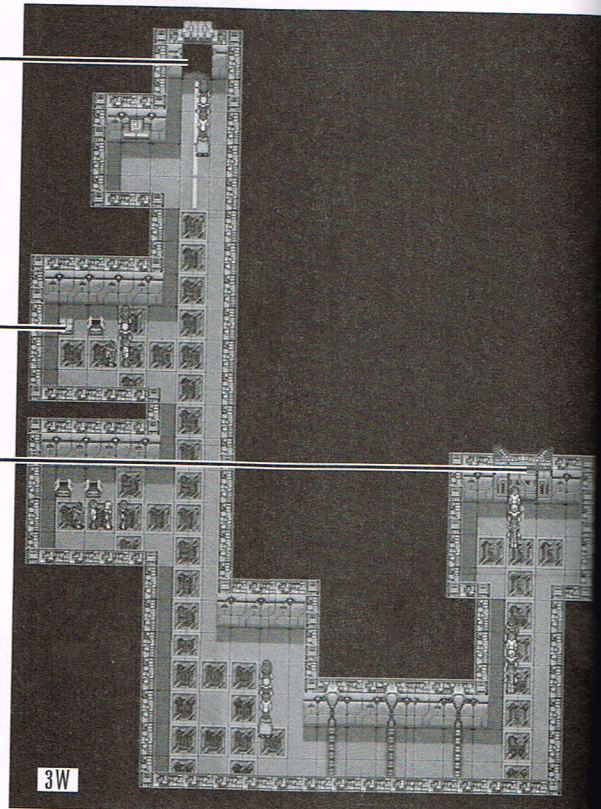
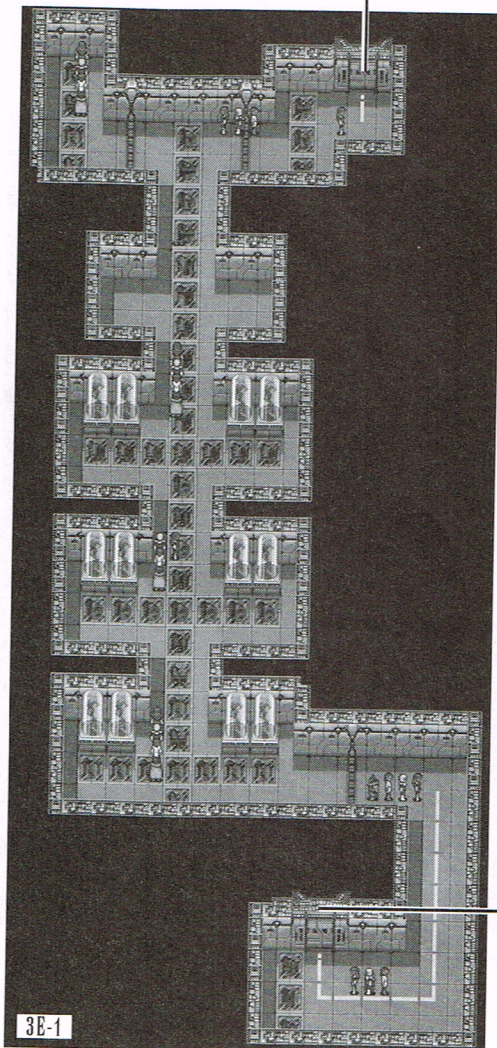


Closed Entry

Grpt-Crown

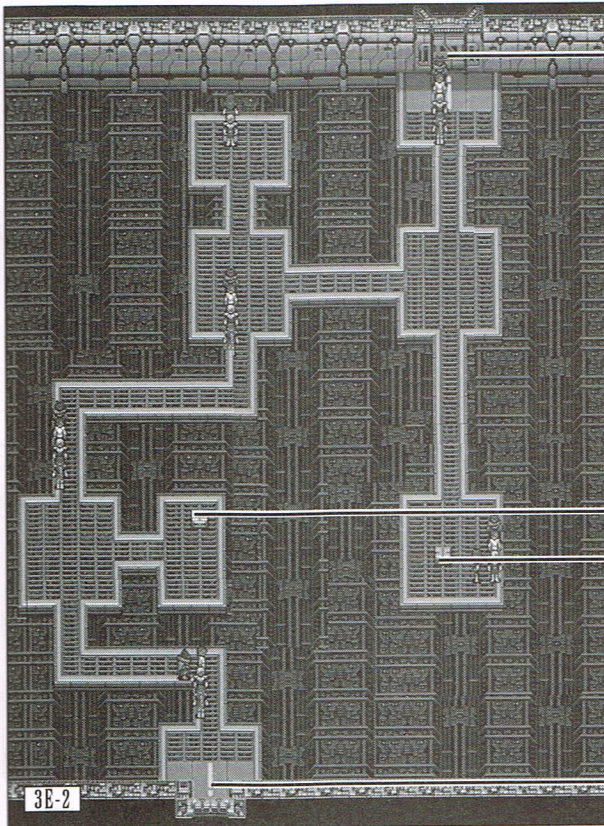
Entrance from 2

Exit to 3E-2

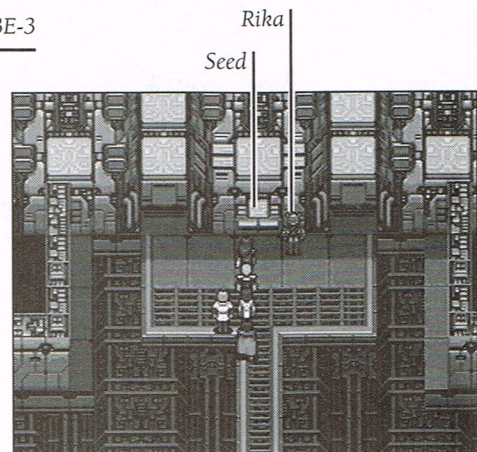


Entrance to 3E-1



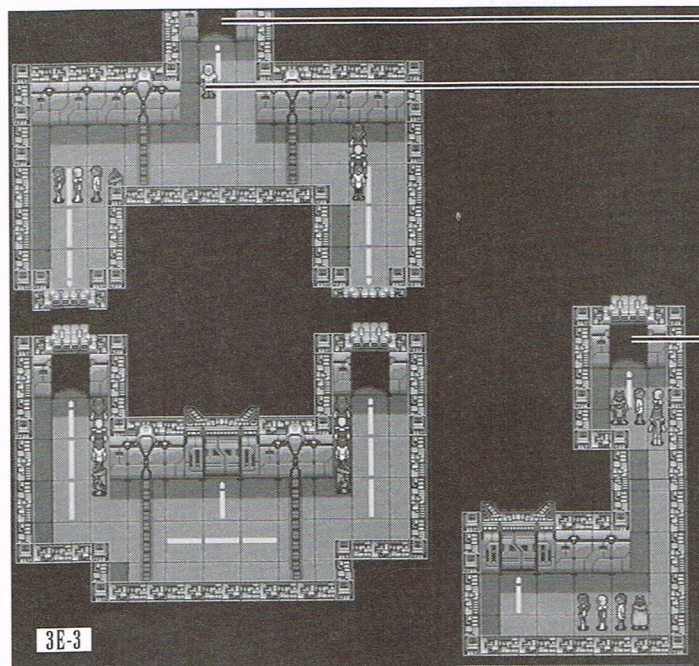


Exit to 3E-3



Antidote  
Crmc-Sword

Entrance from 3E-1

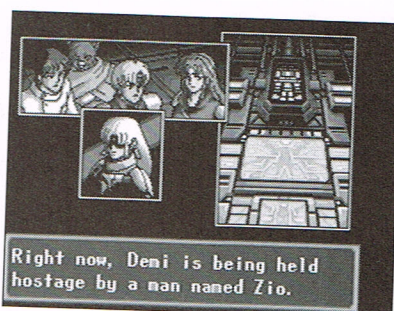
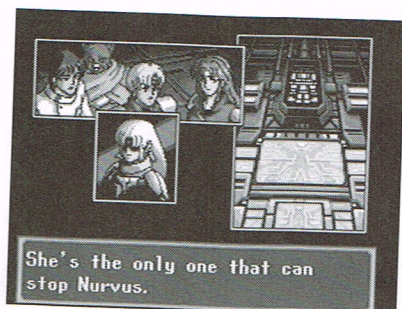


To Seed

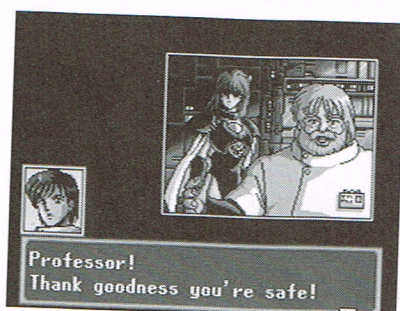
Professor Holt

Entrance from 3E-2

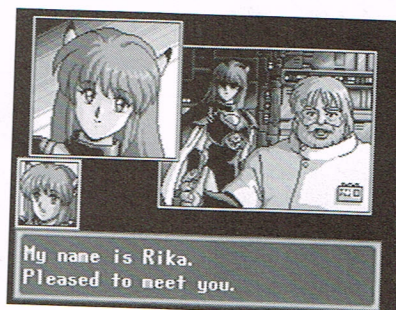




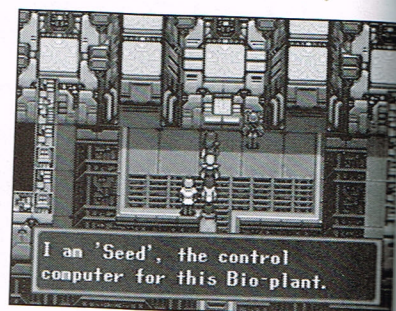
★ Seed will tell you about Nurvus, the planetary control station you must shut down. The only way you can do it is with the android Demi, held hostage by Zio in his fort.



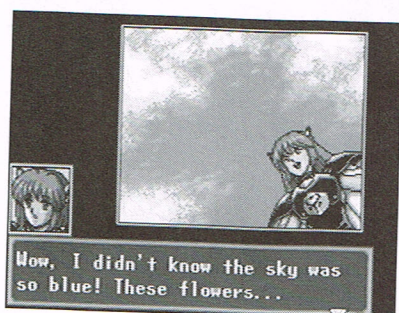
★ When you find the Professor, you will see that he has met some new friends.



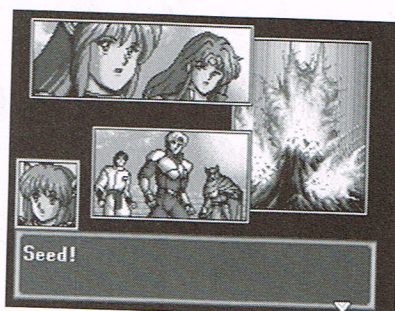
★ Rika is a Numan, a genetic construct. She understands the tech world and will be a big help to you.



★ Seed is Rika's father. He gives you important information about the failing planetary control systems.



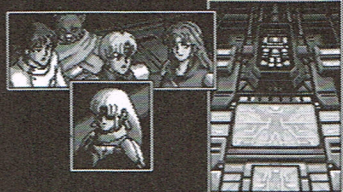
★ Rika has never been outside. You will experience her wonderment of the outside world throughout the game.



★ Seed self-destructs to prevent his systems from being overrun and causing further damage to Motavia.



# Nalya

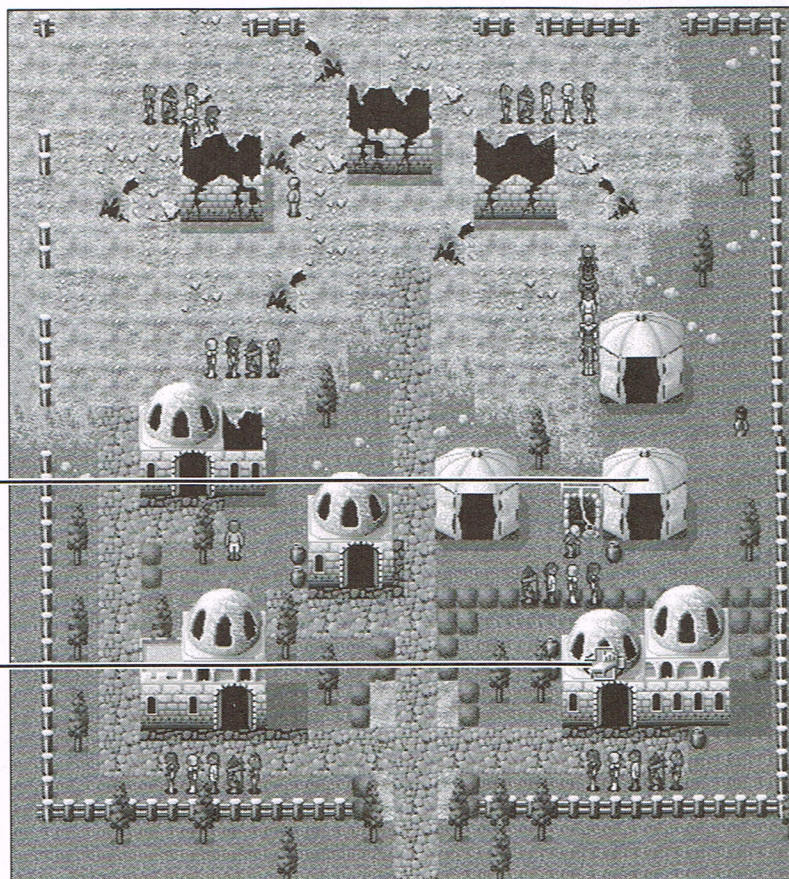


She's the only one that can stop Nurvus.

★ Nalya is a little town you'll encounter on the way from Zema and the Bio-Plant to Aiedo. It is located close to the spot where a giant asteroid has recently fallen. Use Nalya as a base for exploring the asteroid wreckage.

Tool Shop

Inn

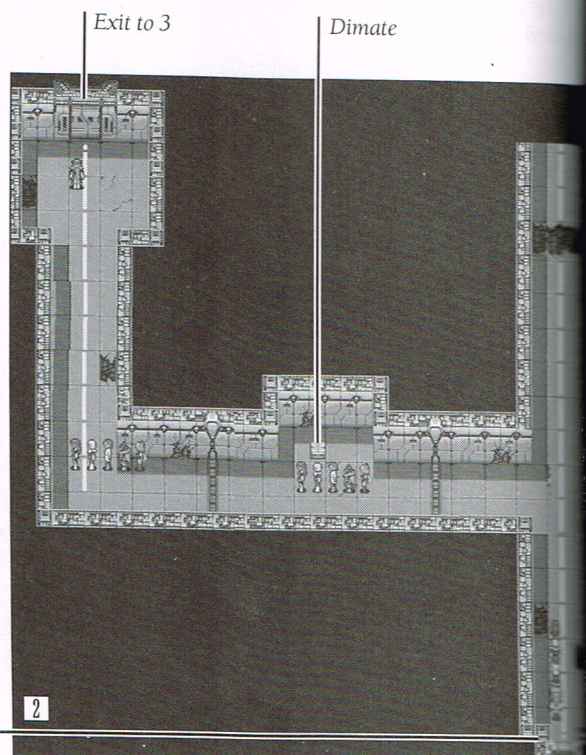
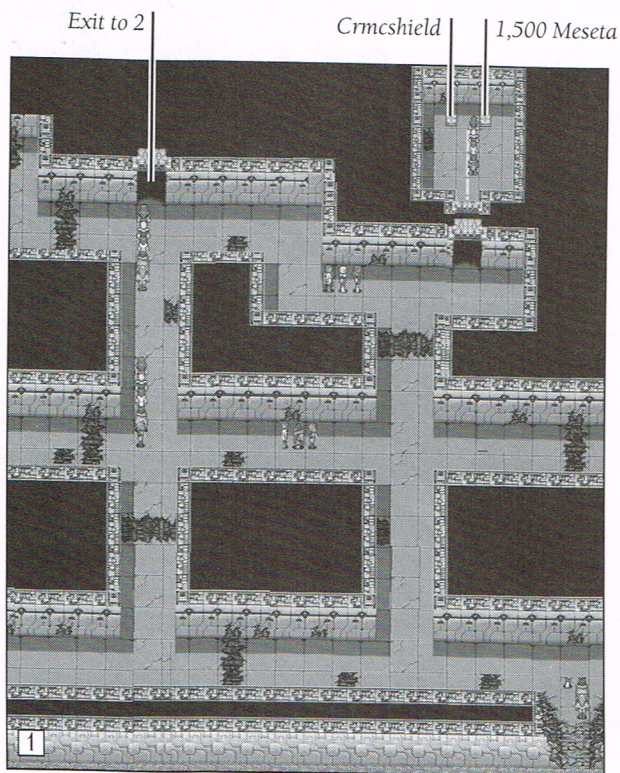
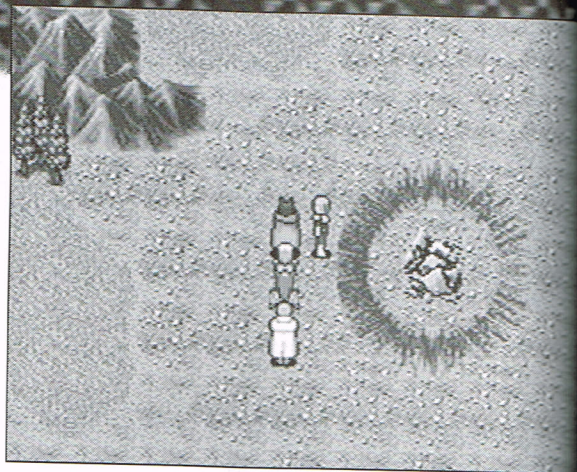


★ Nalya is where you will get more information about the asteroid wreckage. It has an Inn and a Tool Shop, so you can stock up on items you may need.



# Asteroid Wreckage

☆ This wreckage came smoking down from the sky and is more than it first appears. Inside are the ruins of an ancient space station that is filled with mechanical enemies and better weapons and armor.



Entrance from 1

2

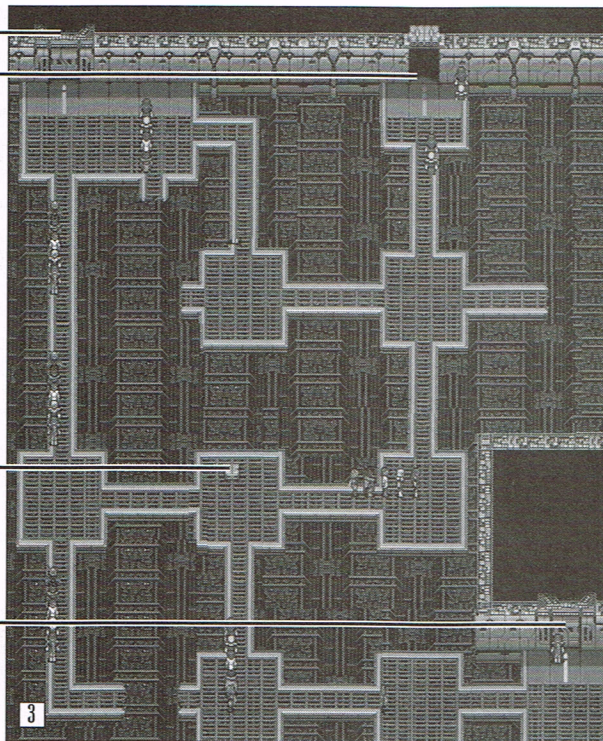


To Crmc-Mail

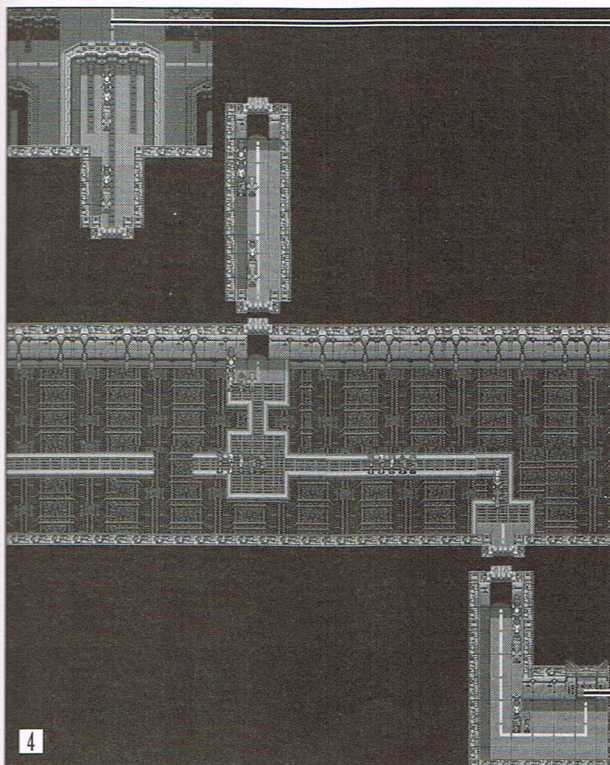
Exit to 4

Crmc-Knife

Entrance from 2



Computer Display

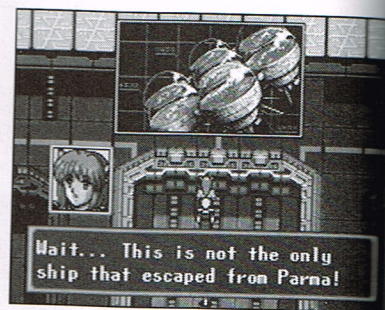
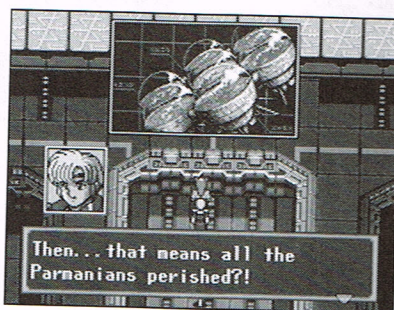
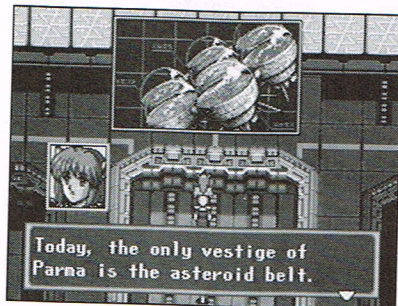


Entrance from 3





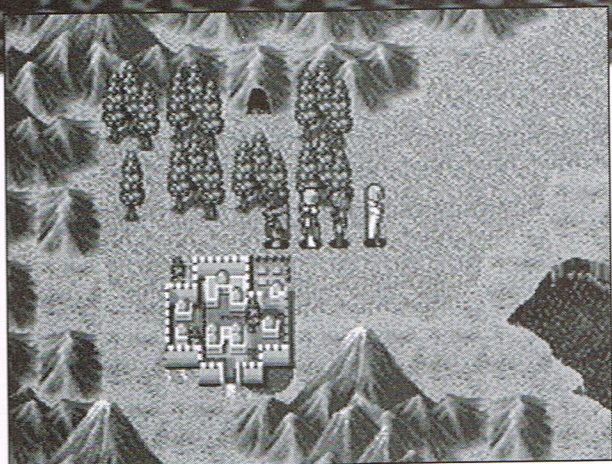
☆ At the end of the Wreckage is the computer's main memory. Now you can get the true history of the Algo Star System.



☆ Parma was destroyed 1,000 years ago, but not all Parmanians died. This fallen space station is proof, and there are more out there. How will you get to them? First you must defeat Zio and shut down Nurvus.



# Aiedo



★ Aiedo is the home of Alys and Chaz. It is also the location of the Hunter's Guild, where Hunters can go to find work. Just north of Aiedo is the Passageway that leads to Kadary and Zio's Fort.

Hunter's Guild

Bakery

Guild Weapons Shop

The House of Alys

Inn

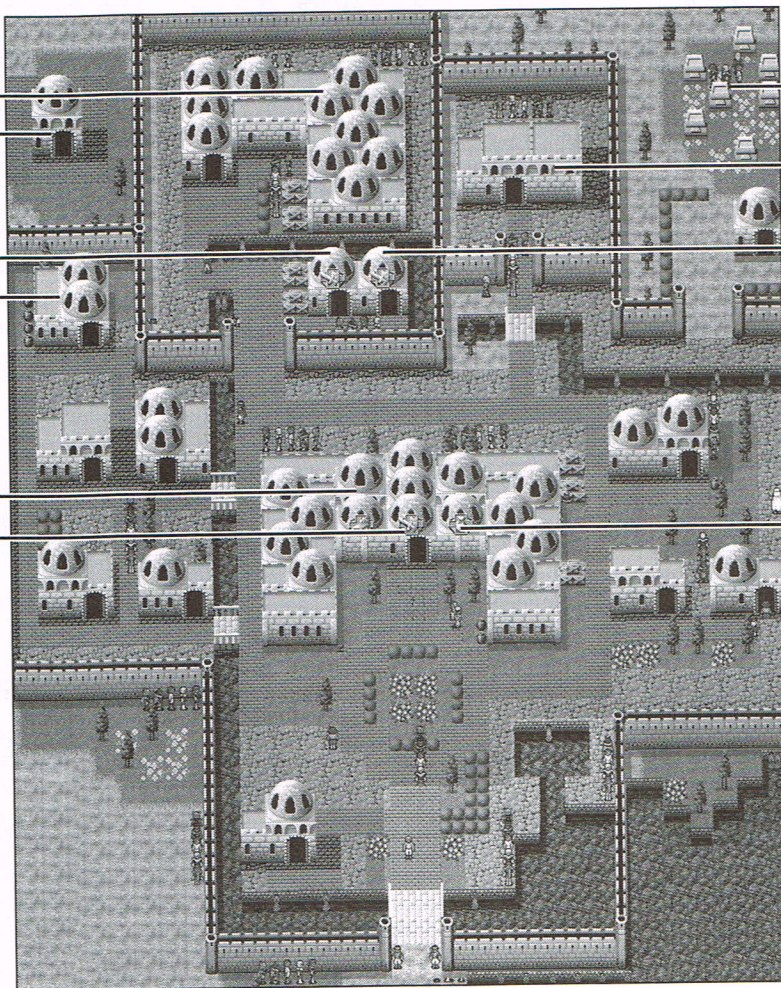
Weapons and Armor Shops

Graveyard

Prison

Guild Armor Shop

Tool Shop





### Weapons Available at the Market:

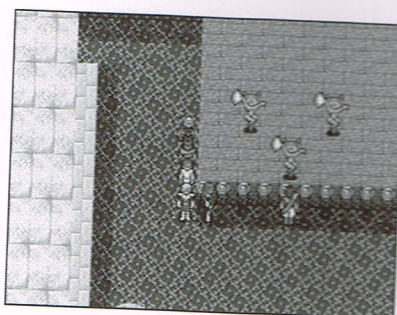
Dagger	40M
Stel-Sword	280M
Boomerang	80M

### Armor Available at the Market:

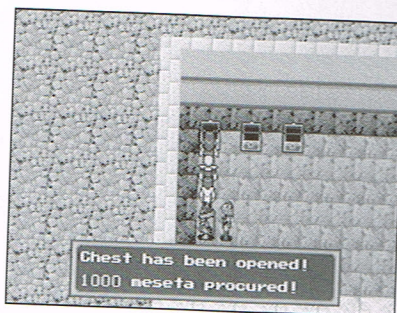
Lthr-Helm	80M
Lthr-Crown	90M
Lthr-Band	70M
Lthr-Cloth	160M
Lthrshield	140M

### Weapons Available at the Hunter's Guild:

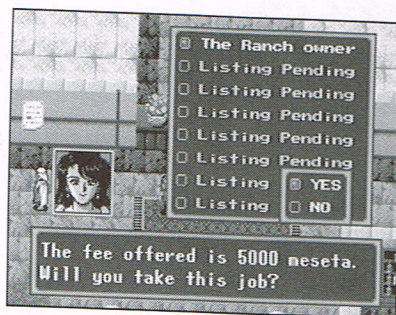
Crmc-Knife	1,600M
Crmc-Sword	3,600M
Saber-Claw	1,700M
Struggl-Ax	4,600M



★ The Hunter's Guild offers some risqué entertainment. Veteran gamers will recognize the dance music as the original tune from the Sega Master System game Fantasy Zone.



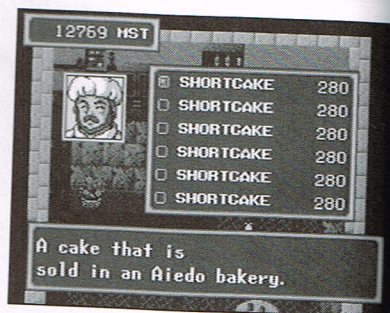
★ You find these chests in the upper-left corner of the Guild. One holds Trimate, and the other holds 1,000 Mesetas.



★ Go to the Hunter's Guild to get jobs. Each job will earn you thousands of Meseta and the EP you need to become stronger. Many of these side quests also gain you important special weapons or items. The Ranch Owner is your first quest. Take it before heading to Zio's Fort. You will need the spells the EP bring you.



★ Home sweet home. You can return here at any time, rest for the day, and leave with your HP and MP completely restored. When Chaz gains the Ryuka spell, you can Ryuka here, rest up, and return to your previous location. No more Mesetas spent on hotels!

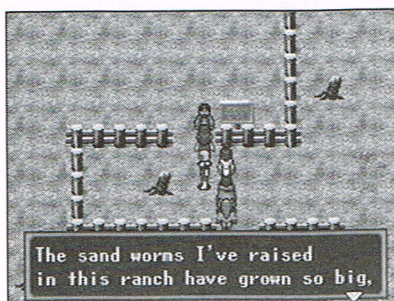


★ Hug the outside walls to get to the Bakery. You will need a shortcake to complete a future side quest.

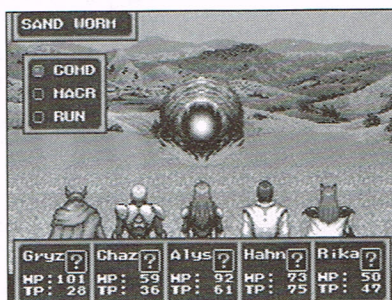


## Side Quest 1: The Ranch Owner

Remember the enterprising individual in Mile who had started a Sand Worm farm as a tourist attraction? Well, it appears his pets have become too big and strong for his own good! If you've already tangled with a leach or a Sand Worm, you know what we mean. He has offered a 5,000M commission to any hunters strong enough to solve his problems. So its off to Mile to battle a Sand Worm.



★ OK, how big are they? How about huge!

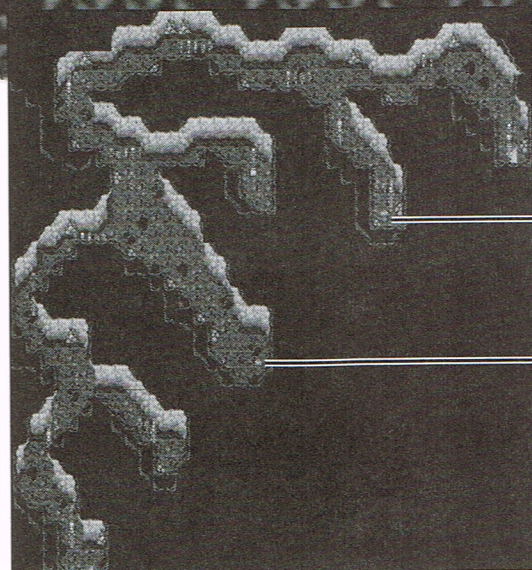


★ You'll want to save your game before you do battle with these critters. Normally, you would want to avoid combat with a Sand Worm. But here, hit it with your most powerful spells and attacks. Keep going, even if you lose a character or two. You can always take a rest in Aiedo after.



★ Success! Cash in, buy some new weapons, and prepare to head for Kadary, the closest town to Zio's Fort.

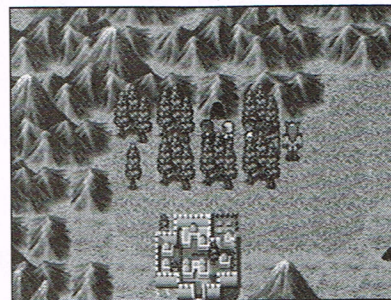
## The Aiedo Passageway



Cure-Paral

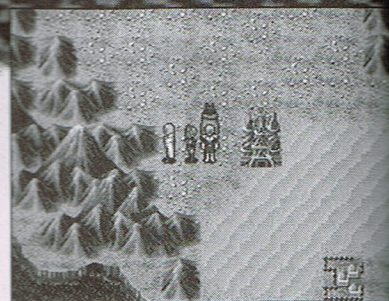
Dimate

★ The Passageway between Aiedo and Kadary is short but filled with fairly tough enemies. Enter through the cave just above Aiedo, through the trees on the right. Follow the map for the correct route.

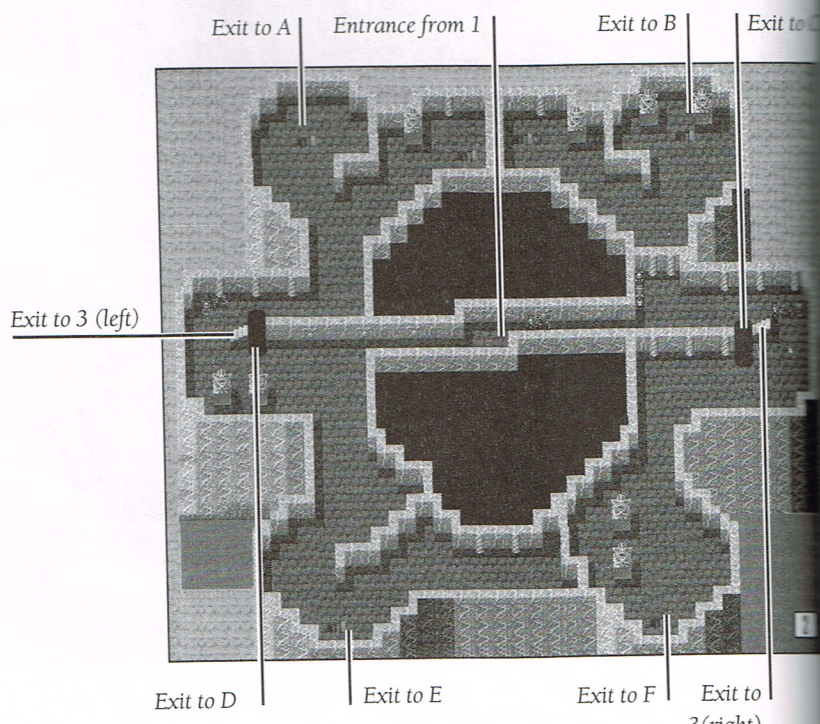
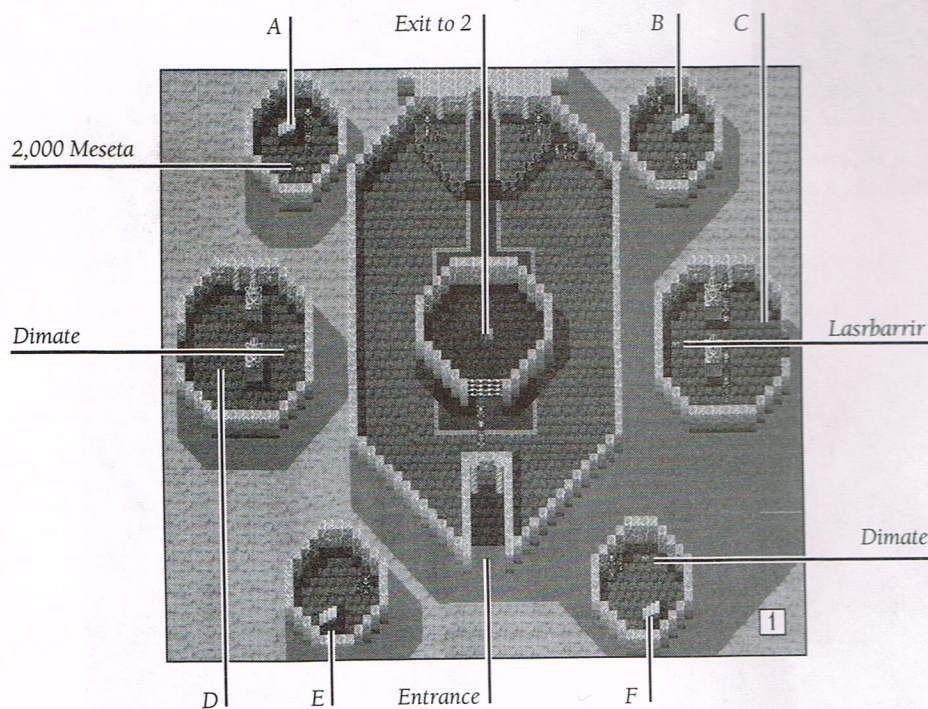




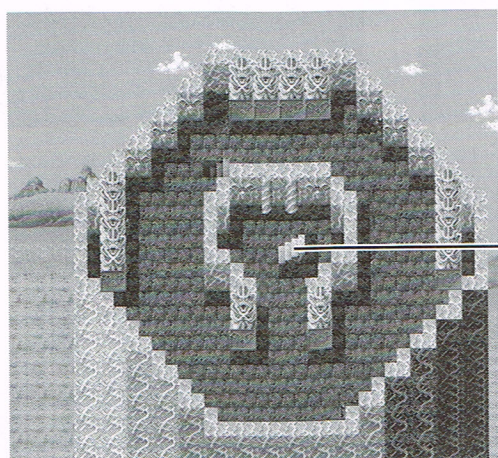
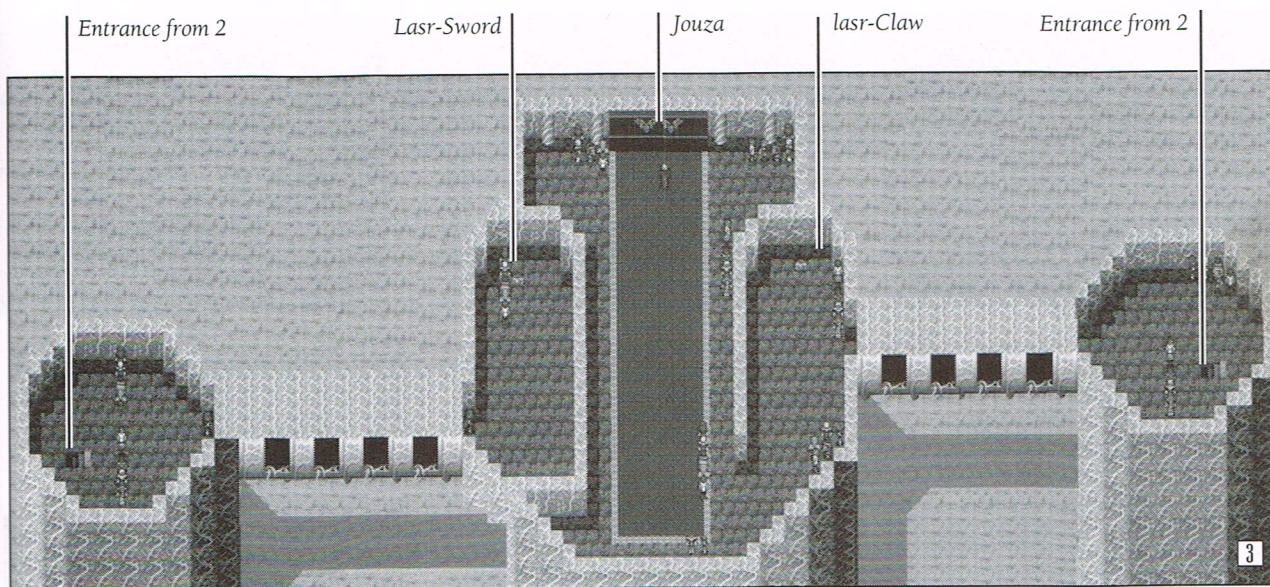
# Zio's Fort



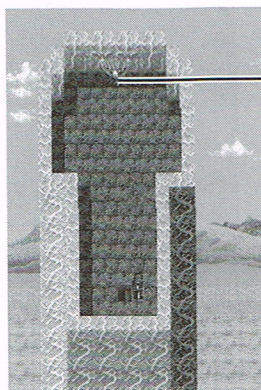
★ Zio's Fort is just a short way southeast from Kadary, across the sand flows from Mile.





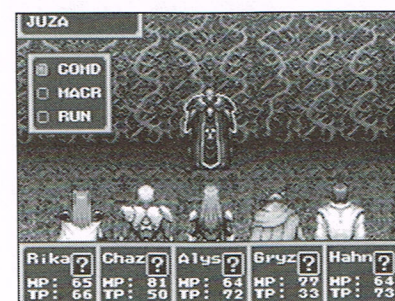
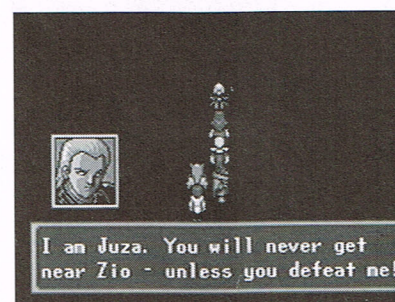


To Top of Zio's Fort



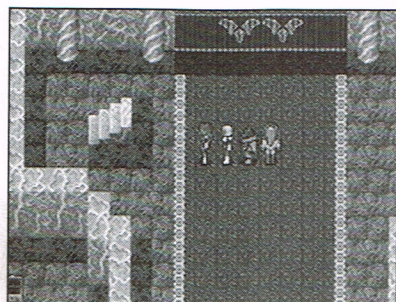
Demi

4

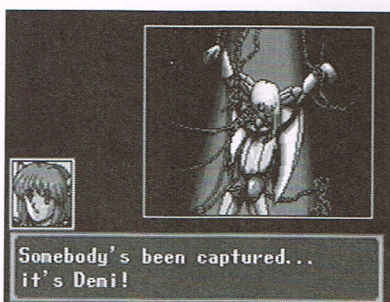


★ Juza is a powerful Zio underling that you must defeat to continue. Use your strongest spells. When you have defeated him, a hidden stairway is revealed that lets you go to the top of Zio's Fort.

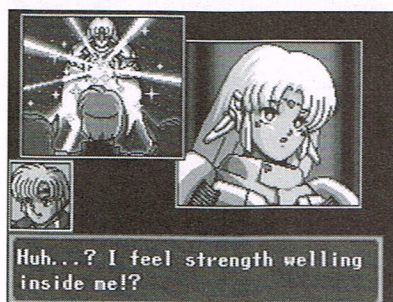
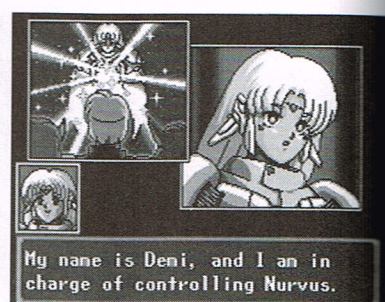




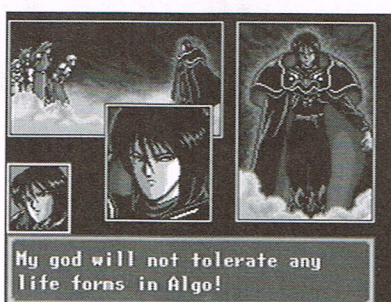
★ Climbing the stairs puts you very close to adding a new character to your party, Demi.



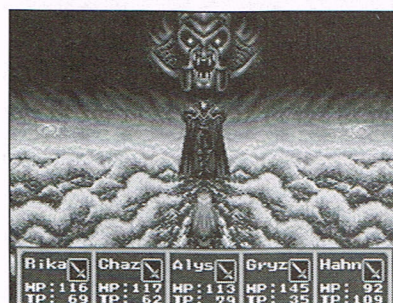
★ Demi is an android — part woman, part machine. She was taken hostage by Zio so he could assume control of Nurvus. You cannot shut down Nurvus without her.



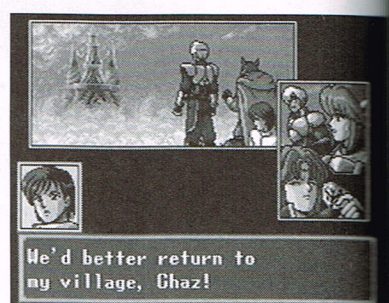
★ One of Demi's Skills is Medice. She can restore the HP of all the members of your party up to eight times before she needs to rest. She recovers HP gradually, over time. Human Techniques do not work on her.



★ Zio catches you freeing Demi and is not very happy. He lets you know he is acting as the servant of Dark Force, the evil that has plagued the Algo System for thousands of years. If you have not realized it by now, you are fighting something much, much bigger than it seems.



★ Zio battles with the powers of the Magic Barrier, which you cannot penetrate with any of your Skills, Techniques, or weapons. He releases a Black Wave that smotes Alys with a brutal blow. The only wise course of action is to flee.



★ Alys is wounded so badly that even the potent healing Skill of Gires cannot make her recover. Things look mighty bleak. Bring her back to Krup so she can get care under Hahn's fiancé. You'll also be positioned for further adventure.

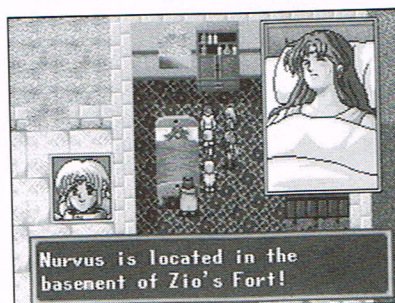


# Return to Krup

Your stay in Krup is a short one. After leaving Alys in the care of Hahn and his fiance, you must search out Rune, who has gone to the Ladea Tower. To get there, you must find a way across the quicksand. Demi knows what to do...



★ Alys directs you to find Rune. He is a user of magic much like Zio. Perhaps he can find a way around Zio's Magic Barrier.



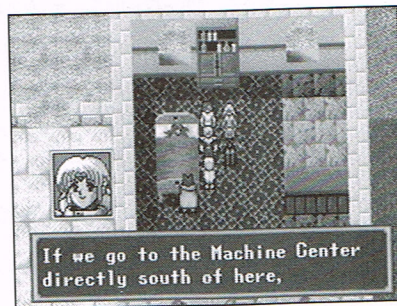
★ To solve many of Motavia's problems, you must shut down Nurvus. After finding Rune, you must return to the basement of Zio's Fort.



★ Ladea Tower is the place Rune referred to in Tonoe when he said that he had to pick up something. The Tower is located across the quicksand and is unreachable by foot.



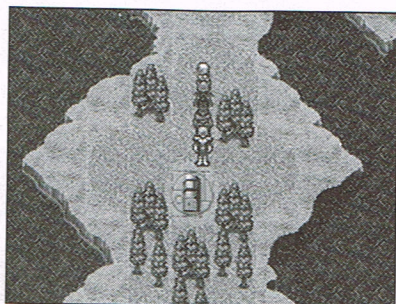
★ Between Demi and Rika, you can learn much about the ancient workings of Motavian civilizations. Demi can lead you to a Machine Center where a Land Rover is located.



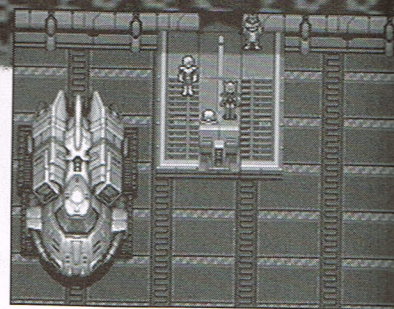
★ You lose Hahn in Krup. He stays to take care of Alys. Now you have room to add Rune back to your party when you find him.



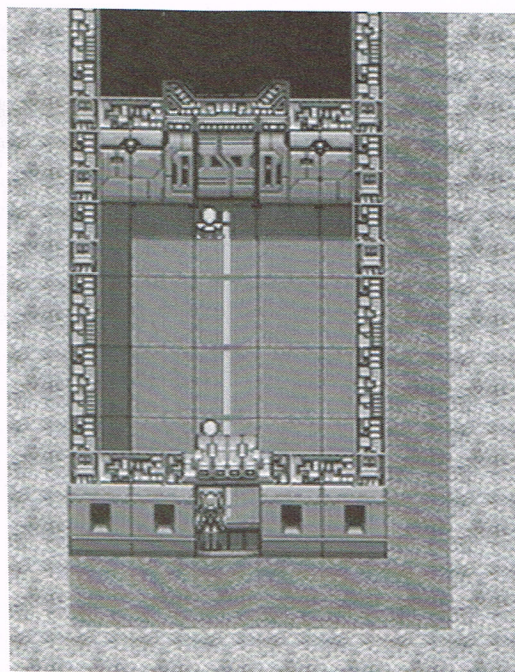
# The Machine Center



★ Journey south from Krup and you will find the Machine Center. Demi has the ability to make it open, much to everyone's surprise. The Machine Center has become independent from Seed and Nurvus over the Eons, keeping its secrets safe from Zio's hands. A platform inside will restore your HP and MP. Look for other platforms like this later in the game.

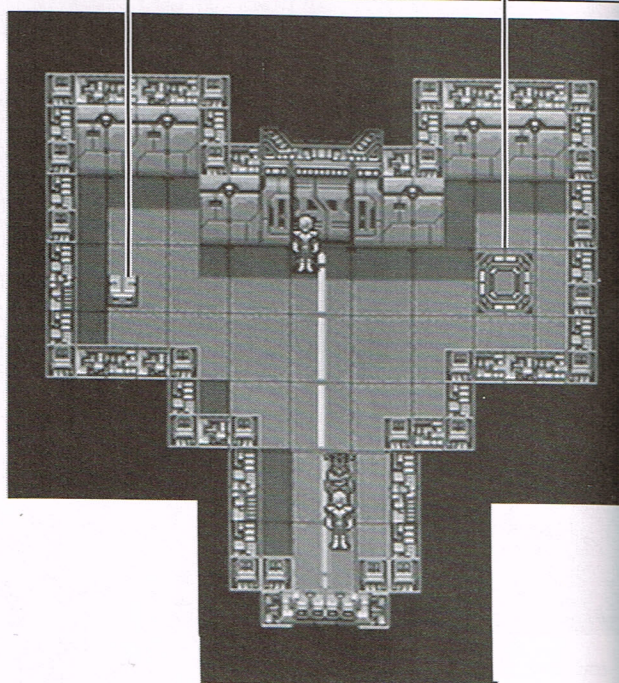


★ The Land Rover is a specialized, armored vehicle capable of high-speed travel across quicksand. It has impressive weapons and can take hits that do not affect your party. But if you lose all the vehicle's HP, you lose the vehicle and your life.



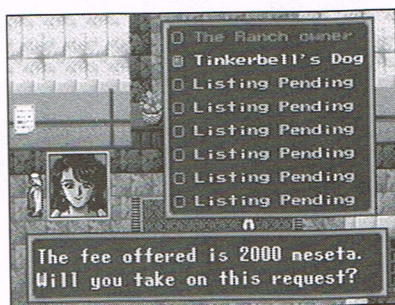
Control key

Recharger



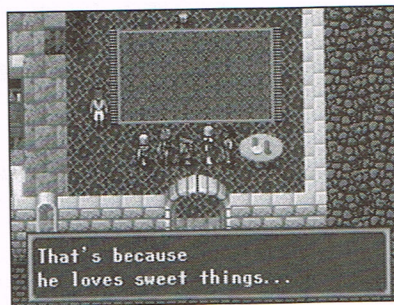


# Side Quest 2: Tinkerbell's Dog



★ After you have retrieved the Land Rover, check back into Alys' house if you need a rest, then go visit the Guild. A new job will have appeared. This time, you're being asked to help recover a little girl's dog. This quest is a test of cunning more than anything else. Remember seeing a little dog anywhere in your travels, like next to the ponds in Krup? From there, you will either find the dog in Monsen or in Termi, across the quicksand (it's quite a remarkable dog). Take this job for the Mesetas. It's easy.

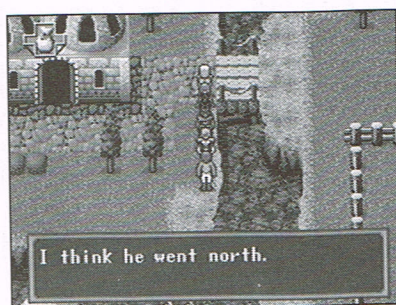
Tinkerbell lives in the east section of Aiedo. Visit her there and get a couple of clues.



★ You're looking for Rocky, a short, fat, scraggly dog who is stubborn and loves sweet things. Seen anything sweet in your journey? How about a shortcake from the Aiedo Bakery? Get one and take it with you, or else the dog will remain stubborn.



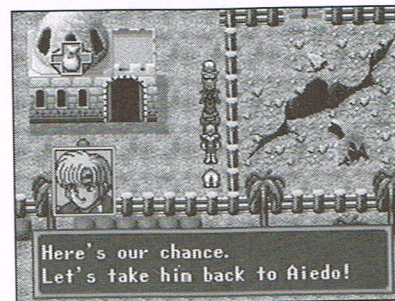
★ What brave adventurer's heart would not be broken by a little girl's plea to bring home her puppy?



★ North? Try more east than north. Go to Monsen. If Rocky is not there, try Termi.



★ When you see the dog, you will automatically offer him the shortcake, if you have it. You'll have to go back to get it if you don't, and the dog could possibly move in the meantime. When Rocky is occupied with the food, grab him and head back to Aiedo. Mission complete. Go to the Guild to collect your 2,000M.



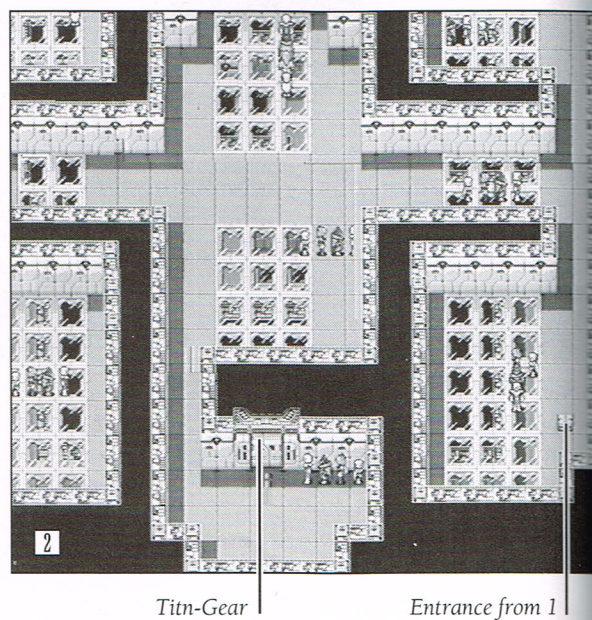
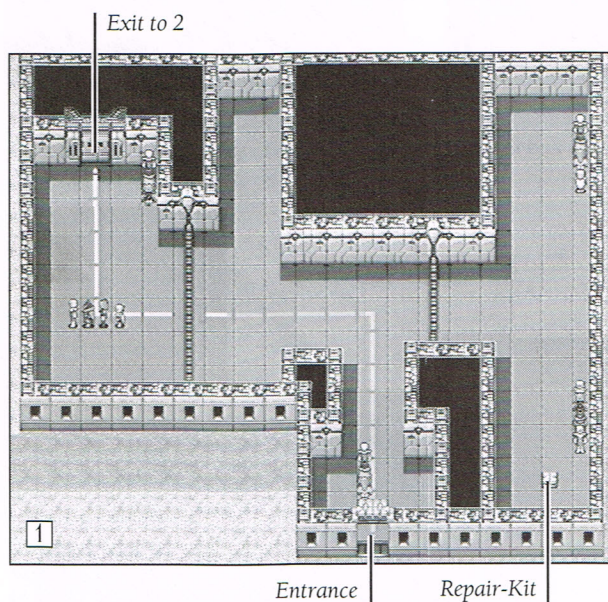
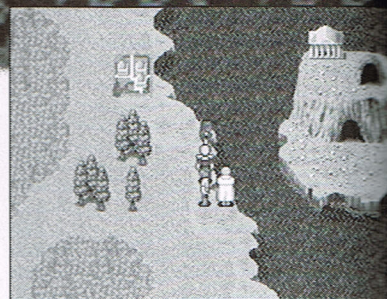
If you have talked to anyone in Monsen, you have probably been asked to stop the earthquakes. That quest is a good one to take next because it gains you a very powerful weapon for Demi.



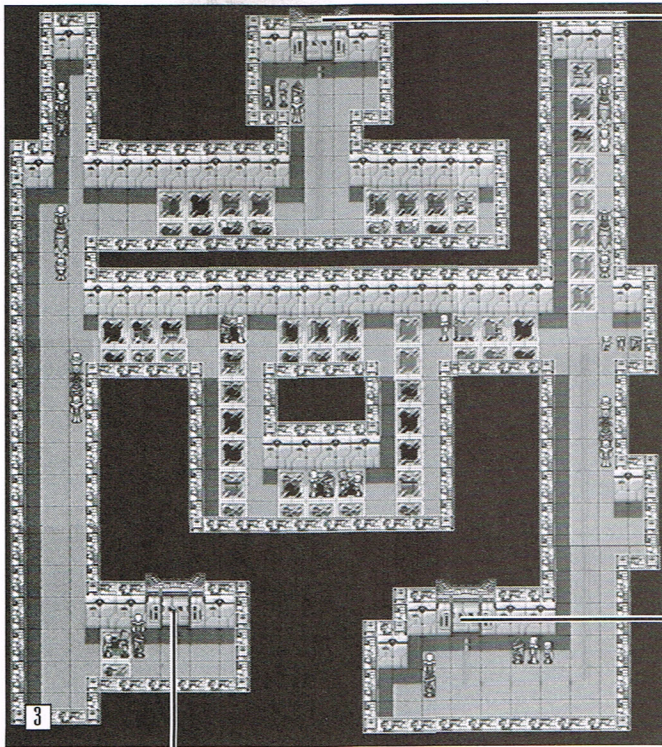
# Plate Center

★ The Plate Center controls seismic activity on Motavia.

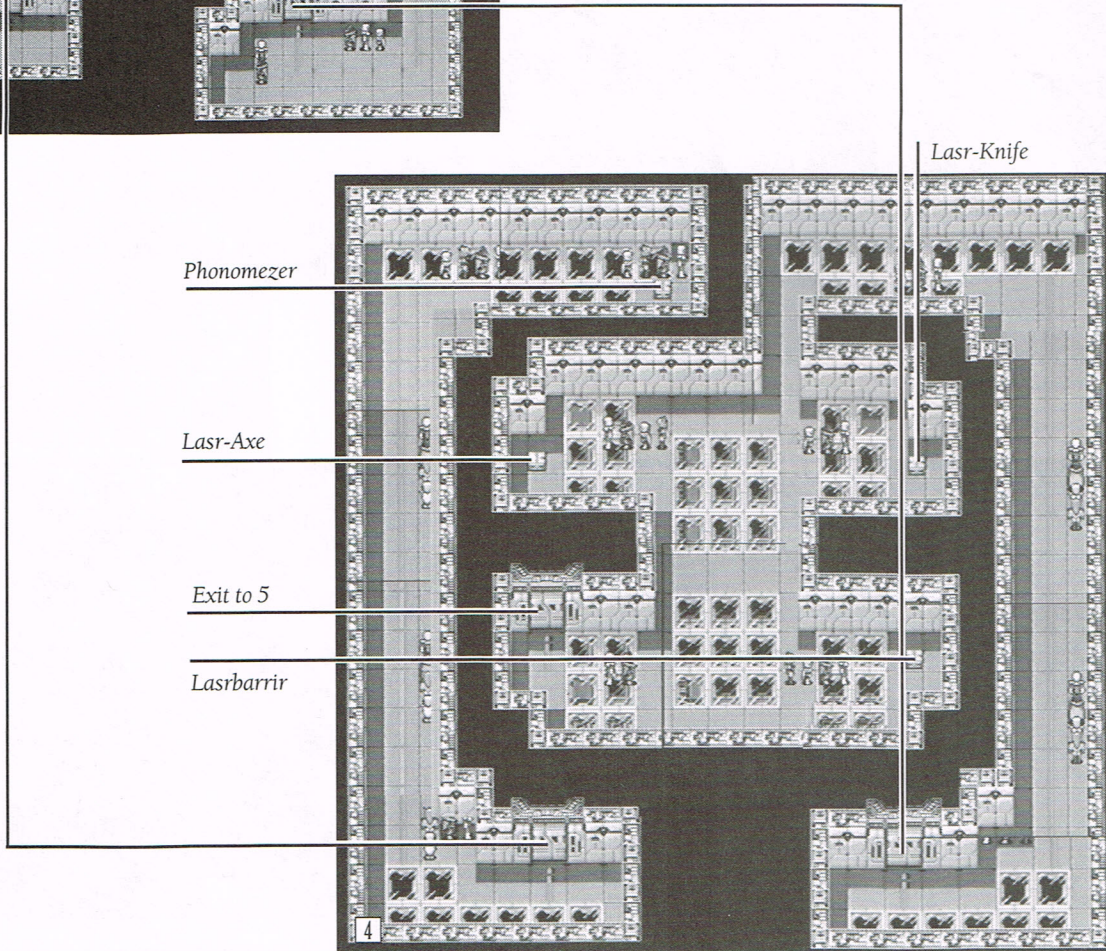
Now that you have rescued the cute little doggy, you can make things a whole lot safer if you turn off the Plate Center. You'll find it northeast of Monsen. You'll also find the Phonomezer, which will give Demi her most powerful attack, Phonom.e







Entrance from 2





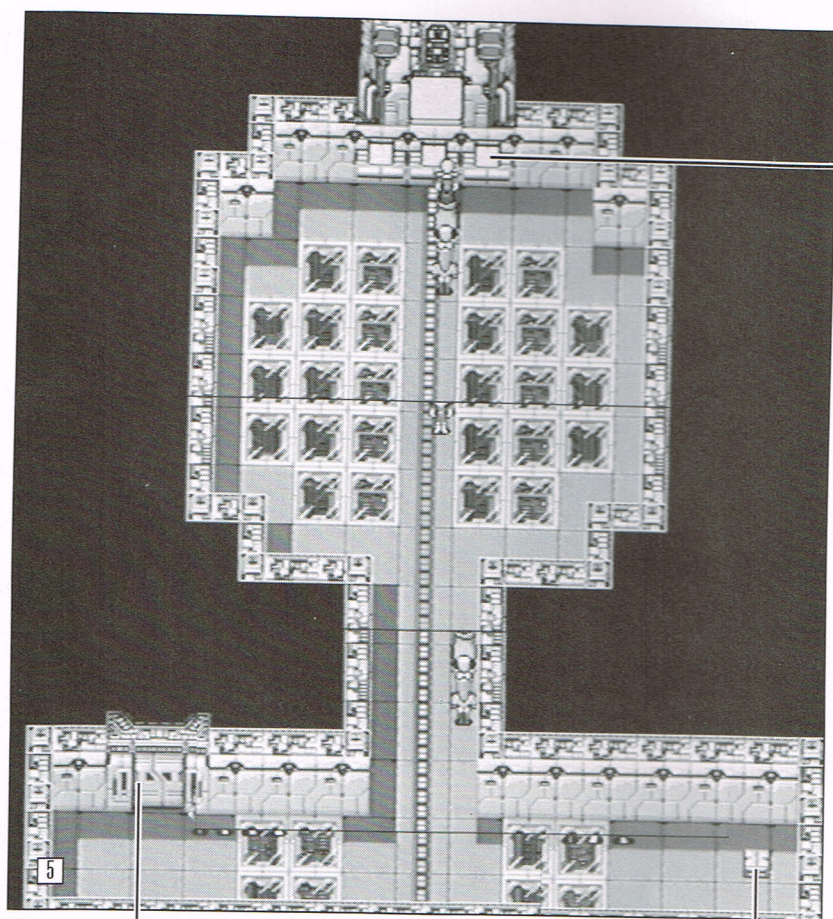
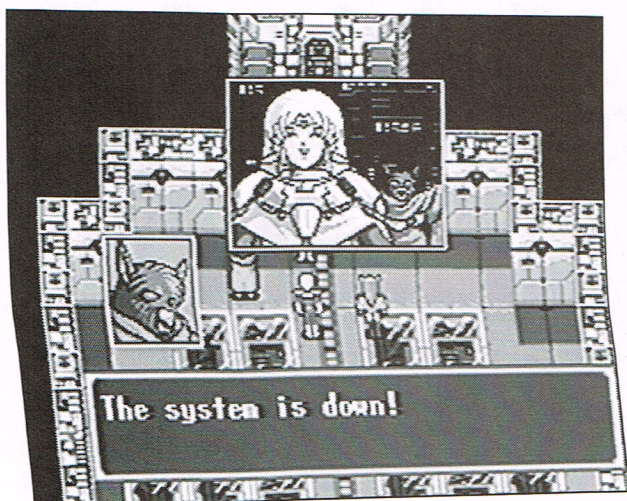


Plate Control

Entrance from 4

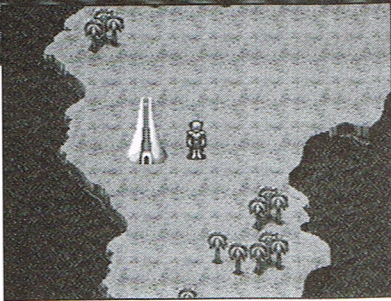
Stun-Shot



☆ Once you get there, shutting down the Plate Center is no big deal, but it makes Demi very happy.

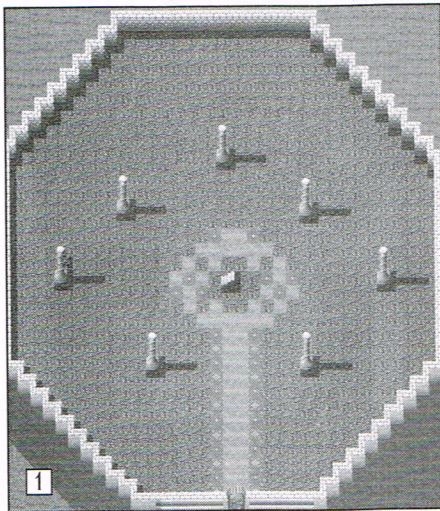


# Ladea Tower

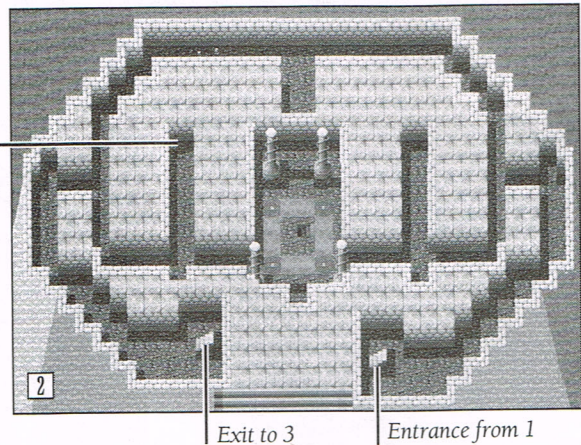


★ The Ladea Tower is located south of Termini. You'll find Rune here.

The Ladea Tower is a relic from ancient times and is inhabited by some of the most fearsome monsters yet. Rune has been exploring here, looking for something left a long time ago. Survive the Ladea Tower and you'll return ready to battle Zio because you'll have the Psycho-wand in hand.



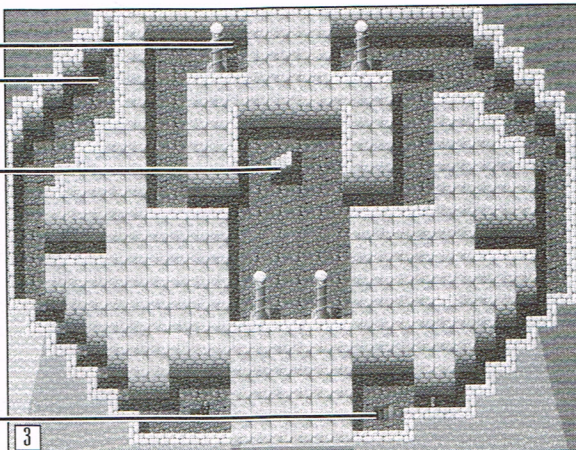
Dimate



Escapipe  
Star-Dew

Exit to 4

Entrance  
from 2



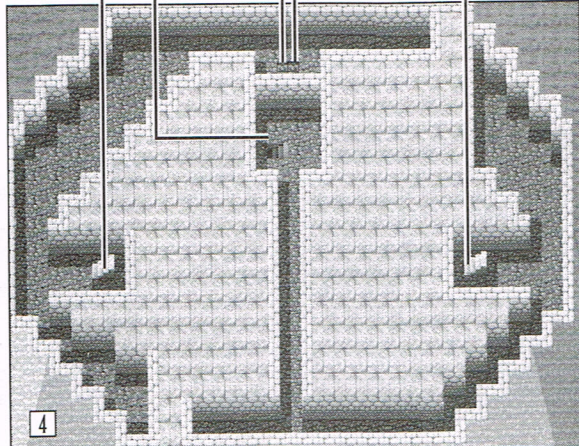
Entrance from 3

Exit to 5

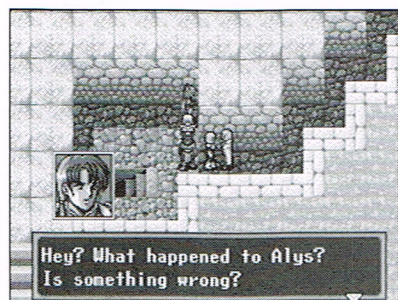
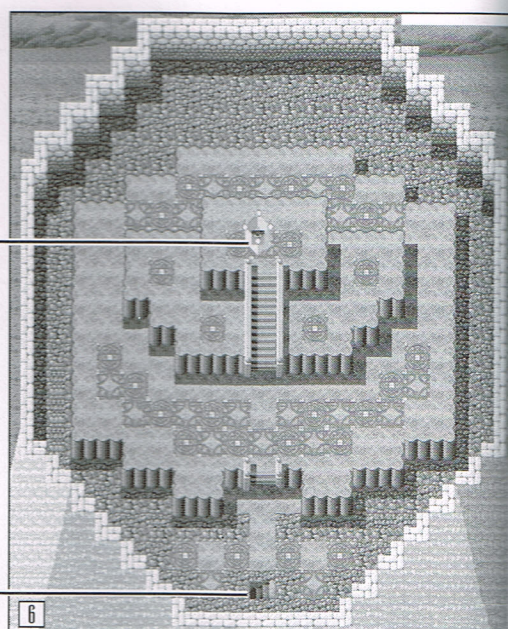
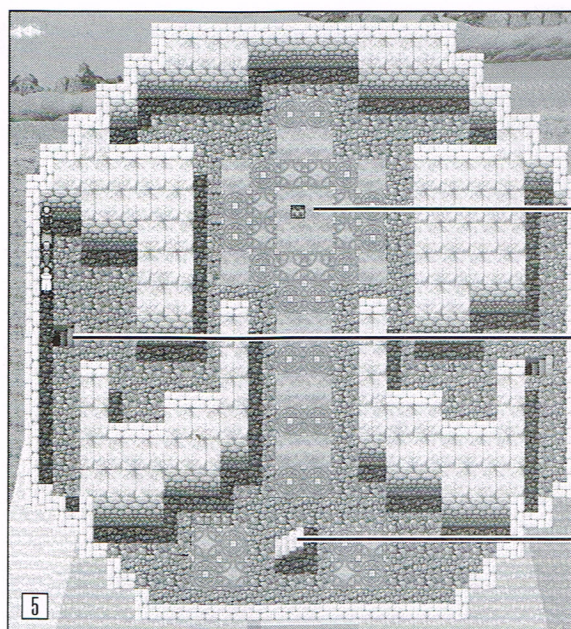
Star-Dew

Escapipe

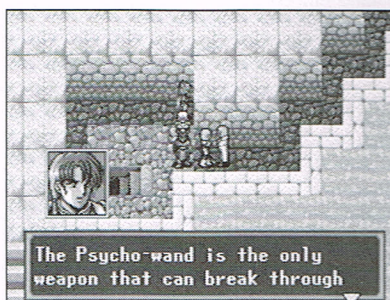
Exit to 5



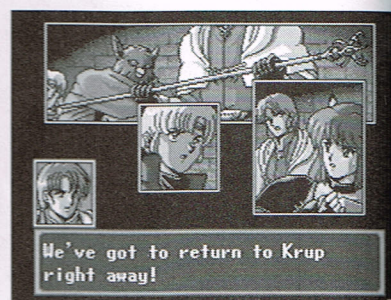




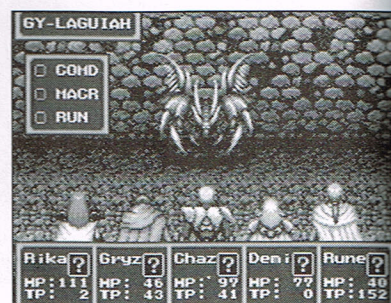
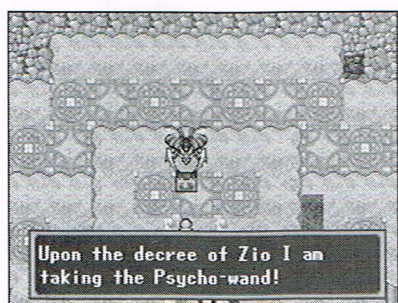
★ Because he has been in the Tower, Rune has no idea of Alys' fate.



★ The Psycho-wand can break through Zio's Magic Barrier, rendering your other attacks effective.



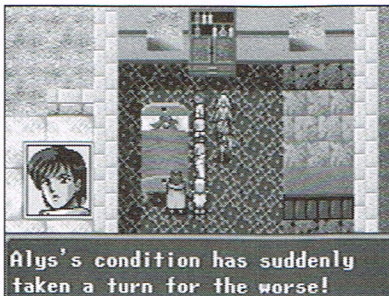
★ Once you have the Psycho-wand, you are ready to battle Zio again. But first you must stop to see Alys.



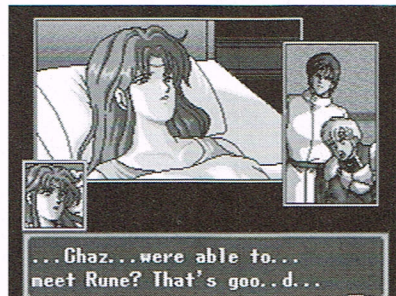
★ Zio is no fool. He knows what the Psycho-wand can do, and he's sent his creature to fetch it.



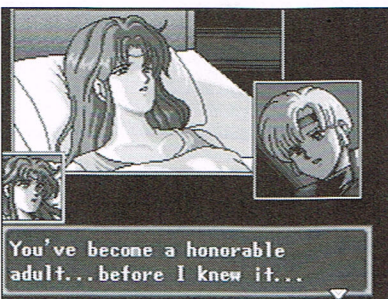
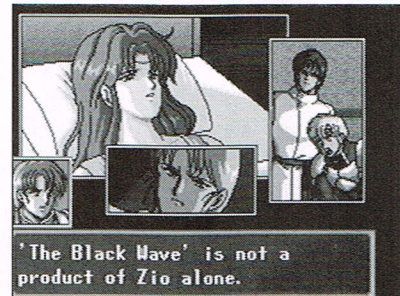
# The Death of Alys



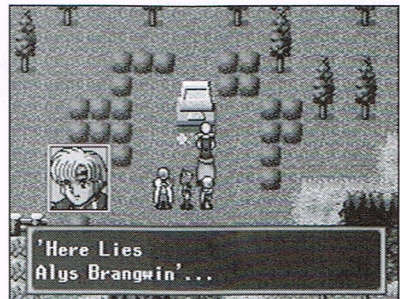
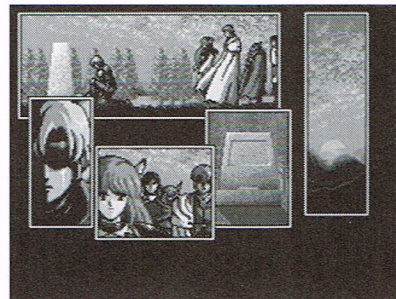
★ While you have obtained the Psycho-wand, Alys has taken a turn for the worse. The Black Energy Wave is too much for her to bear. Her part in this adventure ends here.



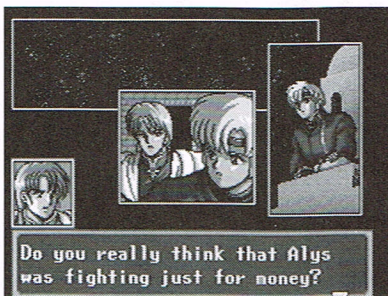
★ Alys' last moments reveal that the Black Energy Wave comes from more than just Zio. A greater, darker power is behind him.



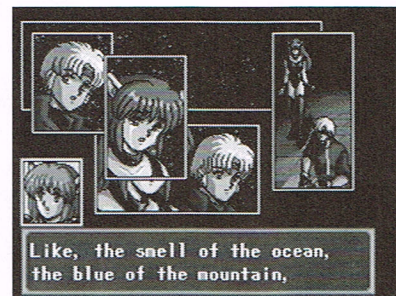
★ Her words set Chaz on the path to manhood — and to an ultimate battle between good and evil.



★ Alas, Alys Brangwin, rest in peace.

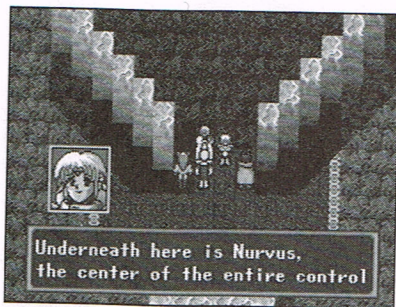


★ Before Chaz can go on, he must come to the realization that he is fighting for more than just Meseta. The fundamental freedom of life is at stake. It takes Rika, who has spent most of her life below ground, to make him appreciate the things around him.

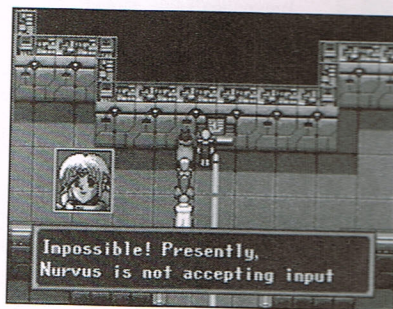




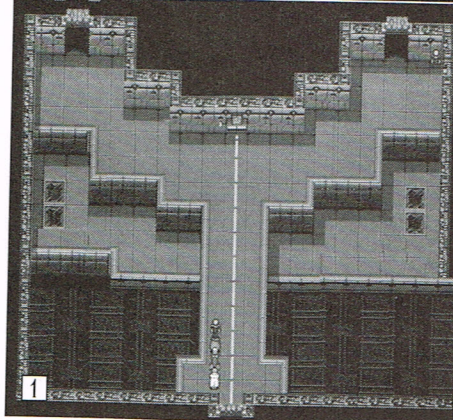
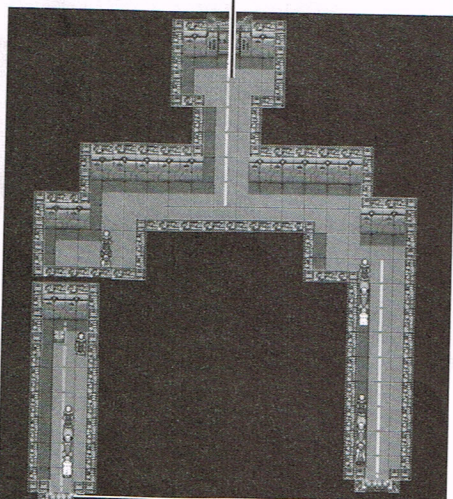
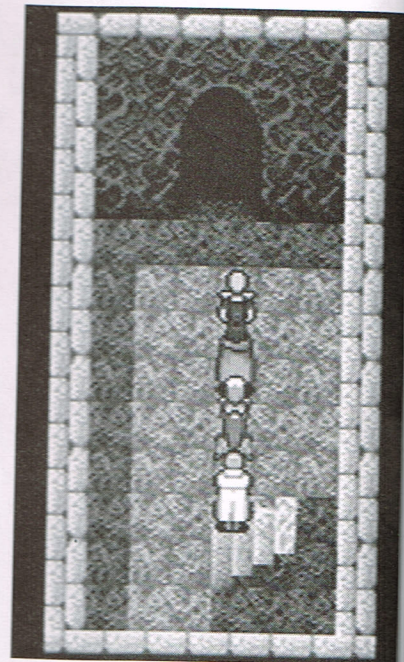
# Zio's Fort: Nurvus



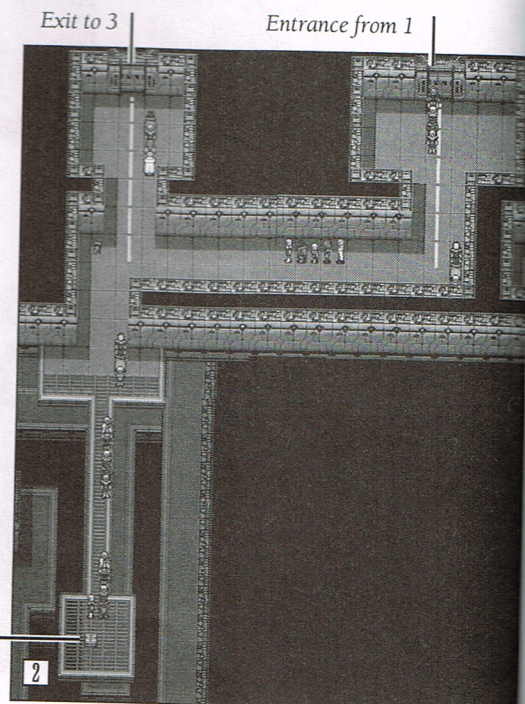
★ Nurvus lies under Zio's Fort. It is an ancient computer center for the planet Motavia.



★ Nurvus is locked out. You can't control it, so you must find a way to shut it down.

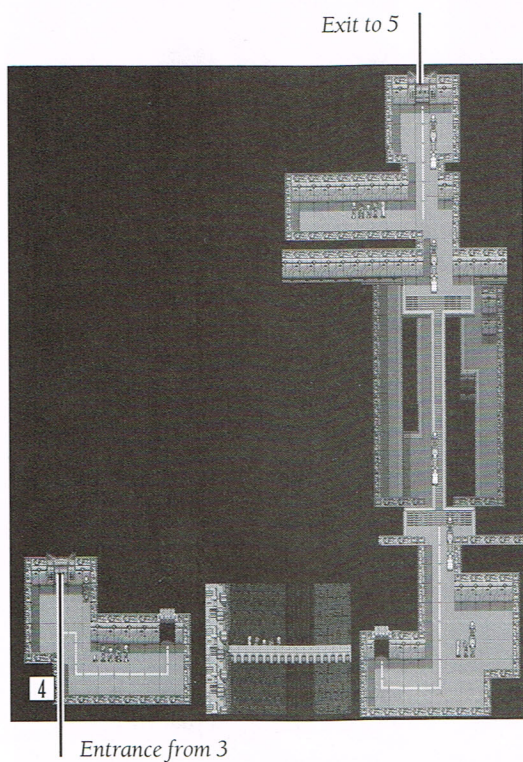
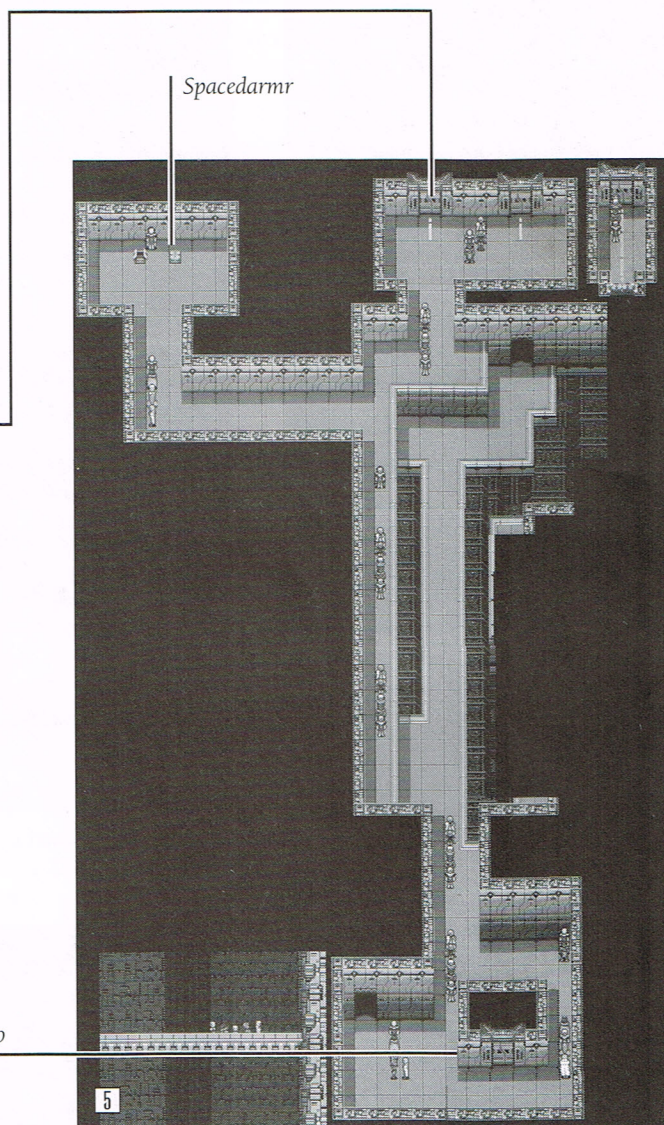
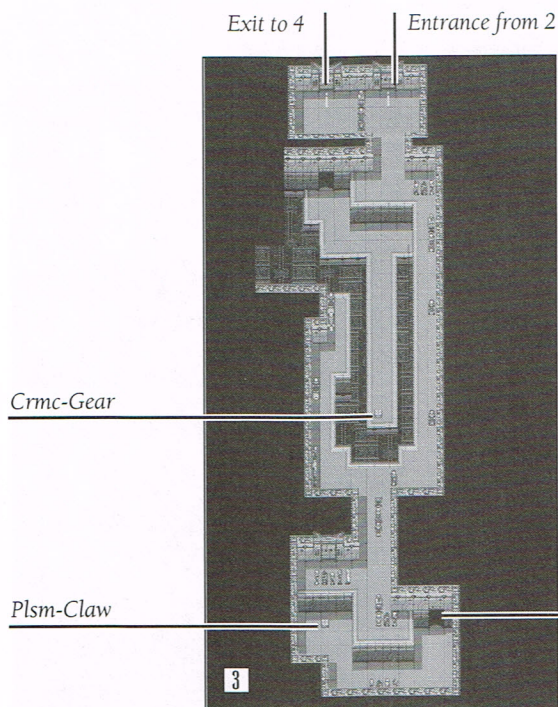


Wave-Shot



Repair-Kit

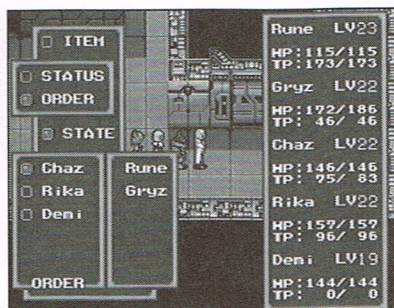




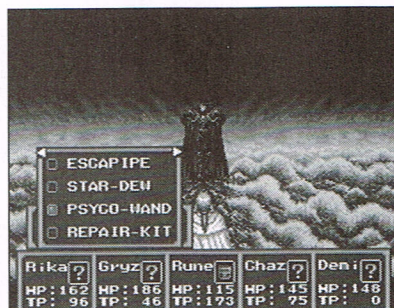
To Zio

★ Once you reach Zio, you must use the Psycho-wand to hit him to bring down his Magic Barrier. Don't equip Rune with it. Lead your party with Rune, and use the Psycho-wand from your inventory as the first move of the battle. Follow it with Rika's Deban or Saner to bring up your defensive ability and agility. Then hit him with your most powerful attacks. Beat him, and you'll get more than 5,000 EP!

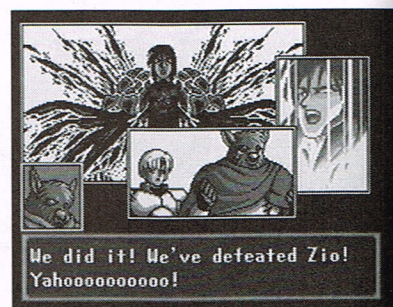
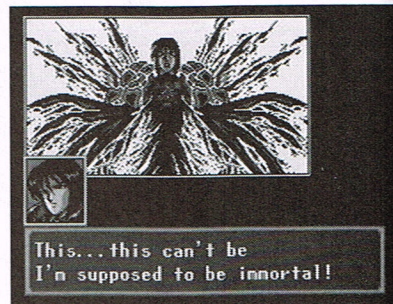




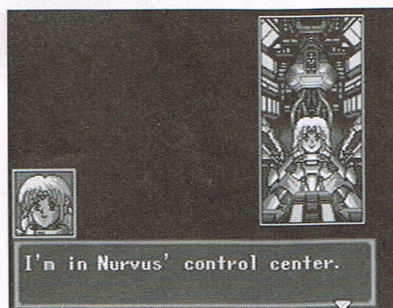
★ Be sure you lead with Rune before you enter the heart of Nurvus.



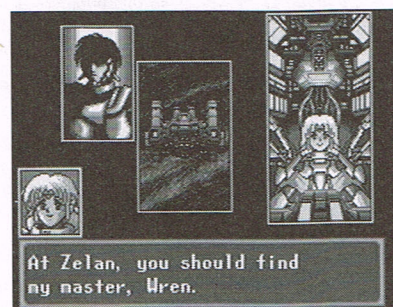
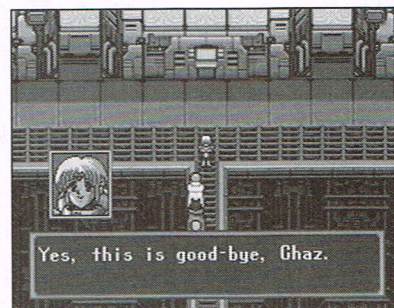
★ Use the Psycho-wand from inventory as your opening battle move.



★ Zio is more than a little surprised when you beat him.



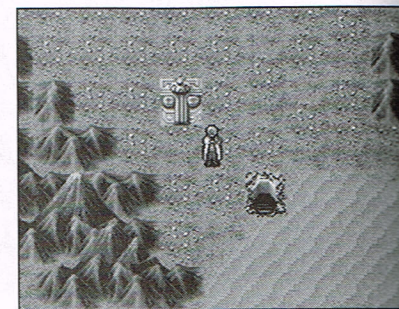
★ After Zio is defeated, Demi becomes part of the system to keep Motavia under control. She learns that the space stations that control the biofunctions of all three planets are out of control. The next place you must go is Space Station Zelan. Demi has a ship ready for you.



★ Wren, a very powerful android, is the next character you must find. Search Zelan.



★ Griz is distraught at the thought of leaving his sister to go search the stars. He stays behind, leaving you ready to add a new member to your party.

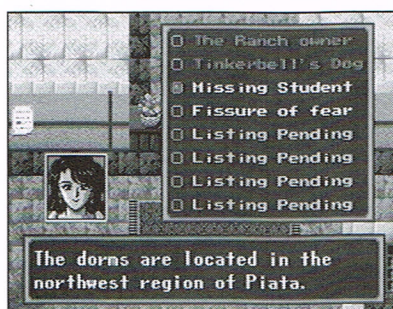


★ After you leave Nurvus, it becomes a space port. You can return here anytime for a free recharge of your HP and MP.

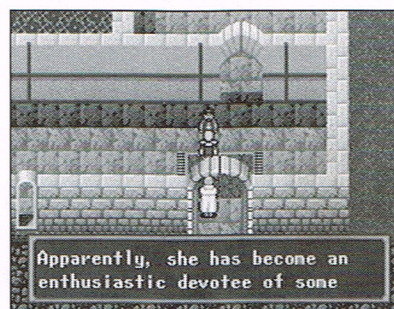
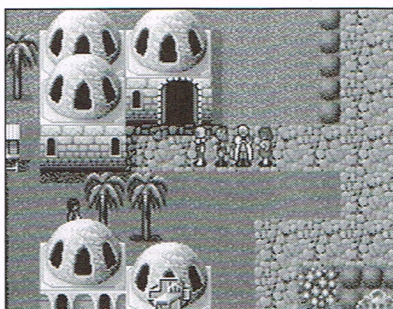


# Side Quest 3: The Missing Student

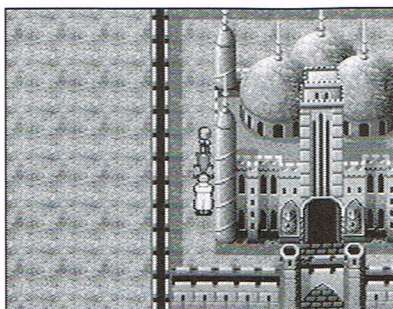
Before you go running off to the stars, you should check back at the Hunter's Guild. It seems that a few new jobs have appeared; jobs that could net you some extra Meseta or more powerful weapons and armor.



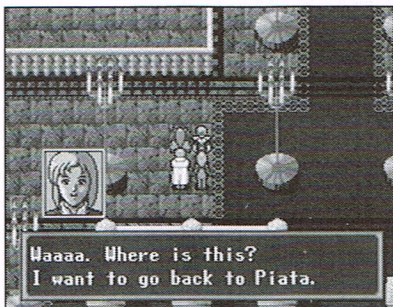
★ It seems a student has been missing from the University. Ryuka to Piata and enter the dorm for more details.



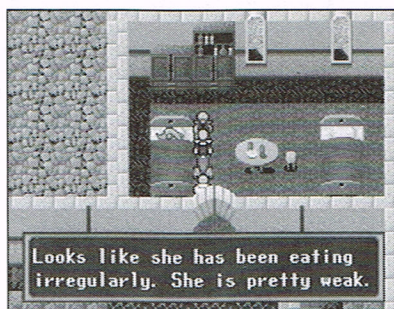
★ The dorm master will inform you that the girl ran off to join some religious cult. Think Zio is involved? Remember any fanatics rolling in the aisles in any temples?



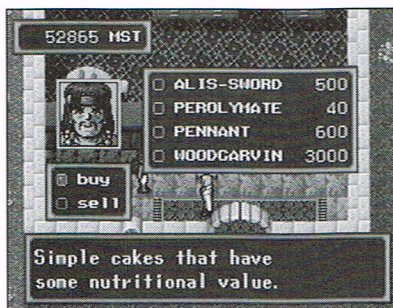
★ After you Ryuka to Kadary, go to the temple and look inside.



★ There she is. But homesickness is the least of her problems. Don't be surprised when she passes out.



★ She has been starving and needs a special nutritional supplement to regain her health. Where have you seen something that appears useless but might fit the bill? Try a souvenir shop!



★ Ryuka to Termi and visit the souvenir store devoted to Alis Landale. Purchase an item called Perolymate, a nutritional cake. Then go back to Kadary and use the cake.



★ After she is revived, have a final word with the dorm master in Piata, then go to the Hunter's Guild and collect a few thousand Meseta. There's another job waiting.

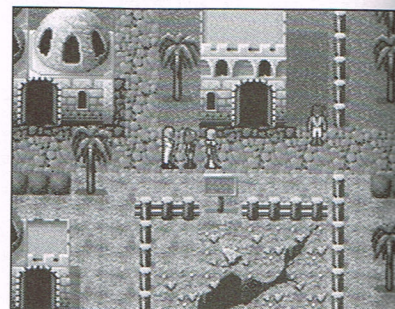
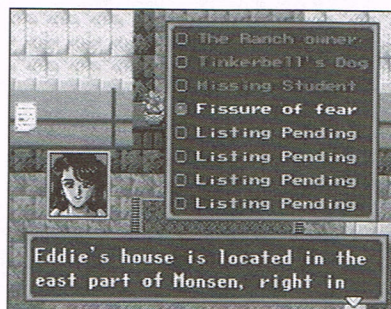
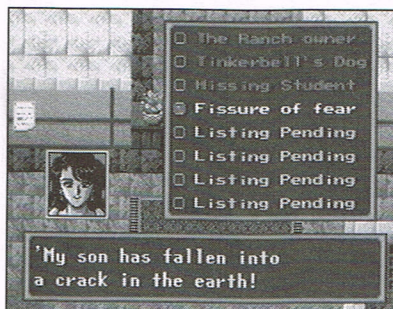


# Side Quest 4: Fissure of Fear

When you shut down the Plate Center, you ended the earthquakes.

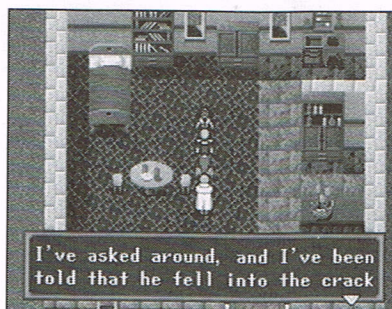
But there is still the destruction the quakes left: damaged houses and deep trenches in the ground.

This quest takes you into the heart of the danger zone to rescue a little boy.

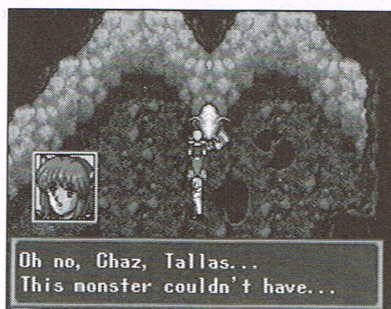


★ This quest takes you to Monsen. You might remember the big crack in the ground there. It was closed off. But you know how kids are.

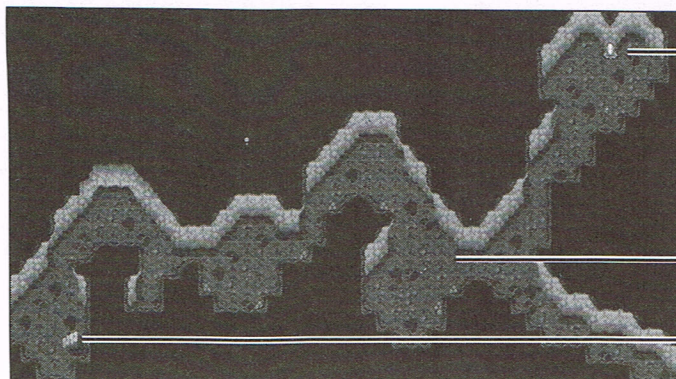
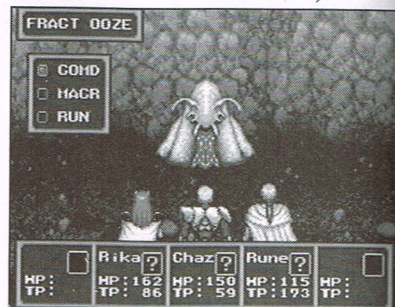
★ You'll find the house right across the street from the fissure.



★ The boy's mother will let you know what happened to Tallas. Go into the fissure and get him.



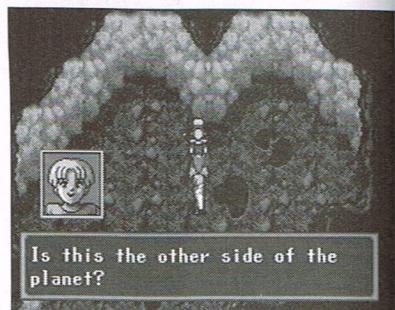
★ The first you see of Tallas is his shoes. Then you find out where he is hiding, or in this case, digesting. This oozing slug hits hard but is not too tough to beat. Slug it to the beastly to free Tallas and get 14,078EP.



Fract Ooze  
and Tallas

Tallas' Shoes

Exit

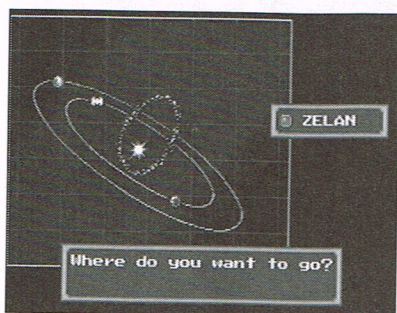


★ Tallas is a little confused once you set him free.



# Space Station Zelan

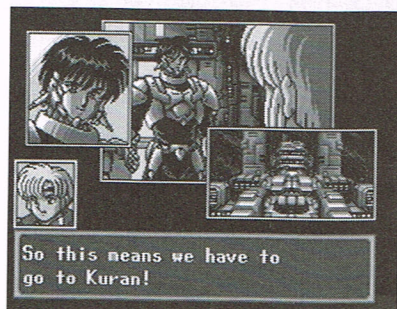
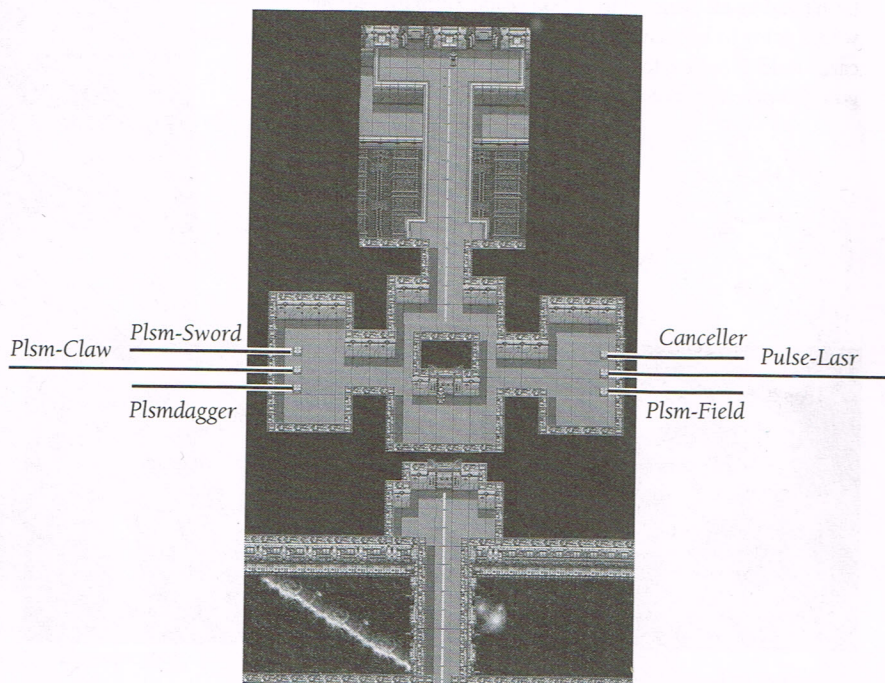
Once you have set the little feller free, you can resume your adventure to the stars. If you Ryuka to Kadary, you can hoof it to the space station and recharge your HP and MP before heading out.



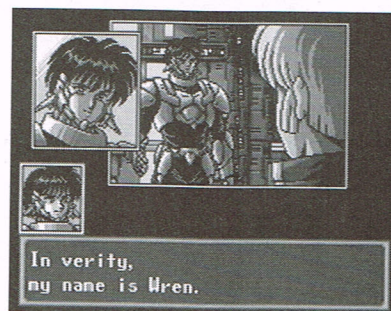
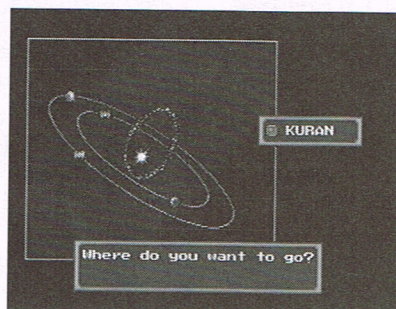
★ Once you enter the ship, you will be asked to select your destination. More locations will be added as you progress in the game.



★ Your arrival at Zelan is very flashy.



★ The source of Zelans' loss is Kuran, another satellite suffering strange maladies. It is your next planned destination.



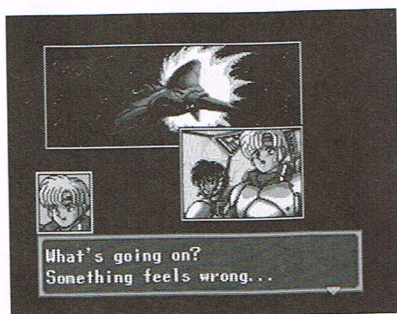
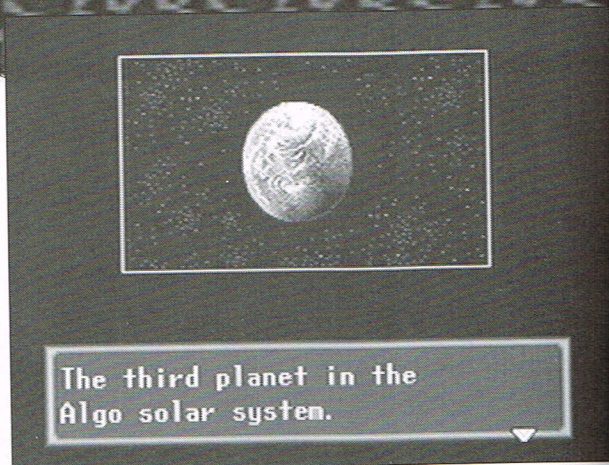
★ After finding powerful weapon and armor upgrades, you find Wren. He has been a mentor to Rika via radio for decades. He is versed in the relationship between the satellites and the other planets. Zelan, his satellite, is losing power.



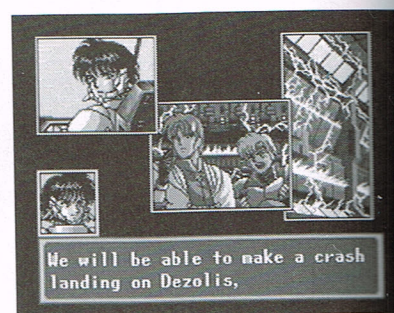
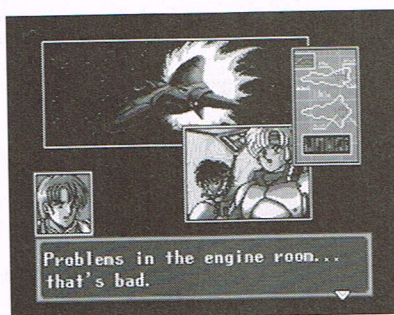
# A Detour to Dezzolis

★ Dezzolis is the third planet in the Algo System. It is a planet of ice and snow.

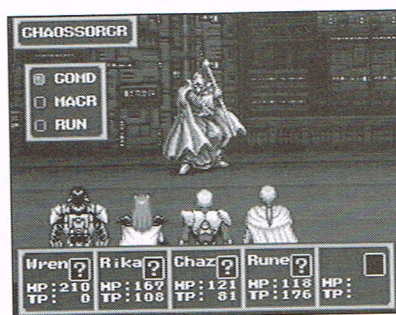
Don't ever go flying around the universe in a space ship that hasn't had its oil changed for 1,000 years! You never know what's going to happen or who's going to be hidden in the cargo hold. Needless to say, you have problems, and you're going to have to make an unexpected stop.



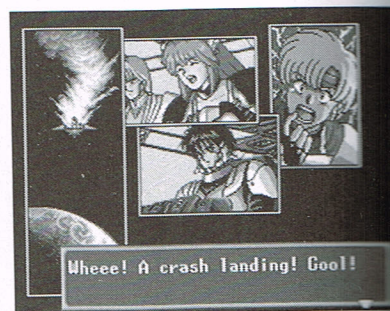
★ Halfway to Kuran you begin to experience engine problems.



★ Even with the enemy defeated, you're going down. Wren can get you to Dezzolis.

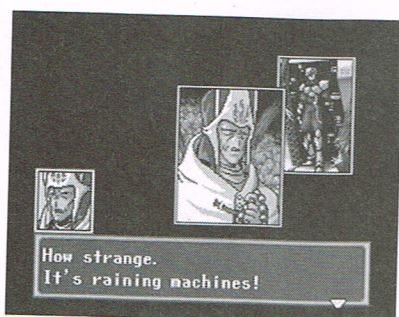


★ You have a surprise stowaway. It means to keep you from Kuran, whatever the cost. Beat the Chaos Sorcerer and you get 4,595EP plus some Meseta.

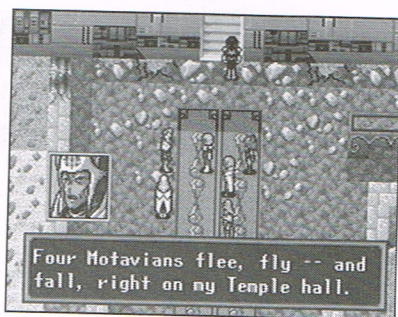


★ The humans are frightened of a crash. Rika thinks it will be a pretty fun ride.

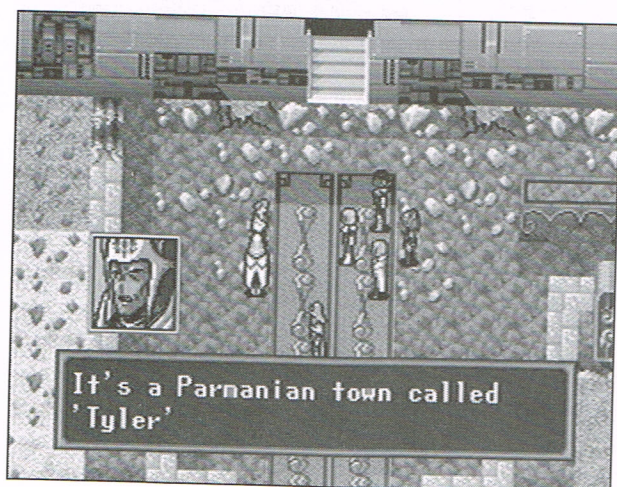




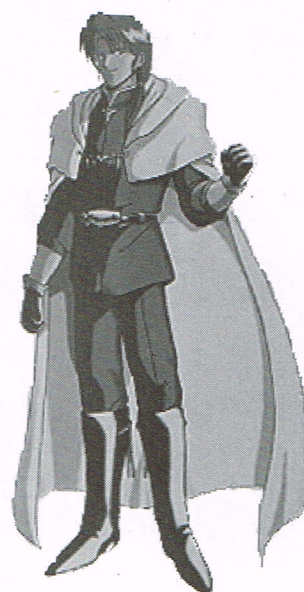
★ The Dezolians are green. Very green. And they have a weird sense of humor, even when you land on their temple.



★ Raja is a wisecracking priest with some very impressive magic powers. He joins your party because your quest sounds interesting.



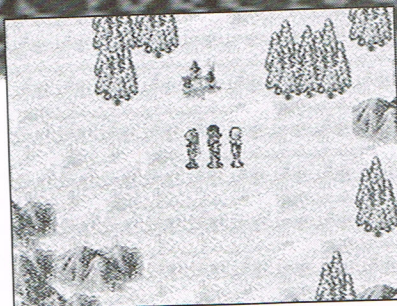
★ Raja knows of another ancient space ship. It is located in the human town of Tyler, northwest of this temple.





# Ryuon

★ Before you head to Tyler, check out Ryuon. It is the village north of the Raja Temple. Talk to the inhabitants to learn more about Dezolian culture. Be sure to visit the Weapon and Armor Shops, and you should also make a stop in the tavern.



## Weapons Available:

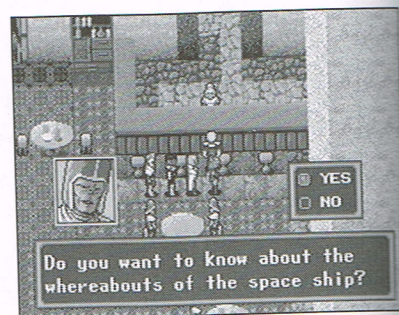
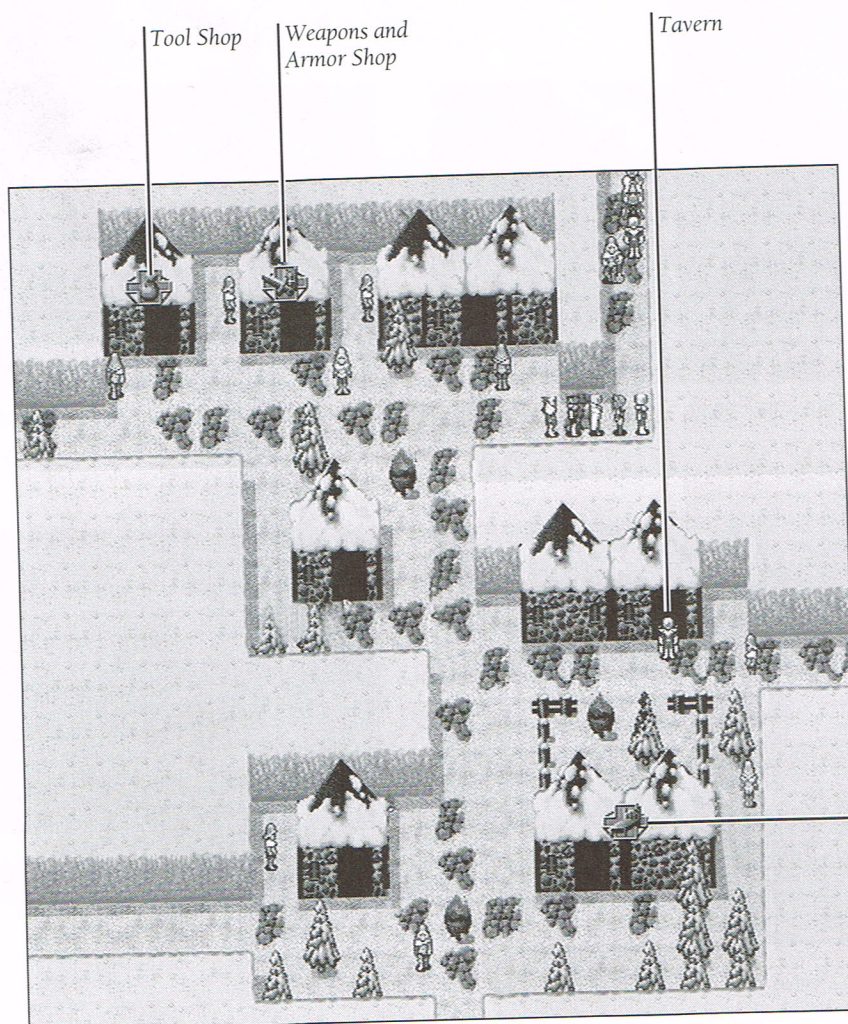
Force-Cane	2,500M
Silv-Rod	2,700M

## Armor Available:

Silv-Mantl	7,300M
Silvcirclt	3,000M

## Tools Available:

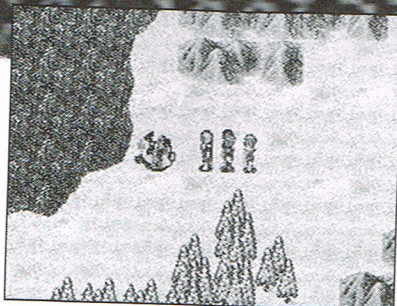
Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



★ Gyuna the bartender is another wise-cracker and a friend of Raja's. He's full of advice. Ask him about the space ship in Tyler.



# Tyler



★ Tyler is a human town sitting on the rim of a great chasm. This is where the first human settlers landed on Dezolis.

## Weapons Available:

Crmc-Sword	3,600M
Crmc-Knife	1,600M
Silv-Rod	2,700M

## Armor Available:

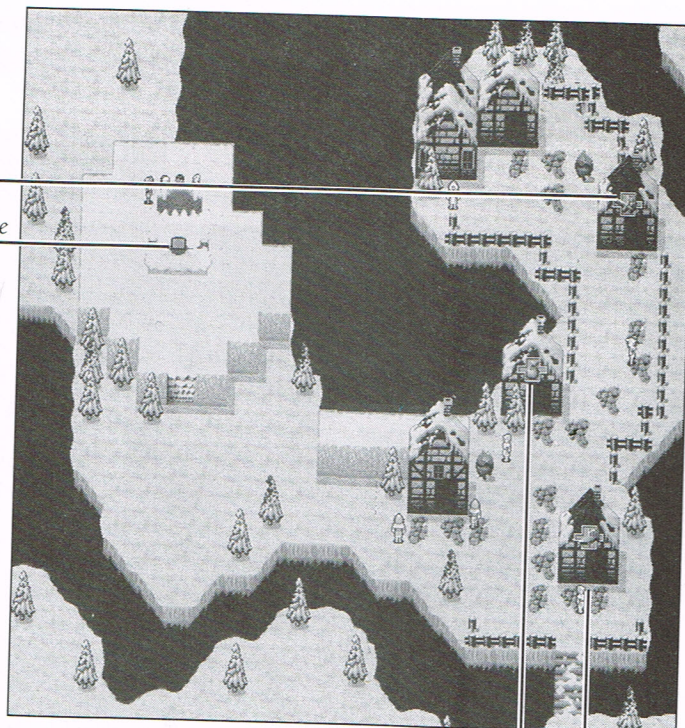
Silvcirclt	3,000M
Silv-Helm	3,800M
Silv-Crown	5,000M
Silv-Mail	13,200M
Silv-Mantl	7,300M
Silvshield	7,200M

## Tools Available:

Monomate	20M
Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

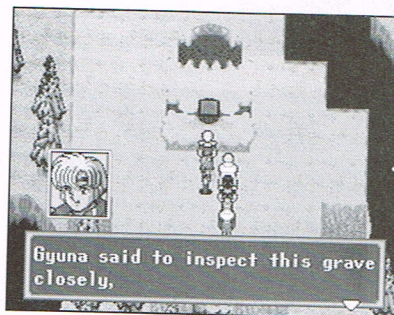
Weapons and  
Armor Shop

Founder's Grave

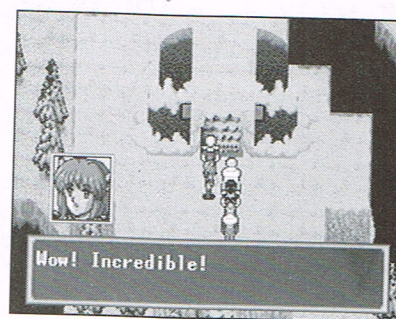


Tool Shop

Inn



★ Take a close look at the grave. You will notice that something is amiss. Touch the inscription and the tomb will open to a cavern.

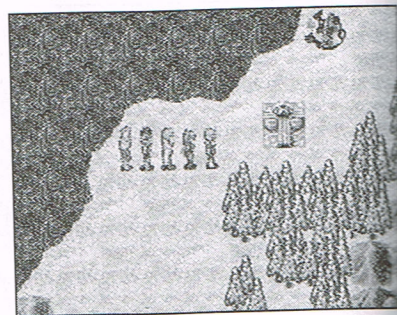
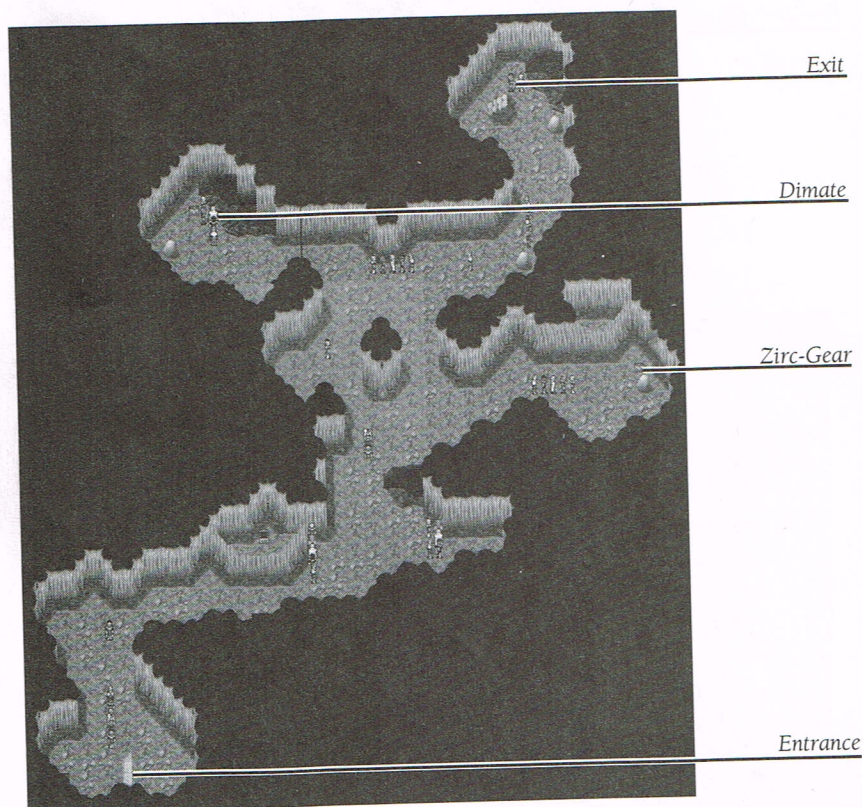


★ As usual, Rika takes delight in the little things around her.

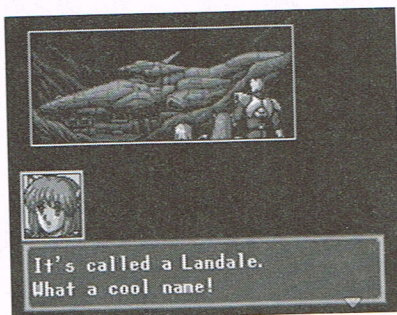
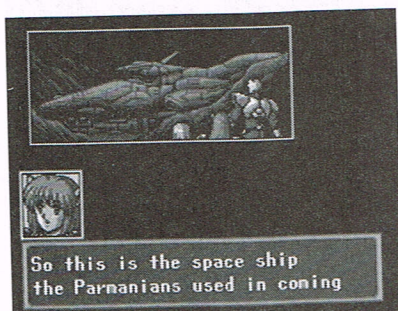


# Tyler Cavern

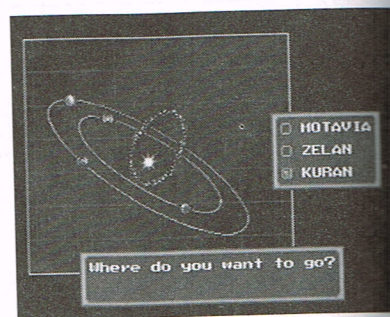
The space ship is hidden in a cavern beneath Tyler. The cavern is filled with monsters, as are most dark places in the Algo System. The ship is named after Alis Landale, the first hero to battle the Dark Force. With this ship, you are prepared to go to Kuran.



★ After you have obtained the ship, a space port will open up just south of Tyler.



★ This ship will serve you for the rest of the game. Now you are riding in style.



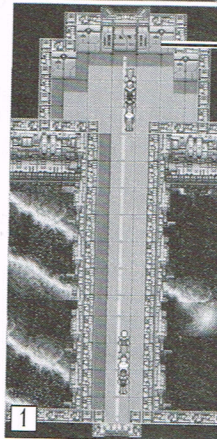
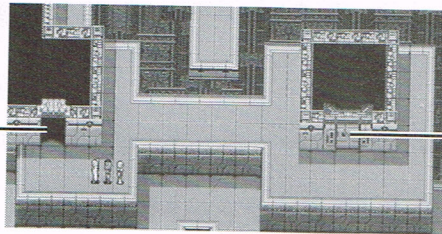
★ Next destination: Space Station Kuran



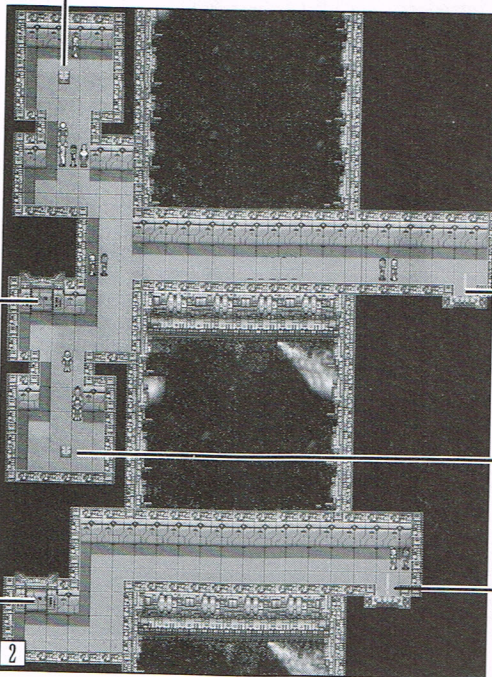
# Space Station Kuran

Kuran, the second space station in the Algo system, is the most dangerous and twisting complex you've yet encountered. The computer here will not respond to commands. You must find the central core and shut it down.

Exit to 2



Hyper-Jammer

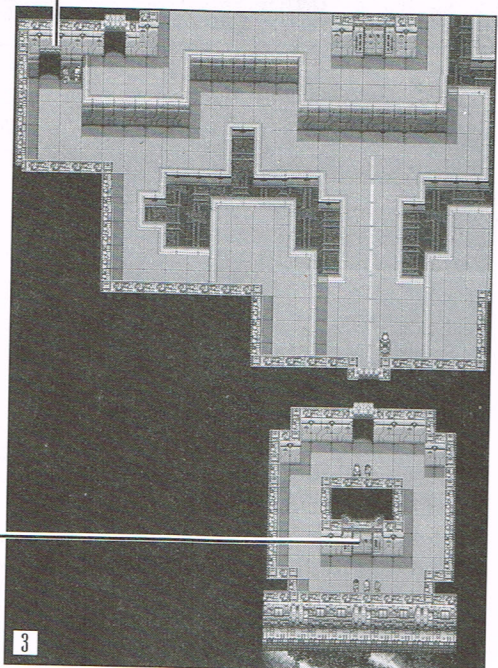


Entrance from 1

Repair-Kit

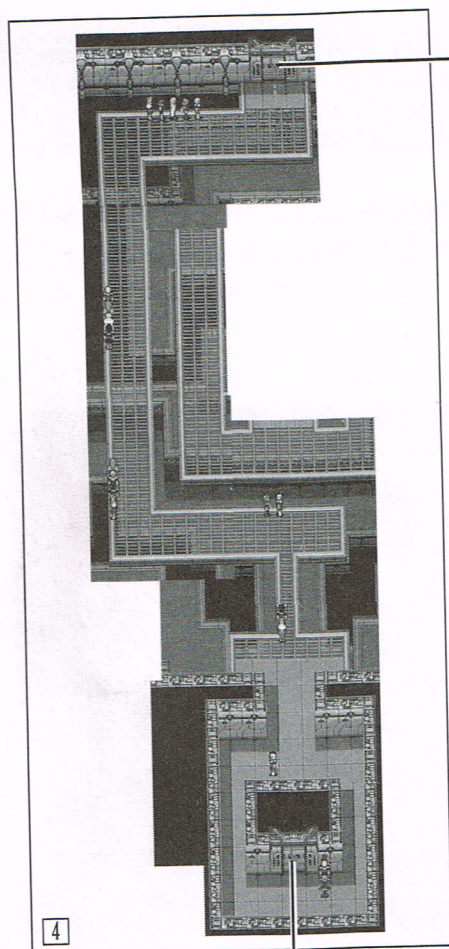
Exit to 3

Entrance from 2



Exit to 4

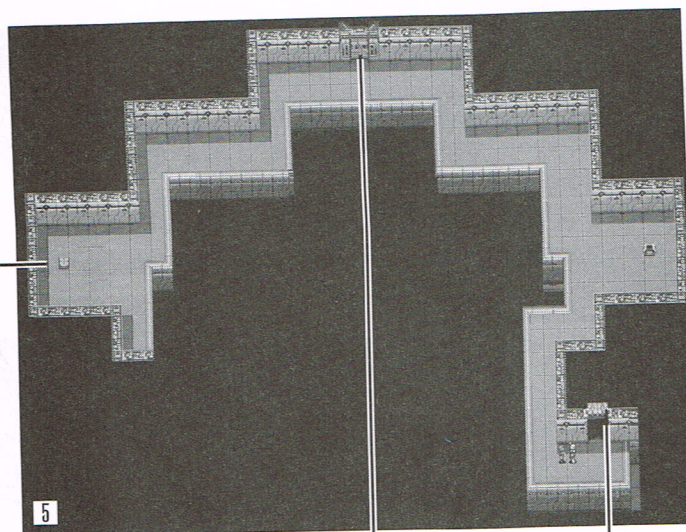




Exit to 5

Zircoarmor

Entrance from 3



Entrance from 4

Exit to 6

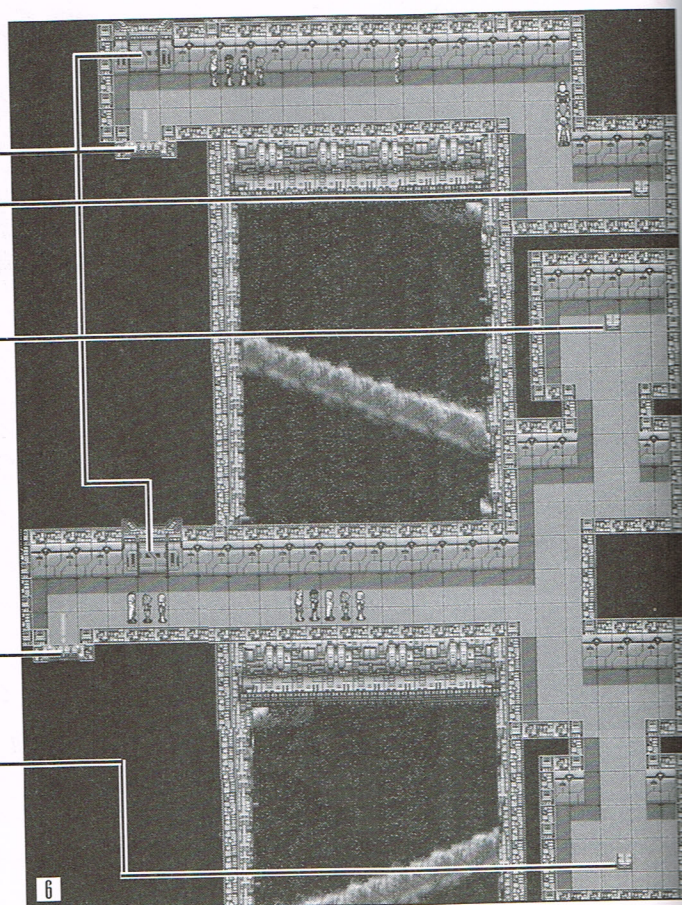
Exit to 7

Napalmshot

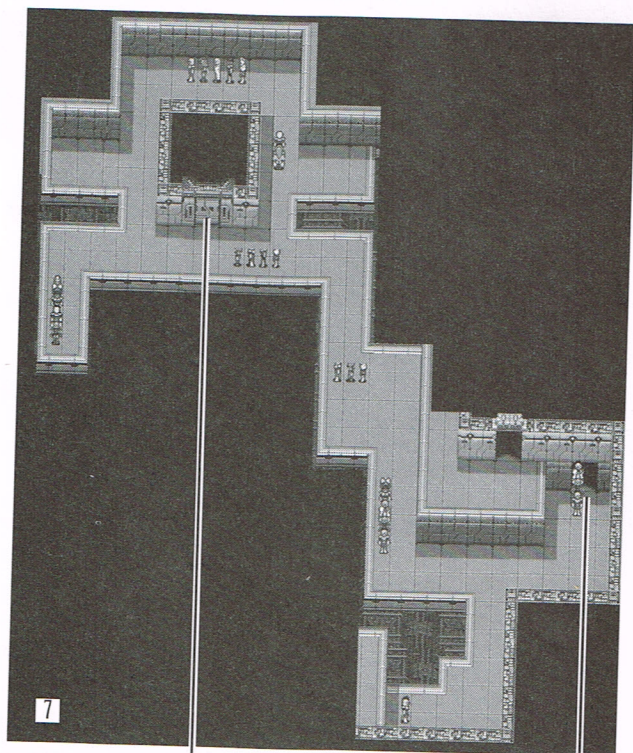
3,000 Meseta

Entrance from 5

Repair Kit

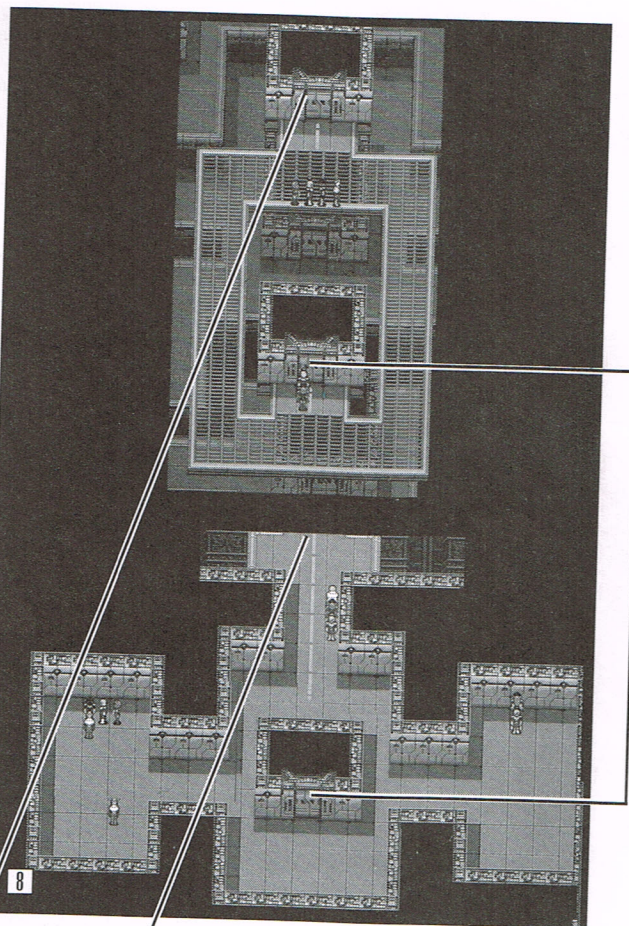






Exit to 8

Entrance from 6



Entrance from 7

To Dark Force

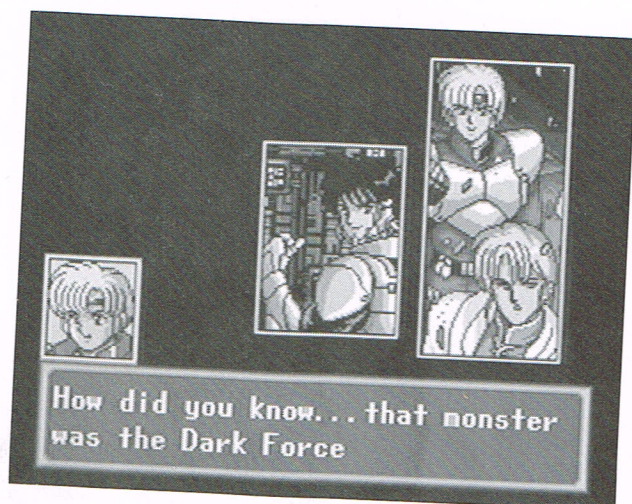


★ You'll find Dark Force spread across the computer core working its deadly black magic.

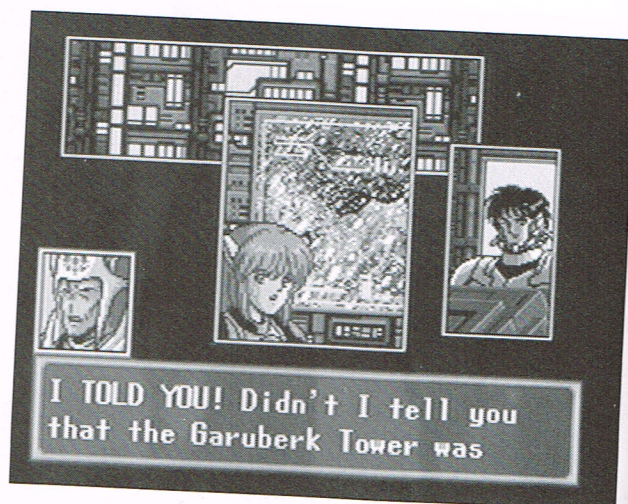


★ Begin your attacks on Dark Force with Saner and Deban to increase your defense and agility. Try to deliver three attacks and one healing or defensive spell that affects your whole party per turn. Success could mean as much as 14,000EP, depending on how many characters have not been flatlined when the battle ends.

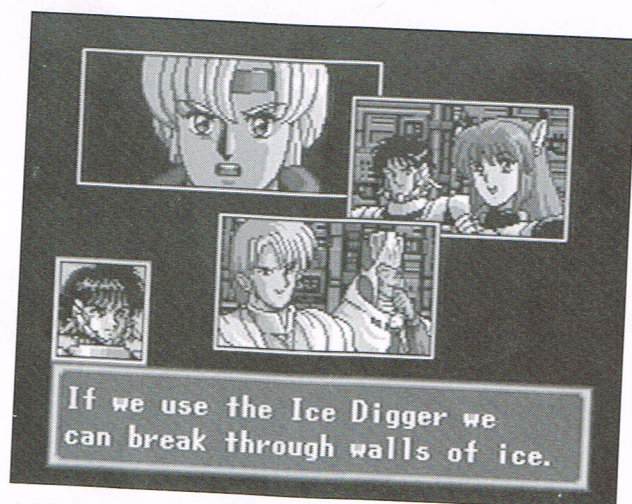




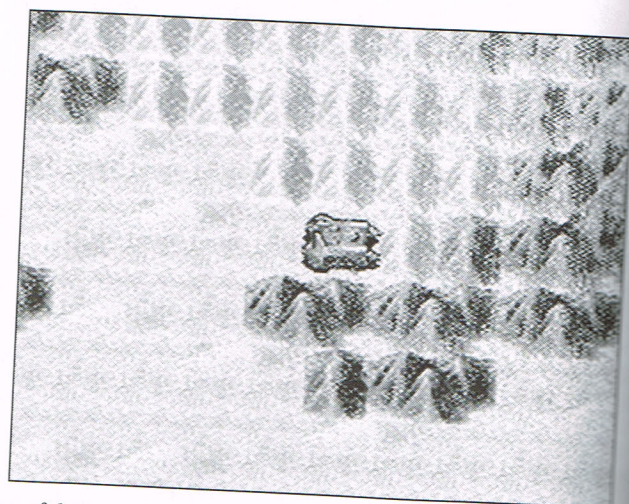
★ Rune knows this enemy very well, though he will not say how. Is it possible he knew another Alis? Or was that Alys?



★ Even though Dark Force is defeated, Dezolis' weather problems continue. Raja likes to say "I told you so" when he refers you back to the Garuberk Tower.

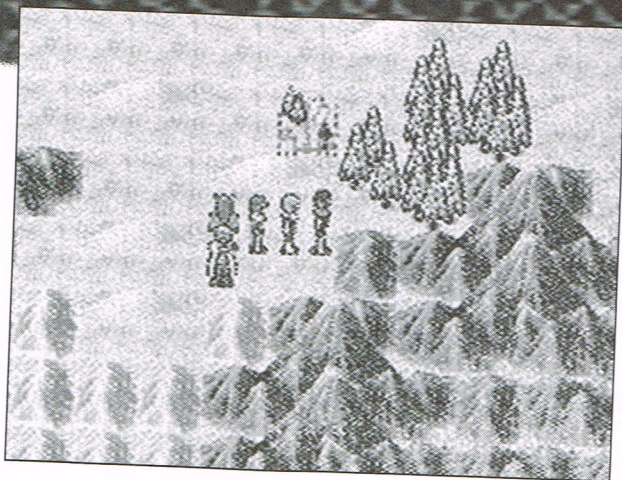


★ Did you find that you cannot go through some areas of Dezolis because of the ice? Well, Wren has an Ice Digger just waiting to open new areas for you. It operates the same way as the Land Rover on Motavia.





# Zosa



★ Zosa is located on the other side of an ice flow northeast of Tyler. The residents of this town have bred giant penguins to provide their food. The residents love their giant birds. You can buy food to feed the penguins, although they may be a little greedy, you can even have one join your party for a little while — it's a must-have experience!

## Weapons Available:

Flamesword	12,900M
Thundrclaw	8,500M
Torndagger	8,300
Dream-Rod	5,400M

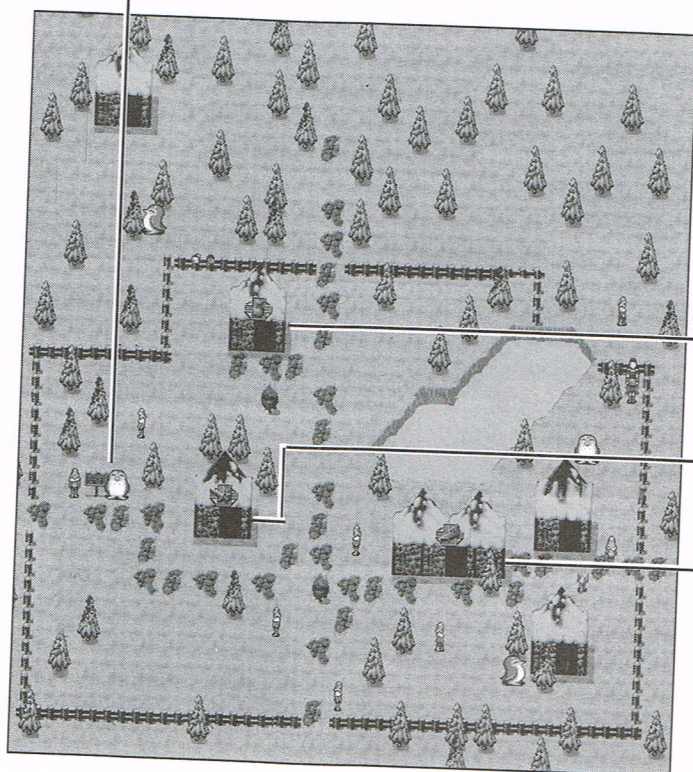
## Armor Available:

Phantarobe	8,400M
------------	--------

## Tools Available:

Dimate	160M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M
Pengu-Feed	800M

Walk with a Penguin



Tool Shop

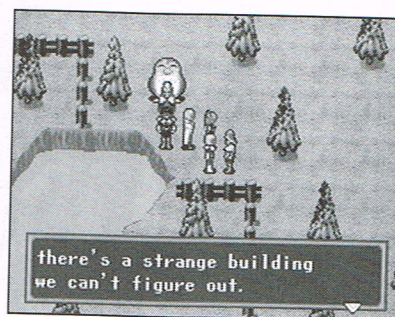
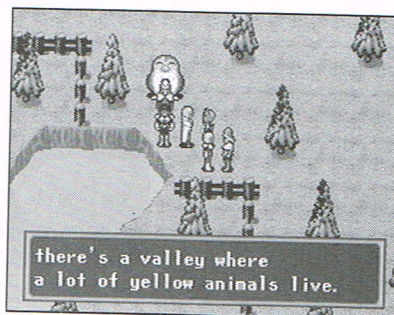
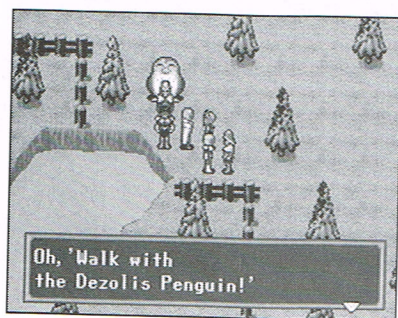
Armor and  
Weapons Shops

Inn





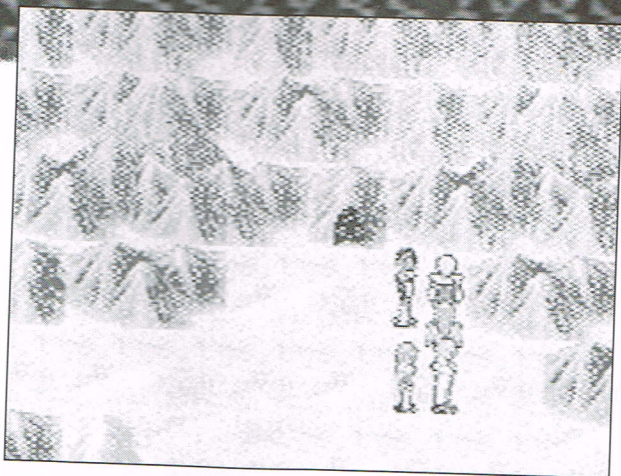
★ A Walk with a Penguin is cheap at 500M, considering what you get. You can't make it do anything. You lose it if you leave town or go into a building. It just follows you around. But if you can get to the morose fellow in the northeast corner of town, the big birdy will open a nice and valuable conversation.



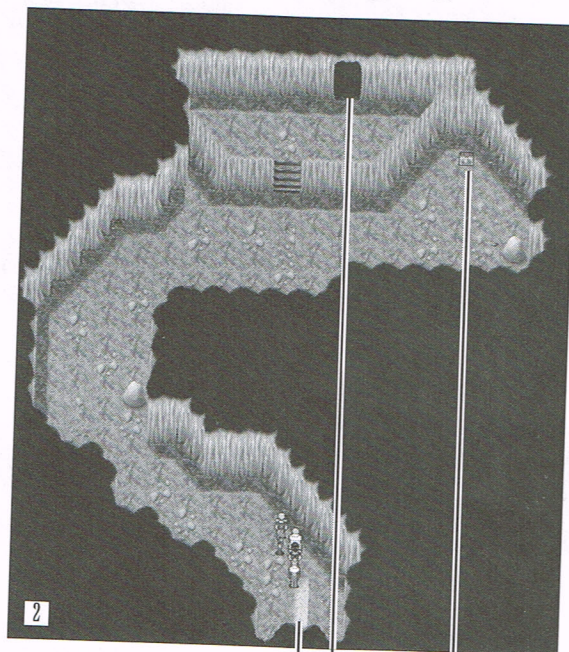
★ This guy really likes penguins. He will refer you to two places, a hidden valley to the northwest where little yellow animals live, and a strange building to the northeast. Both must be visited to get the items waiting there.



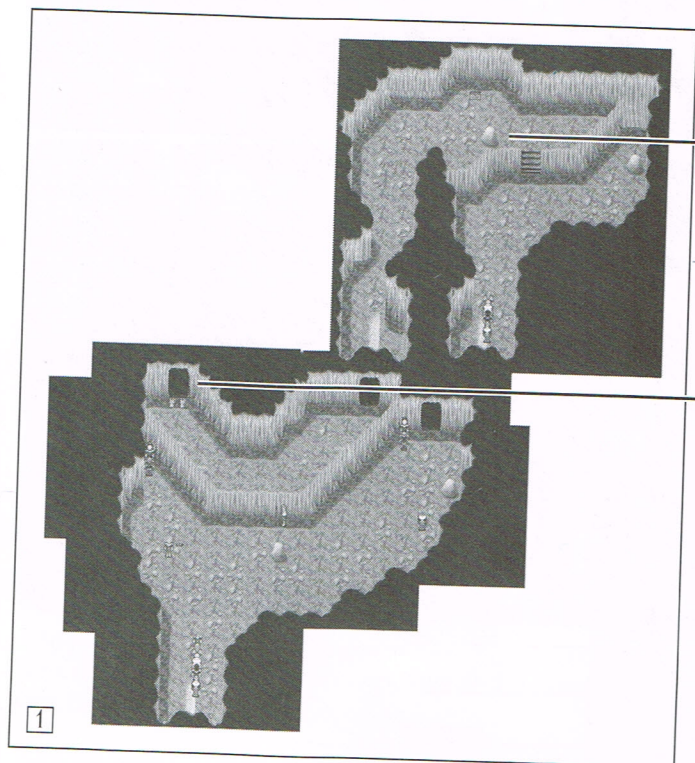
# Myst Vale



★ Myst Vale lies in the northeast, behind a giant ice flow. Though filled with monsters, it is one of the few warm places on Dezolis. It is also the home of the Musk Cats. Their Old Man is a familiar character to Phantasy Star I players. He is Myau, one of the original battlers of Dark Force. He will give you his honored weapon, the Silver Tusk.

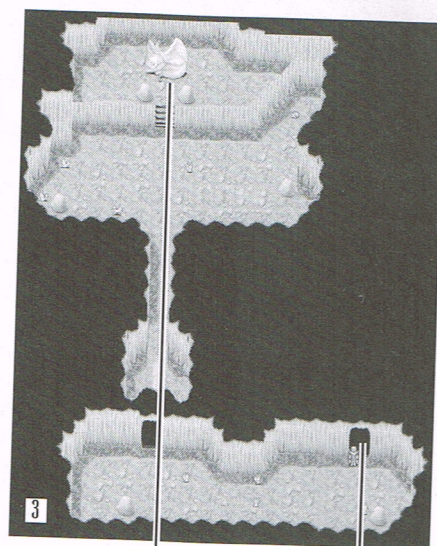


Entrance from 1 | Exit to 3 | Trimate



Star-Dew

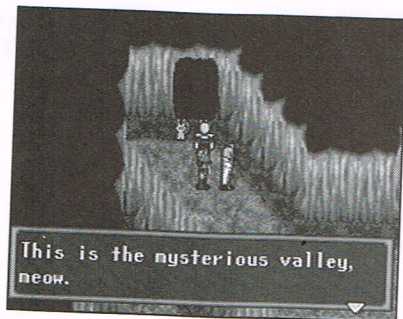
Exit to 2



Myau: The Old Man

Entrance from 2

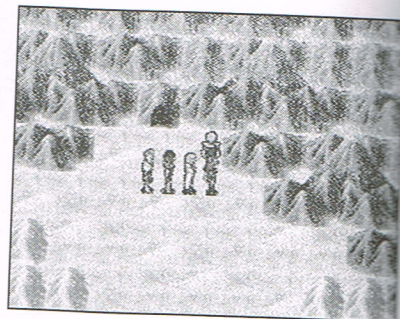




★ The Musk Cats can talk. They will share their history with you, meow. Go in and look for their leader, the Old Man, meow.

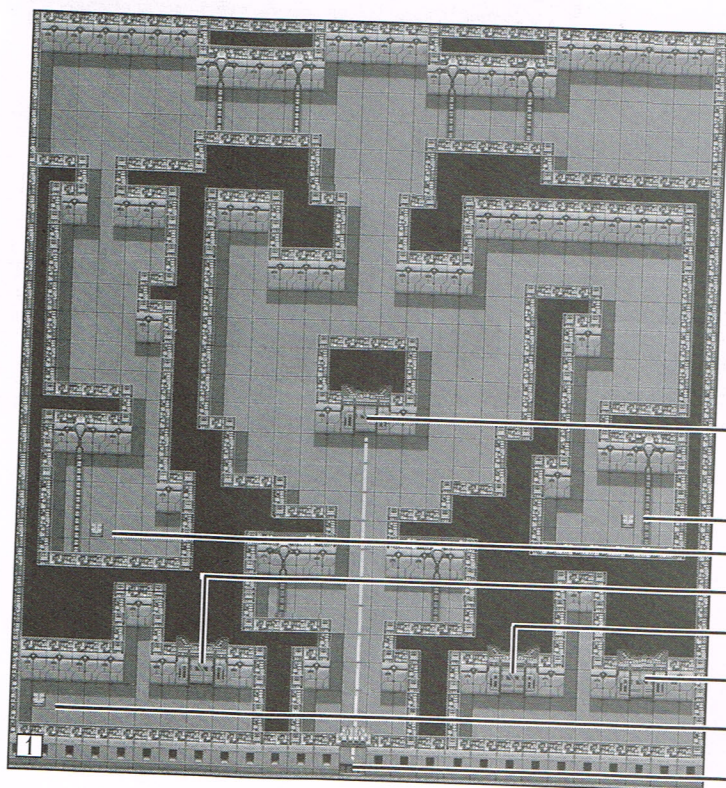


★ The Chief of Myst Vale is Myau, the clawed cat of Phantasy Star I fame. His memories of battling Dark Force have long faded, leaving him only fond remembrances of his compatriots. You bring some of these memories back to him.



★ Myau will entrust you with the Silver Tusk, the same weapon he used to battle Dark Force 2,000 or so years ago. Equip Rika with it. Now you are ready for the Climate Control Center.

## Climate Control Center



Exit to 2

Repair Kit

Compo-Gear

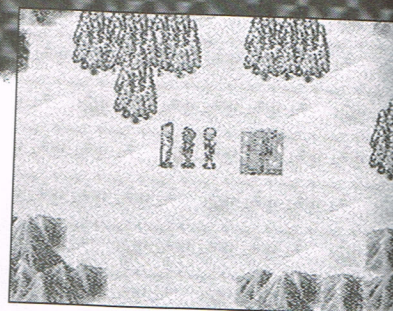
Entrance from 2B

Entrance from 2A

Exit to 2C

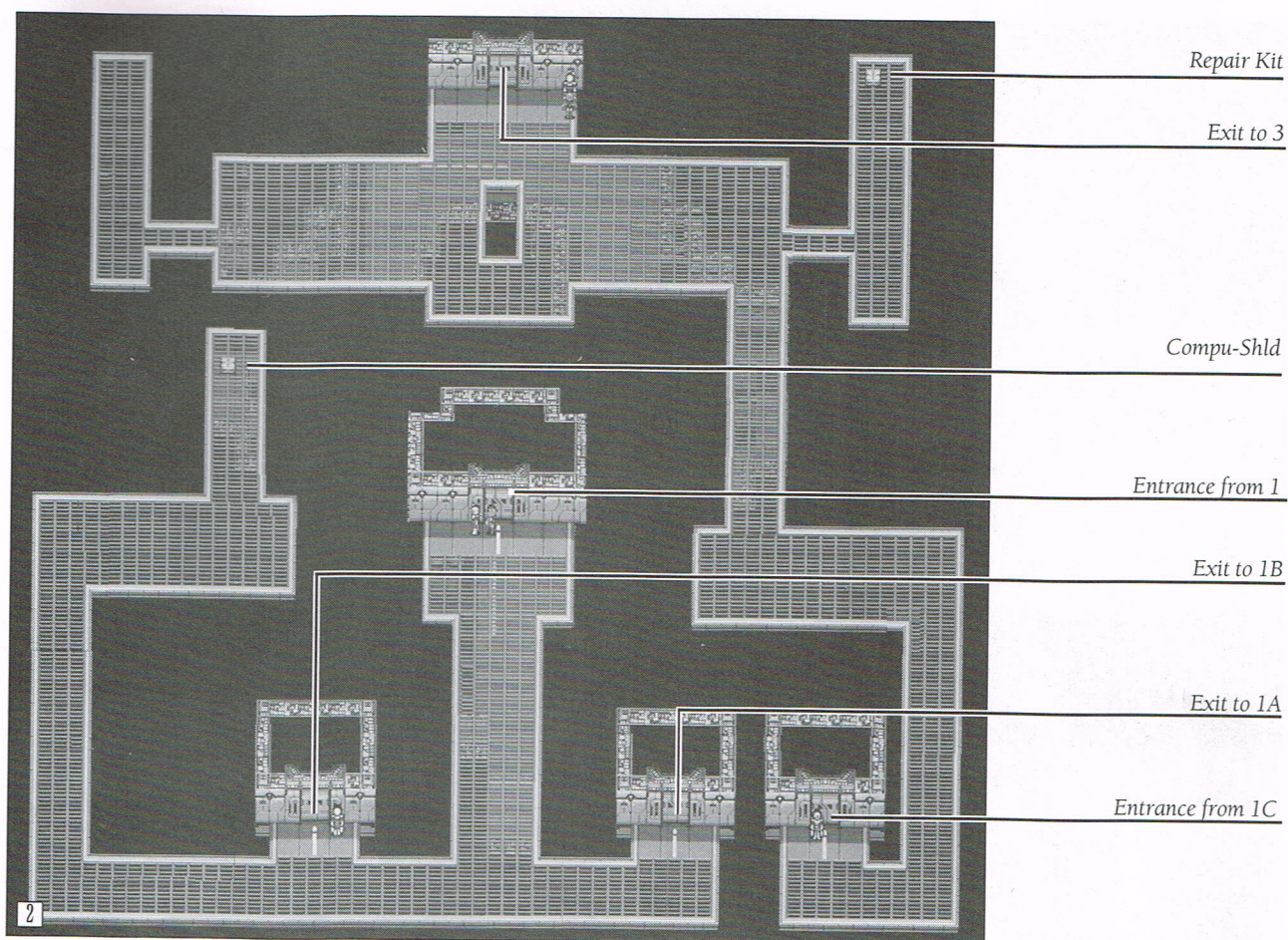
Pulsevulcn

Entrance



★ The Dezolisian Climate Control Center functions much like the Motavian Plate Control Center, keeping the local weather conditions stable. But its supposed malfunctioning has turned this world into a nonstop blizzard. Raja would argue that the problem is being caused by the Garuberk Tower.



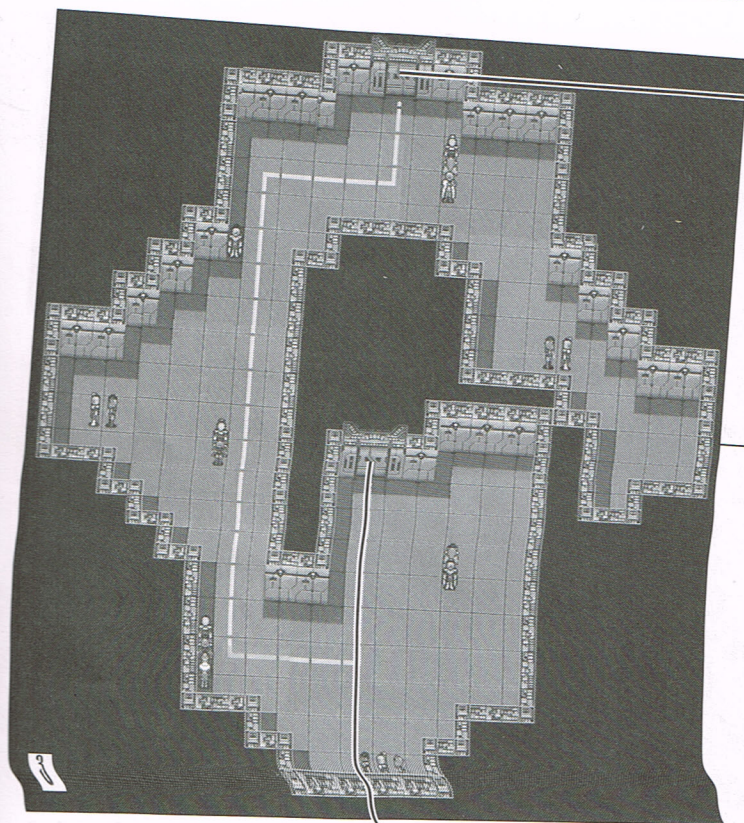


★ So you've walked into a trap? It appears there is more to Dark Force than you thought. It's time to kick some sense into this Dark Force crony.



★ D-Elm-Lars is a powerful opponent. Begin your battle with the Saner and Deban strategy, then hit him with your most powerful focused attacks. After you win, Raja will reaffirm that to stop the blizzards, you must go to Garuberk Tower.





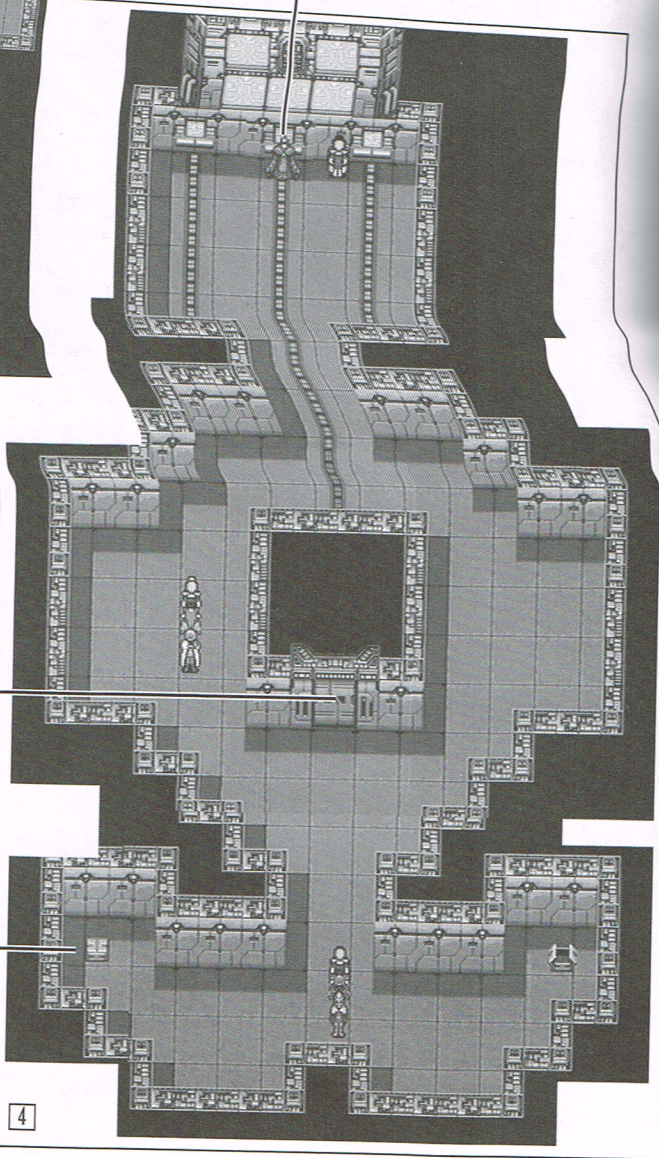
Entrance from 2

D-Elm-Lars

Exit to 4

Entrance from 3

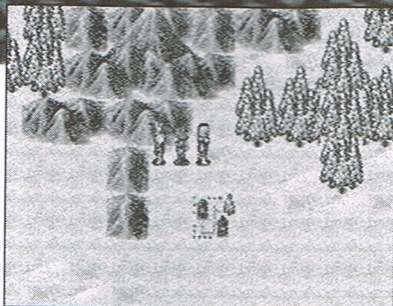
Compo-Armr



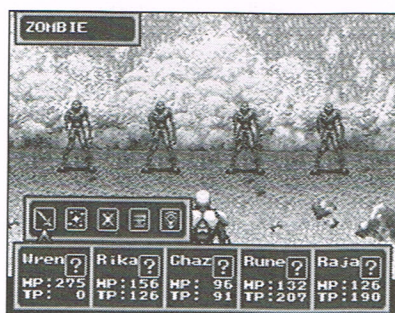
4



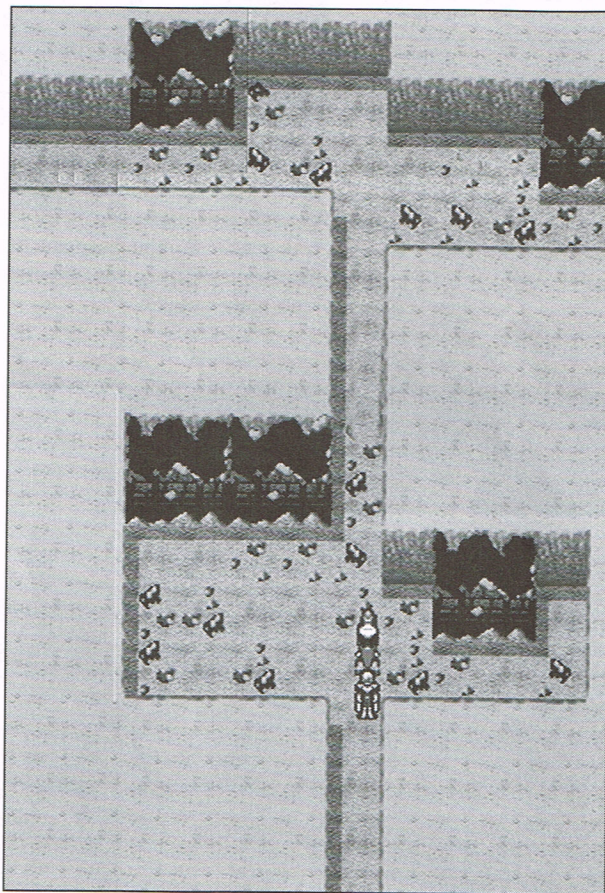
## Reshel



★ Reshel is the next village you come across as you head east. Stop in to see what's going on.



★ Something has come over Reshel and turned all the folk into zombies. Time to move on, but come back after you've finished Garuberk Tower and the village will be rebuilt.





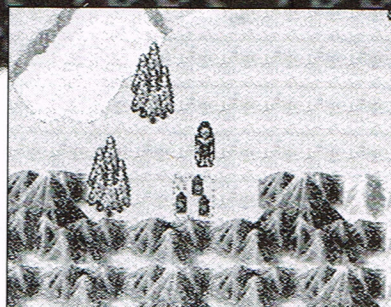
# Meese

## Weapons Available:

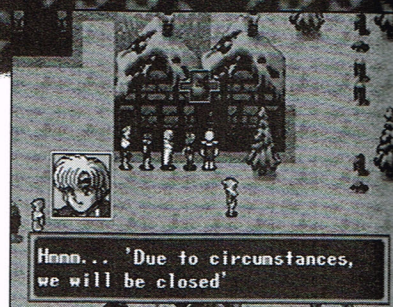
Flamesword	12,900M
Thundrclaw	8,500M
Torndaggr	8,300M
Dream-Rod	5,400M

## Armor Available:

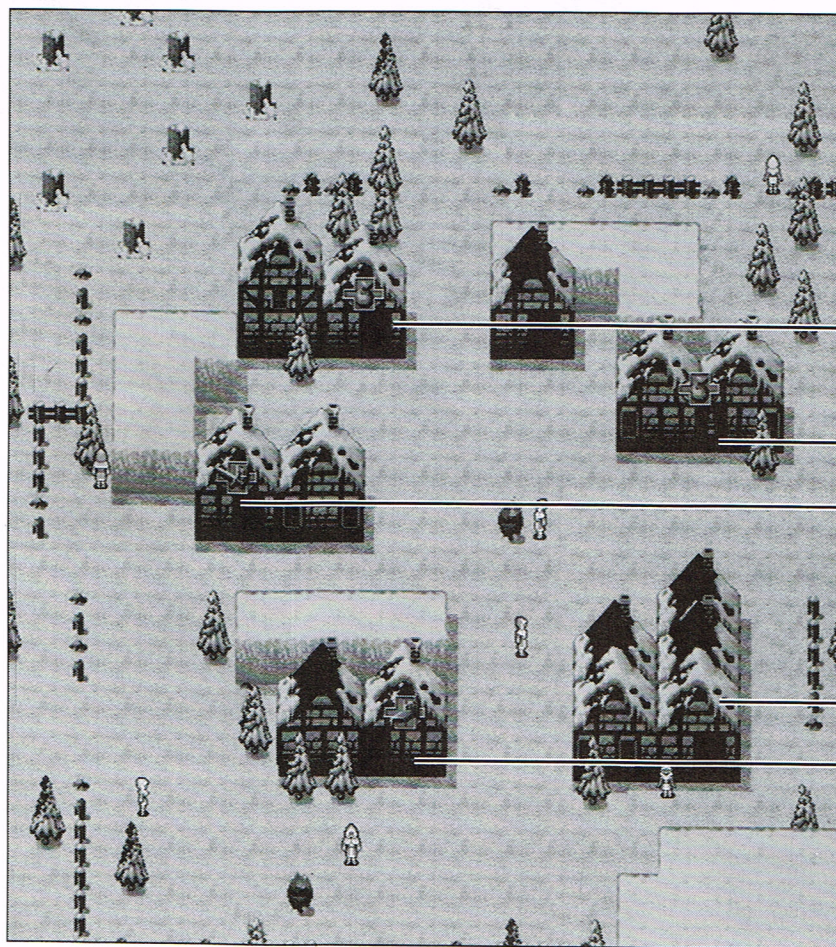
Rflc-Mail	26,800M
Rflcshield	15,600M



★ Meese is south and east of Reshel. Most of the Reshel inhabitants have gone there. Unfortunately, they have brought the Zombie plague with them. The healing Espers from Esper Mansion have come to help.



★ The illness has closed one of the Tool Shop in Meese.



Tool Shop

Closed Shop

Weapons and  
Armor Shops

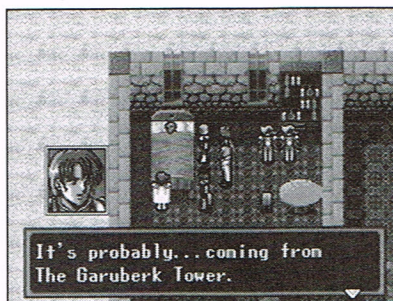
Hospital

Inn

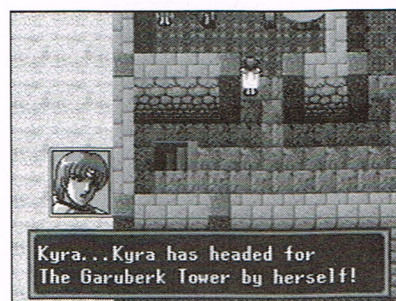




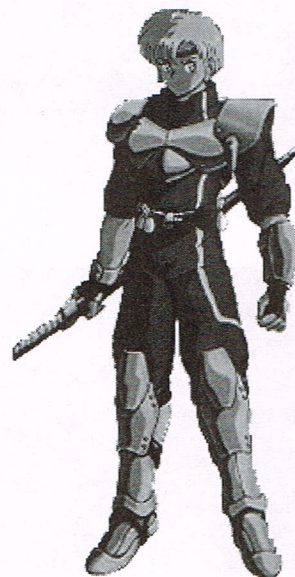
★ Espers have come from Esper Mansion to help heal the sick. The Espers are a magical order that have been around since the very early Phantasy Star days.



★ Both Rune and Rika can feel the Black Energy Wave emanating from Garuberk Tower. Raja tells you so, then collapses with a great fever. He has caught the zombie plague.

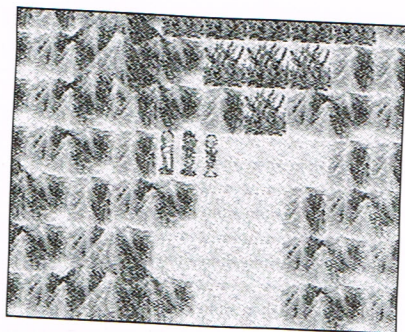


★ A very headstrong young Esper named Kyra has decided to try to stop the Energy Wave by herself. She will be no match for the Carnivorous Forest. You volunteer to help her. The Carnivorous Forest is to the northeast.





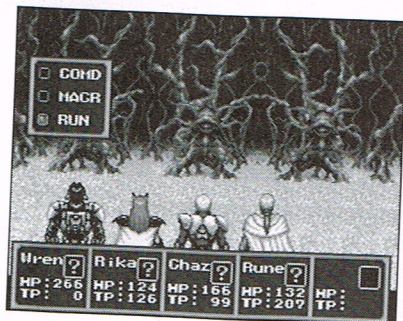
# The Carnivorous Forest



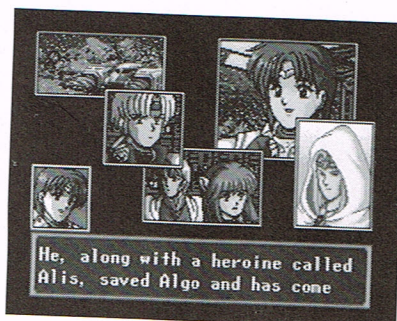
★ The way to the Garuberk Tower is guarded by a thick forest of very hungry trees. Cut one down and another grows in its place, but Kyra hopes to fight her way through.



★ You will see Kyra being attacked. Go to her rescue.



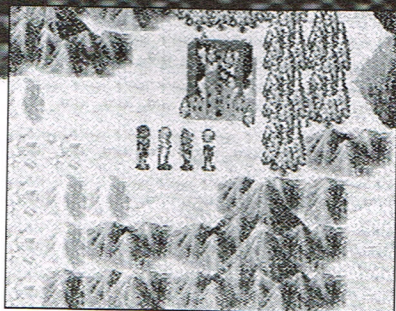
★ Think you're good at combat? Try to defeat the trees. You can't. Not yet. After you have satisfied your curiosity, run.



★ Kyra is one of the famed Espers. She will tell you of the history of the Espers and their leader, Lutz, who should know a way through the Carnivorous Forest. It's on to Esper Mansion. Go southwest.



# Esper Mansion



★ The Esper Mansion is the spiritual home of the Espers. Their leader, Lutz, resides deep below. If you try to enter the mansion before you have met Kyra, the guards will not let you in. It's who you know, you know!

*Entrance*

*Gate Guards*

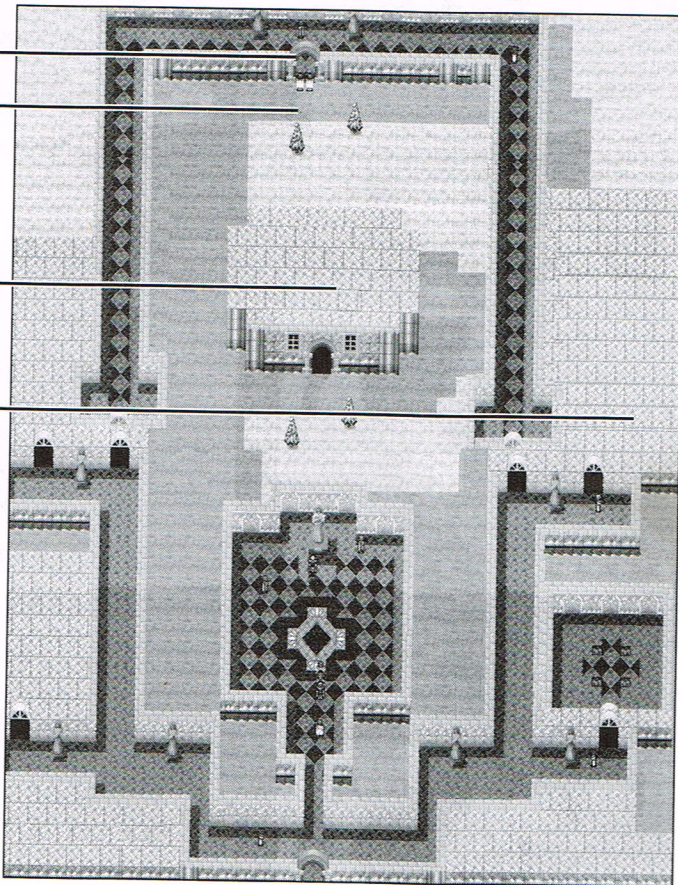
*Inner Sanctum*

*Laco-Rod*

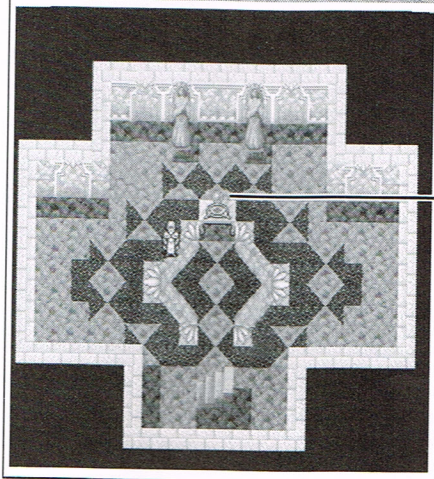
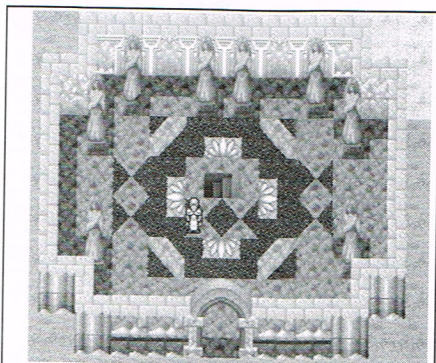
*Rflc-Robe*

*Sol-Dew*

*10,000M*

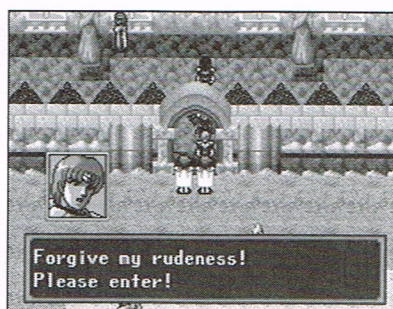


## INNER SANCTUM

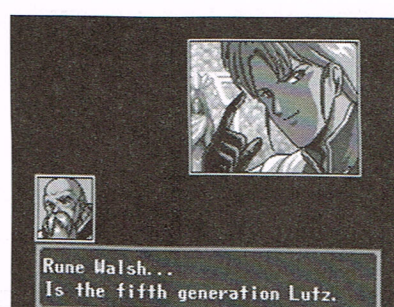
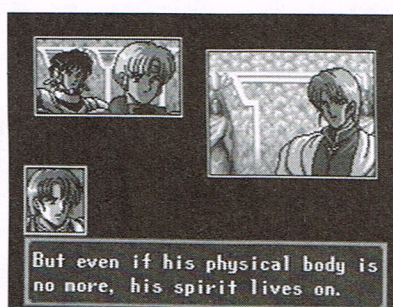


*Ball of Telepathy*

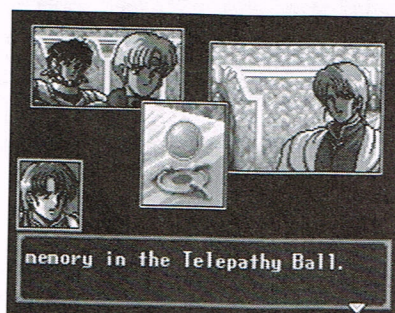




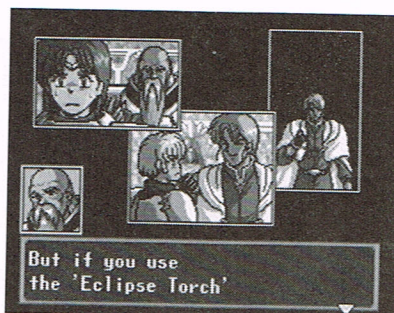
★ The Inner Sanctum guards will not let you in until they recognize one of your party. Who is it?



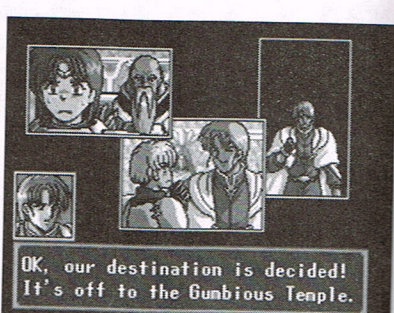
★ Rune knows the story of Lutz. You might say he has lived it.



★ The memories and spirit of the first Esper Lutz, originally named Noah in Phantasy Star I, have been handed down from generation to generation of Lutzs. Rune is the current Lutz. After his secret is revealed, he tells the story of how Dark Force has struck the Algo System every 1,000 years and how a champion has always risen to defeat it. Chaz has been chosen to be the champion, a role he is not sure he is ready for.



★ There is only one way to get through the Carnivorous Forest. You need the Eclipse Torch, the holy symbol worshipped by Dezolians since early times (Does anyone remember a lamp and a special tree from Phantasy Star I?) The Torch is located in the Gumbious Temple to the east, but make a stop in Jut first.





# Jut Map

You'll find the town of Jut southwest of the Esper Mansion. It has high-quality goods in the shops and a place to bed down for the night. Talk to the inhabitants to find out more about your next stop — Gumbious Temple. From here you could also go to the Weapons Plant. This trip's not necessary, but you can get enough goodies to make it worth your while.

## Weapons Available

Laco-Sword	20,400M
Laco-Dagger	9,400M
Laco-Claw	10,200M
Lacoslasher	21,600M

## Armor Available

Rflc-Mail	26,800M
Rflc-Robe	18,400M
Rflcshield	15,600M

## Tools Available

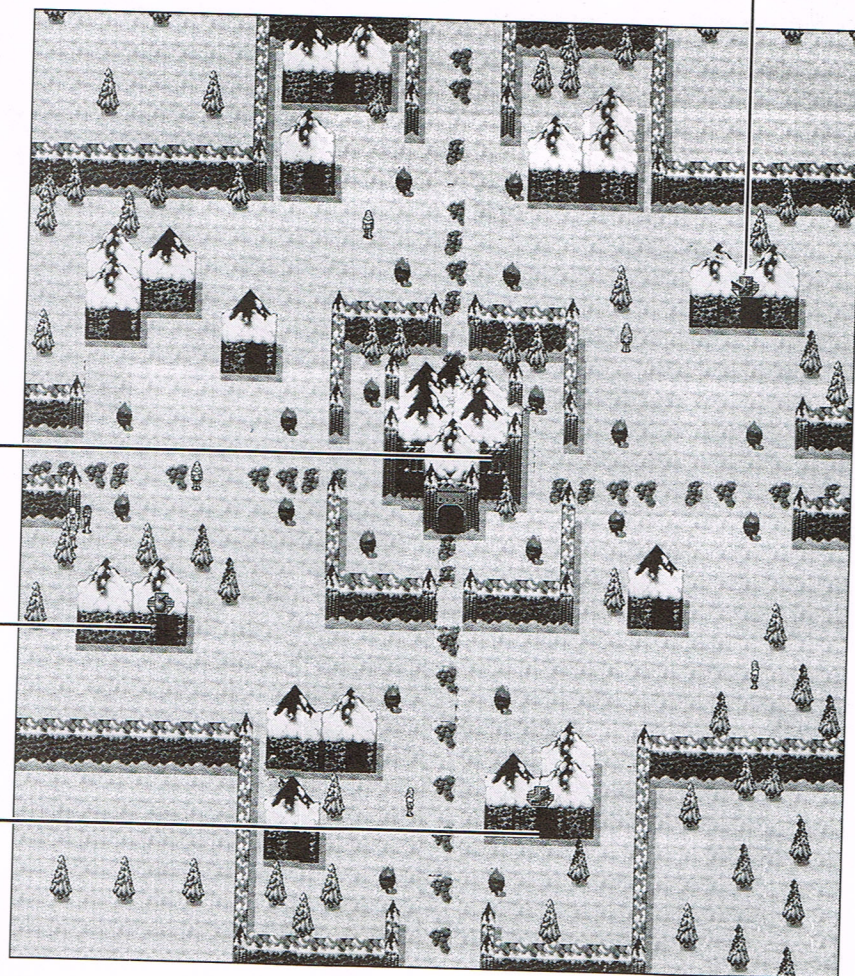
Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

Armor/Weapons Shop

Cathedral

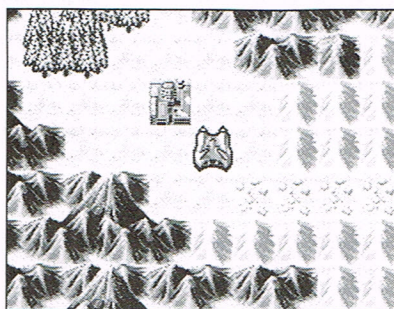
Tool Shop

Inn

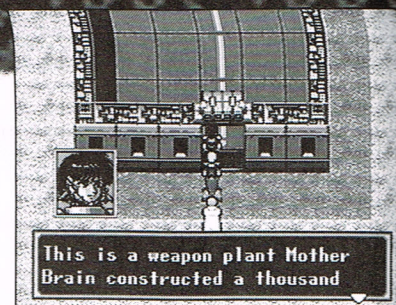




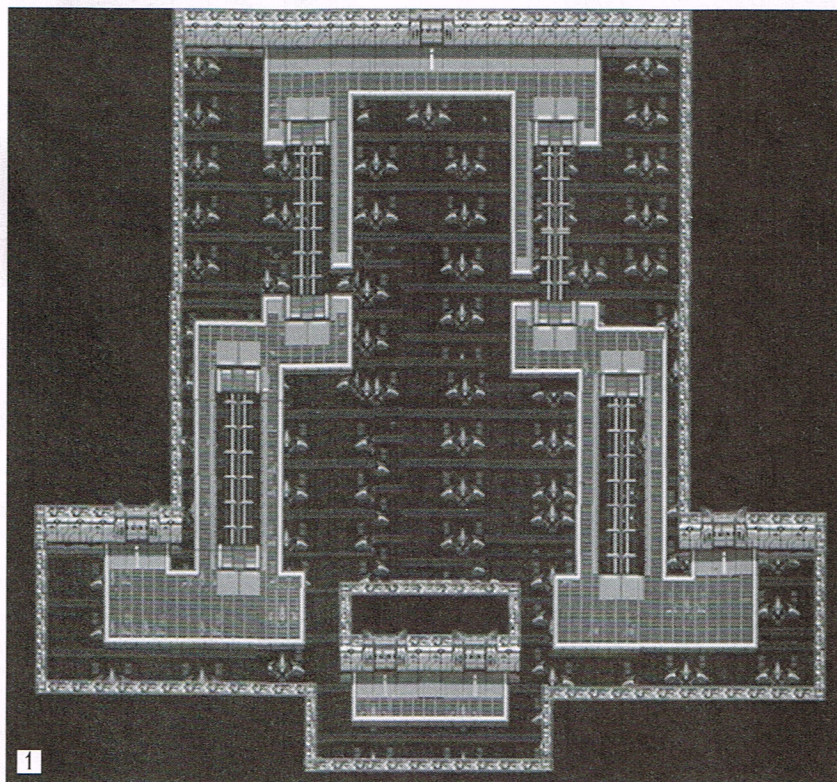
# Weapons Plant



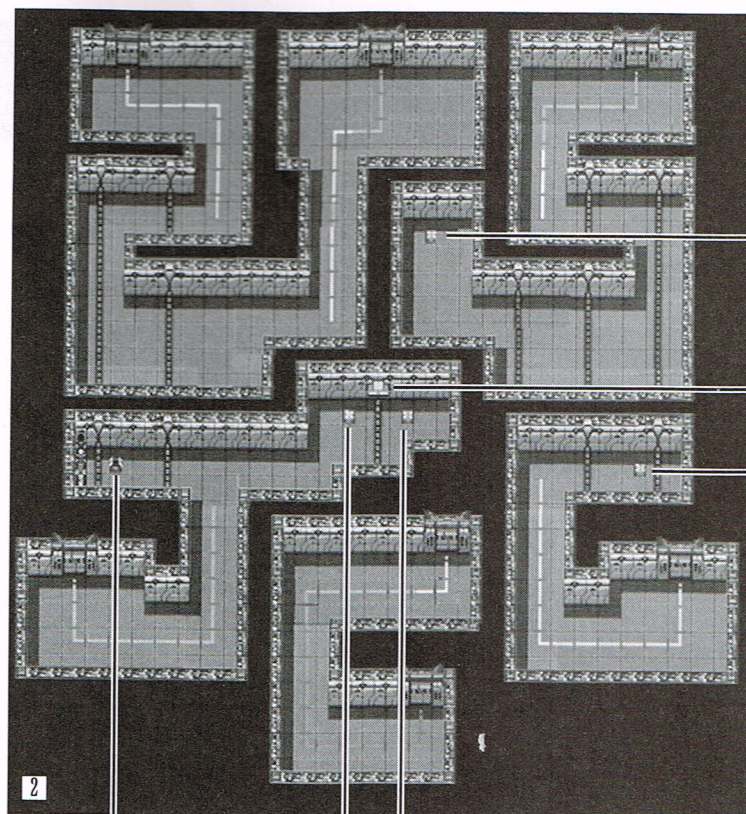
★ Climb into your Ice Digger and scoot to the southwest of the town of Jut to find the Weapons Plant.



★ Mother Brain constructed this plant 1,000 years ago. It was controlled by Kuran and is now deactivated. The only reason to enter is item collection. Touch the Control Panel in Level 2 as often as you like to collect multiple Repair Kits for Wren. Come back as needed to get more.







Open Chest

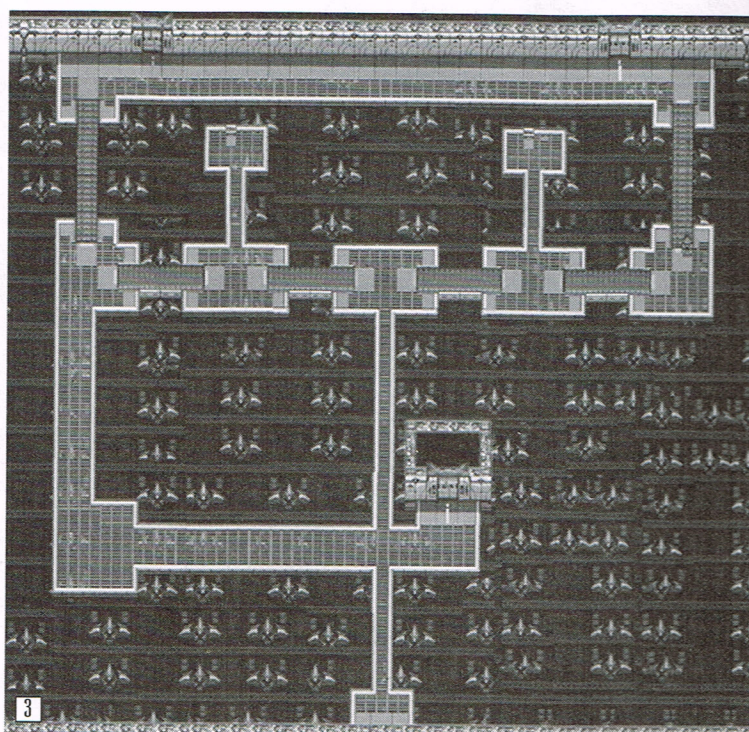
Elst-Gear

Elst-Armor

Plasmlaunch

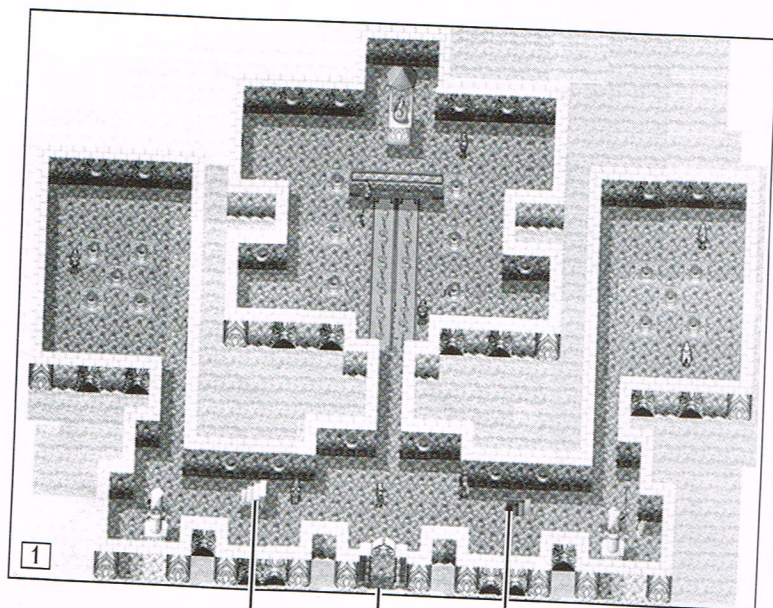
Control Panel — Repair Kits

Burst Roc





# Gumbious Temple

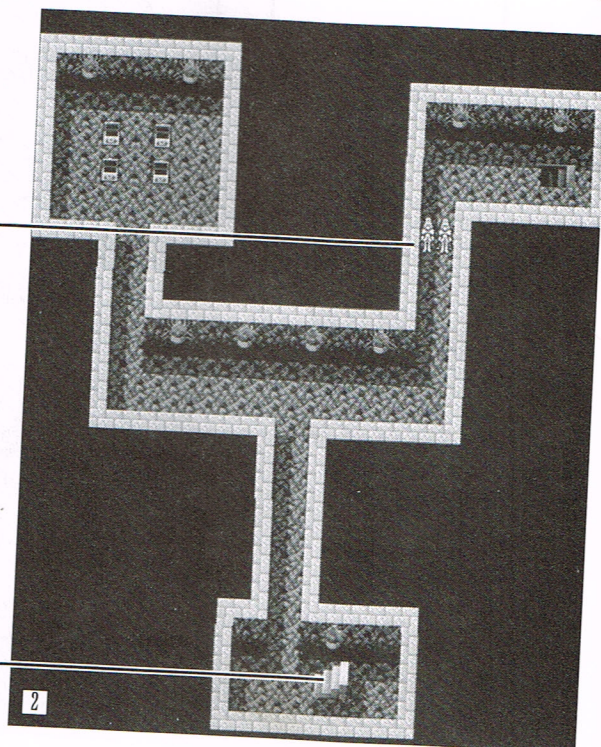


Exit to 3

Exit to 2

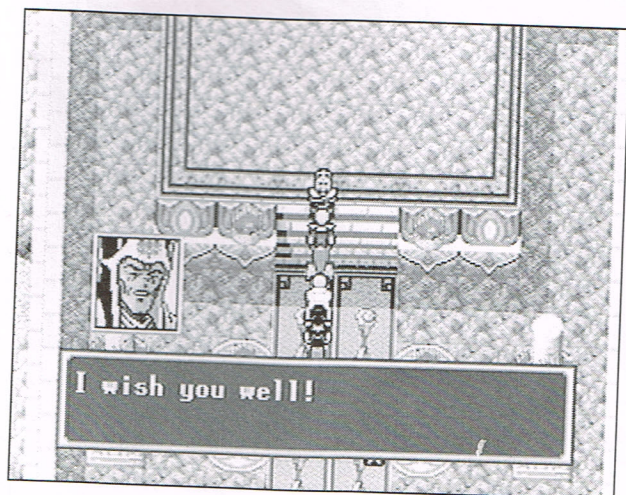
Entrance

*You cannot pass  
these guards*

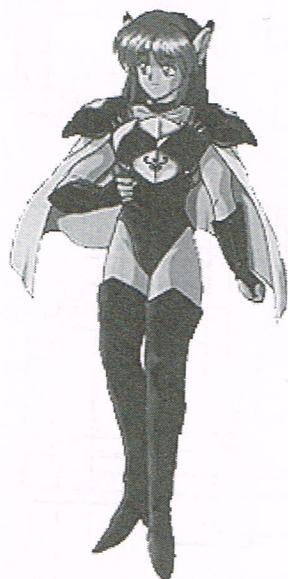


Entrance from 1

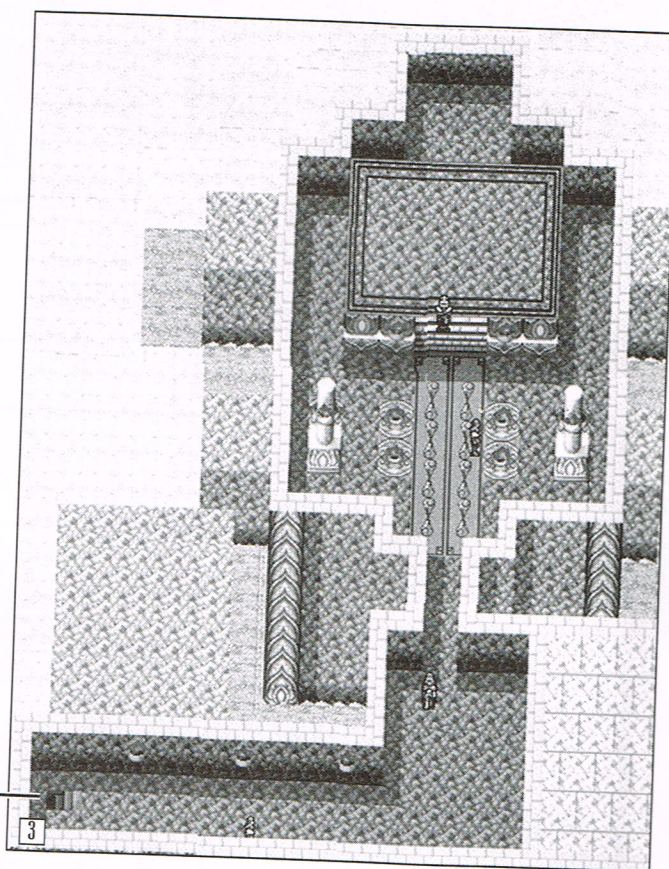




★ It's time to head for the Air Castle. Geez! You've traveled all the way to Gumbious Temple, but the goofy High Priest was foolish enough to get the Eclipse Torch stolen! It's time to climb in your ship and head for the Air Castle.

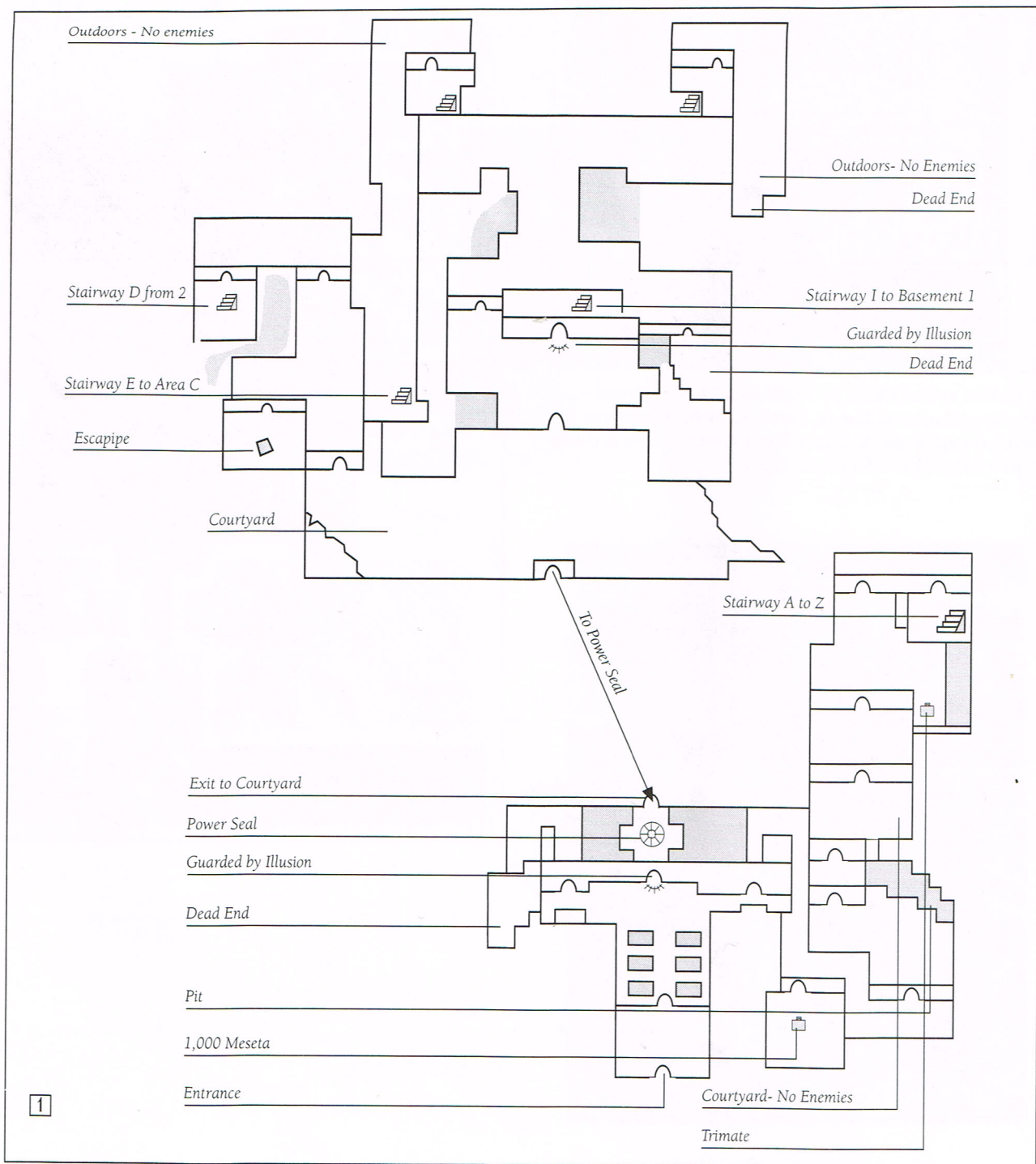


Entrance from 1

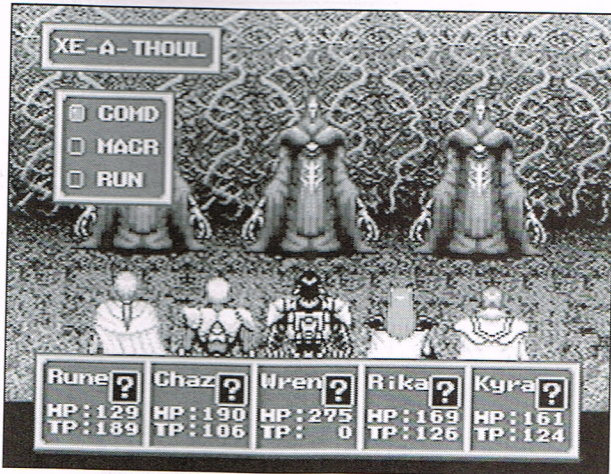




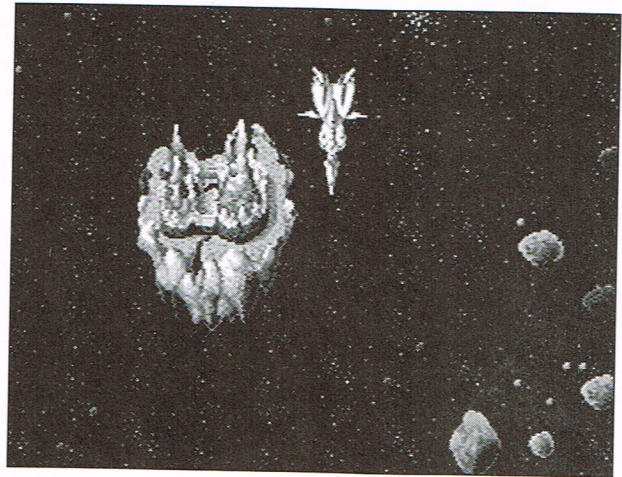
# Air Castle



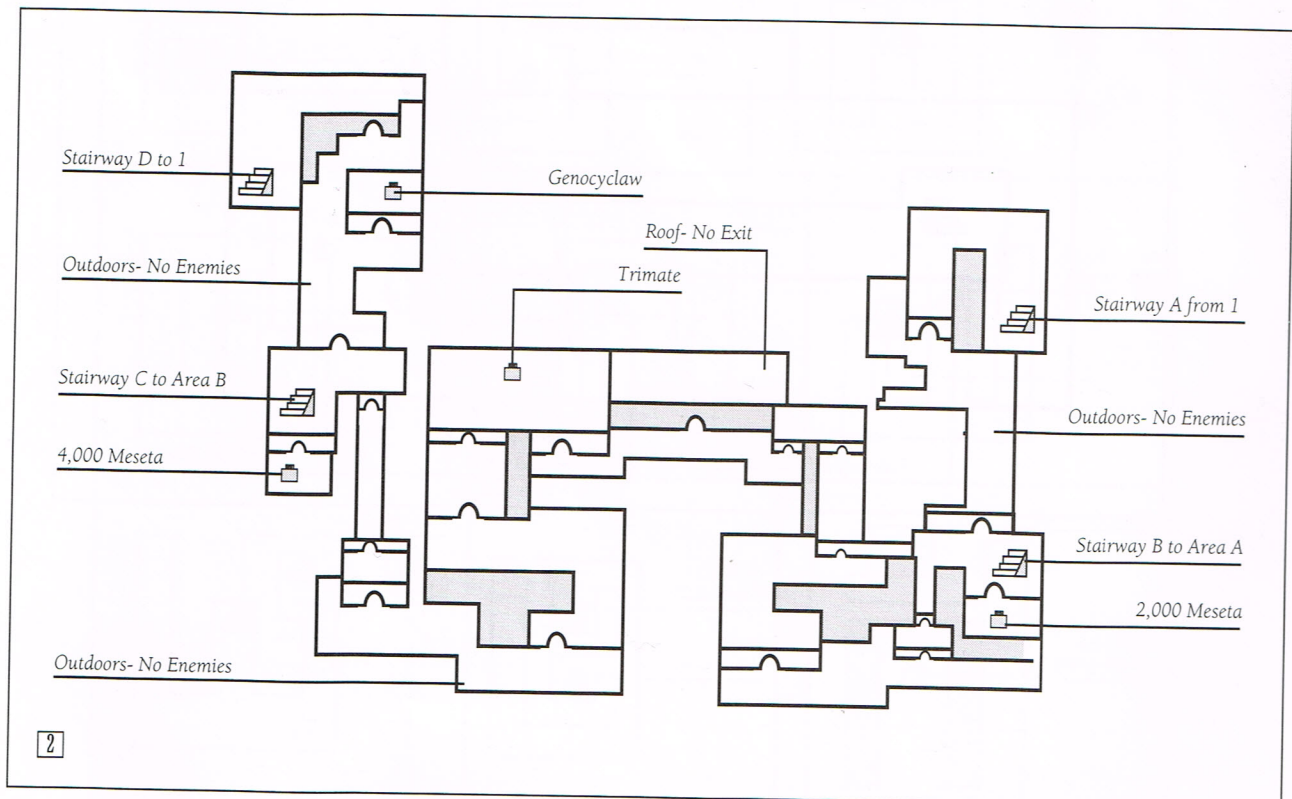




★ Pound these three evil mages with all you've got. Don't forget to supplement your defenses. Once you've beaten them, exit and save, then head for the basement levels.

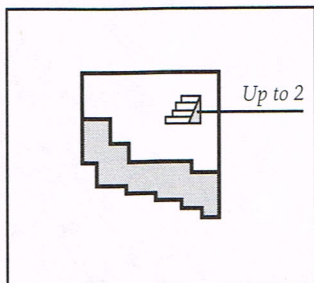


★ Welcome to the Air Castle. It's time to root out evil and collect the Eclipse Torch. The following maps look different from the rest because they were just too darned big to do in screen-shot form. We figured you'd want them anyway, so you get them in a beautiful, clean artist's rendition.

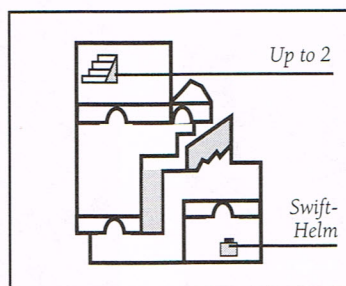




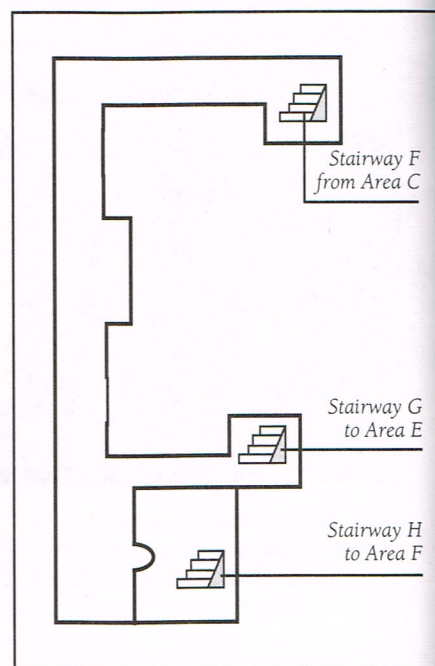
Area A



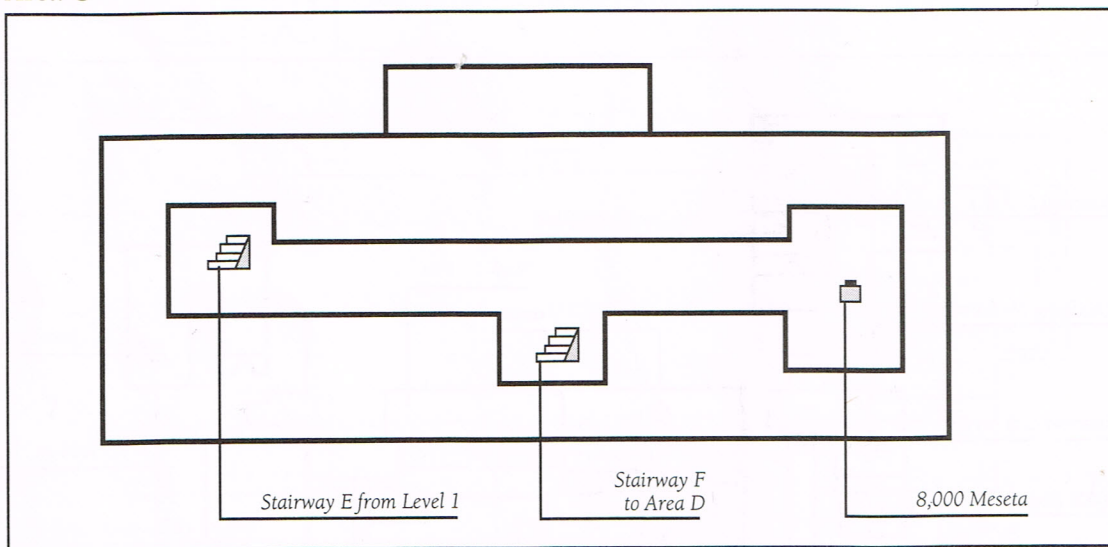
Area B



Area D

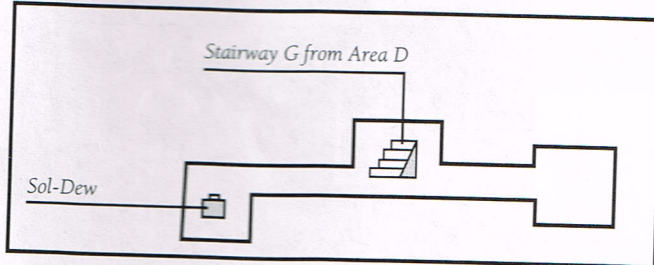


Area C

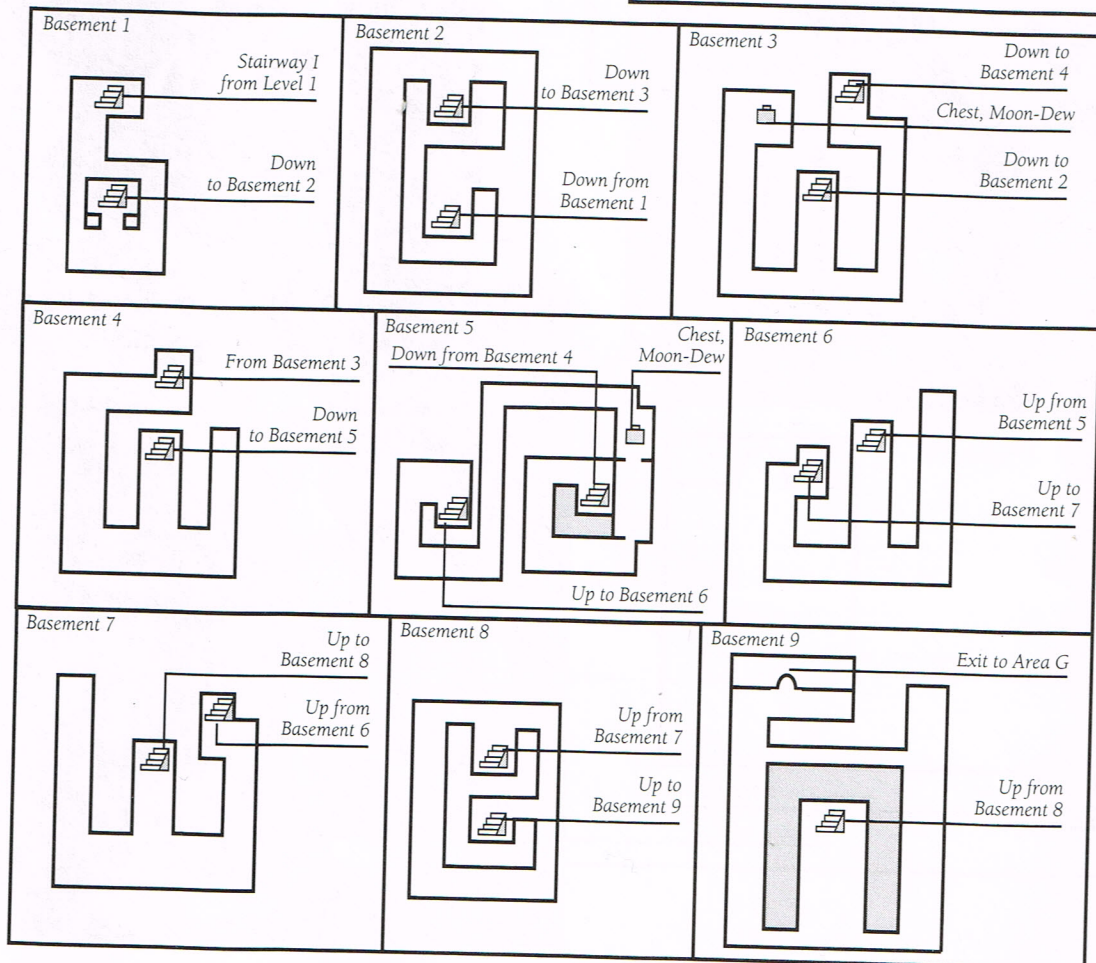
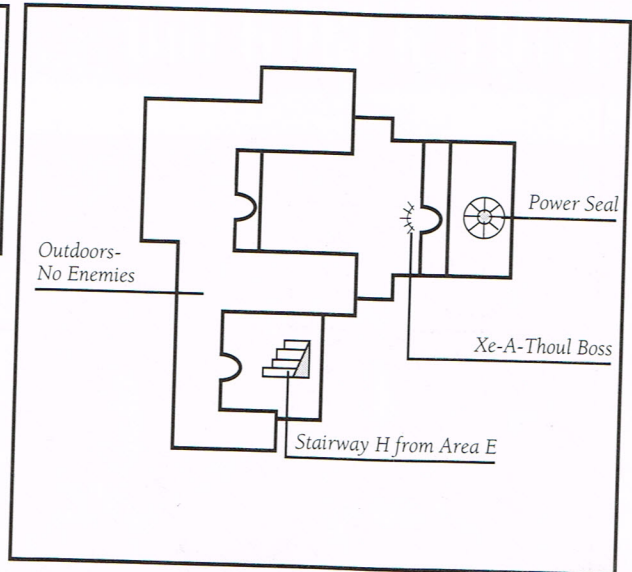




Area E

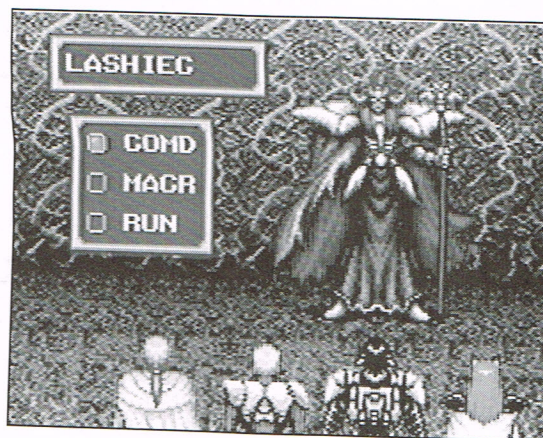
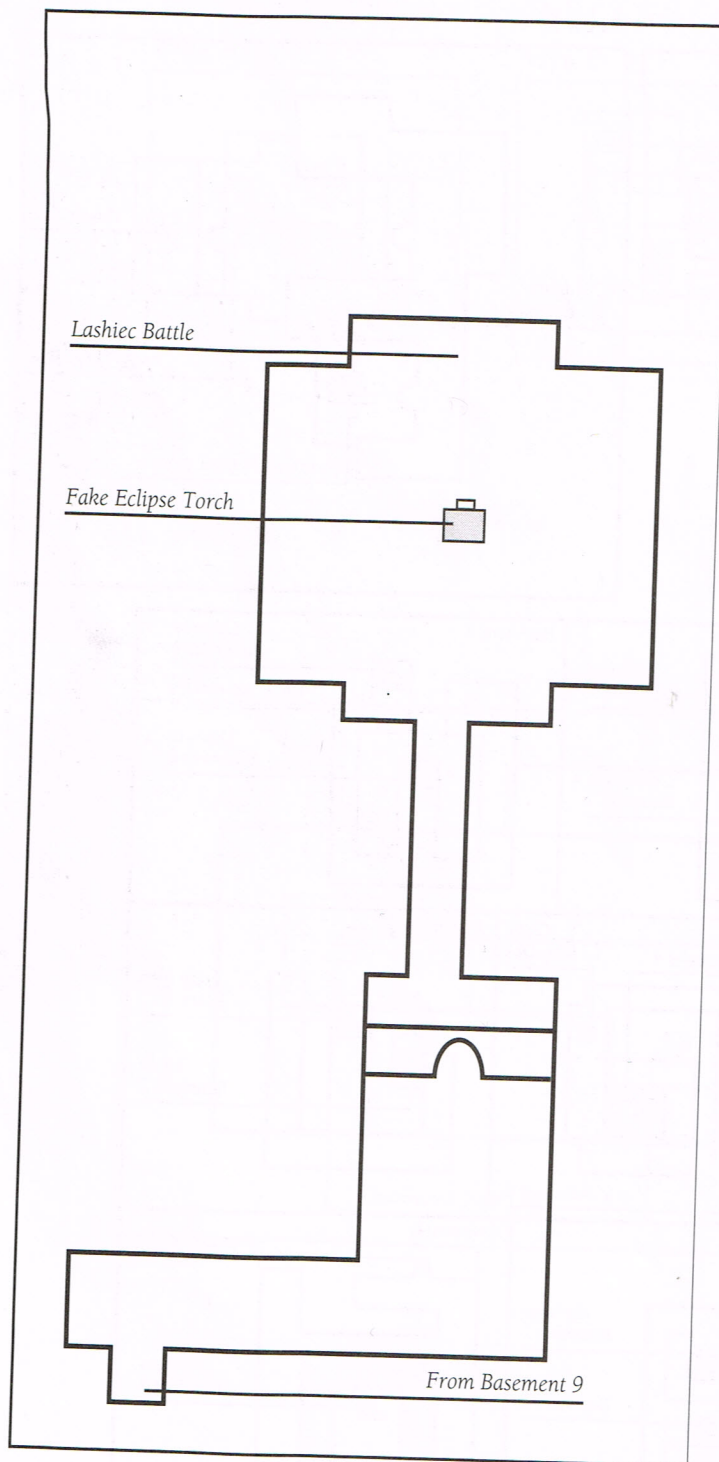


Area F

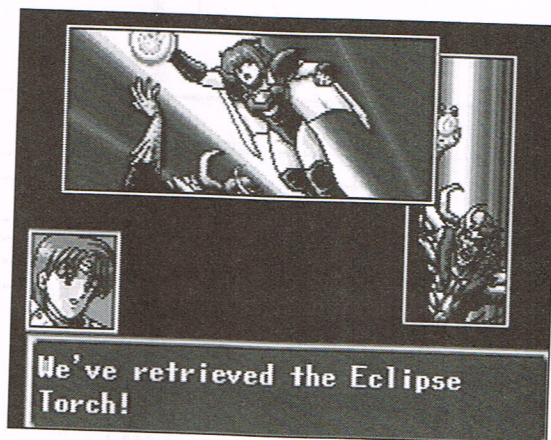




## Area G



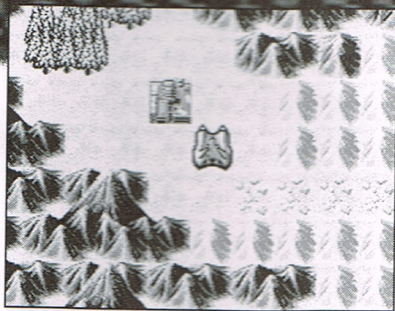
★ Blast Lashiec back to whatever hellhole he crawled out of, and Rika recovers the Eclipse Torch.



★ With the Eclipse Torch in hand, you can take out the Carnivorous Forest and head north to take out the Black Energy Wave in Garuberk Tower.

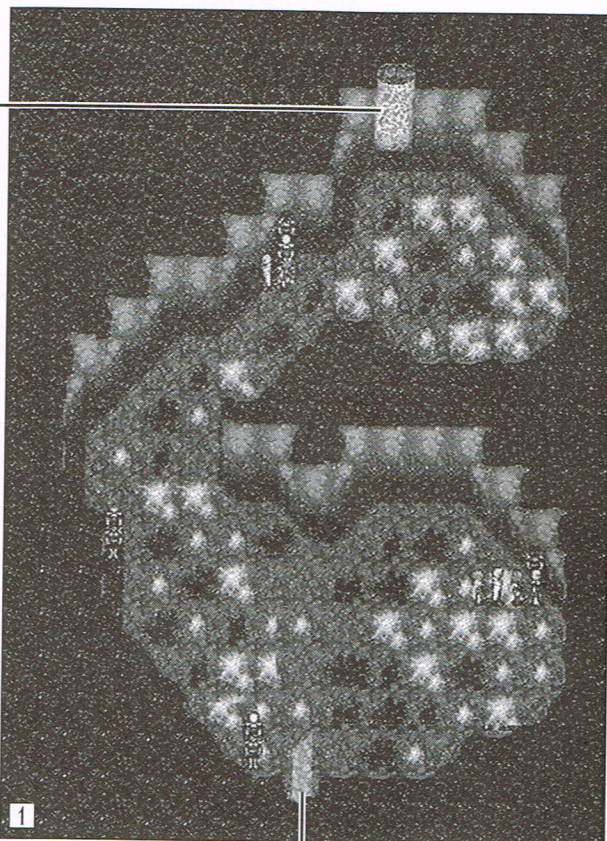


# Garuberk Tower



★ You'll find the Carnivorous Forest north of the Esper Mansion. Use the Eclipse Torch to clear it out and head into the Garuberk Tower. The maps of the tower are shown after touching the Eyes, which opens levels.

Exit to 2



Entrance

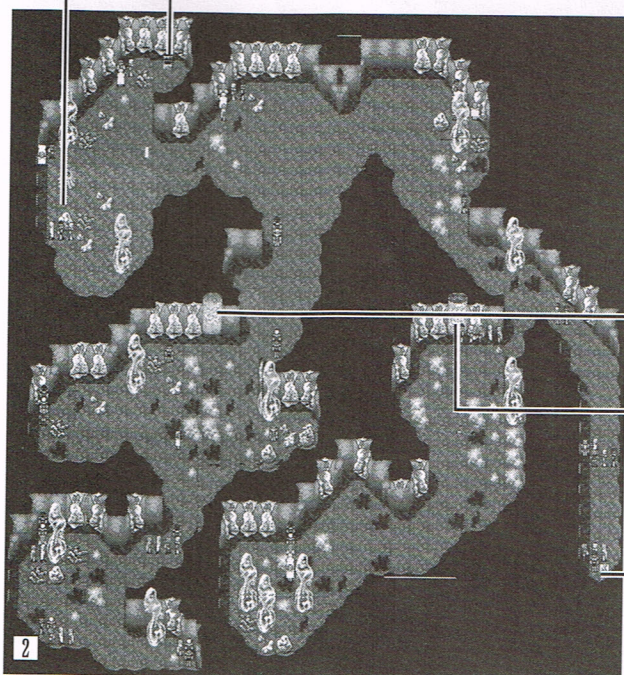
Entrance from 1

Exit to 3

Pow-Shield

Use Eye to open level

Trimate



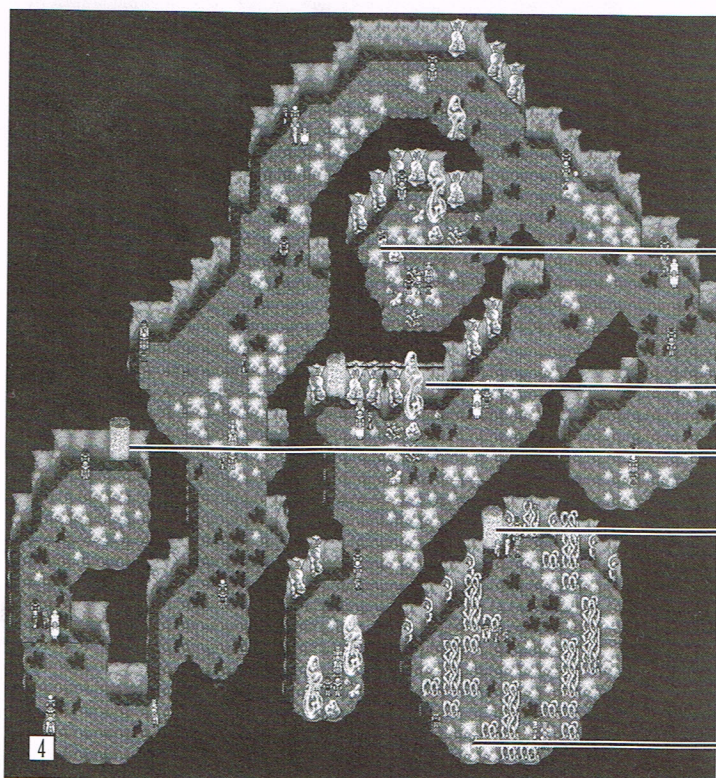
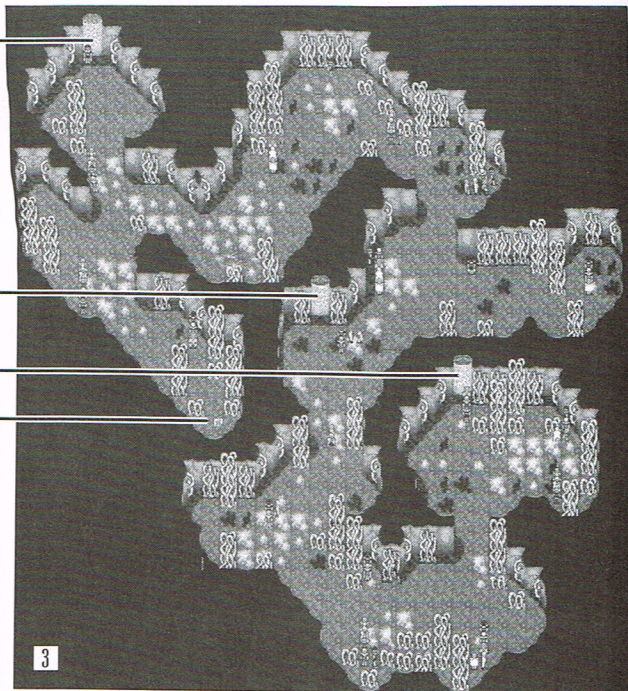


Entrance from 2

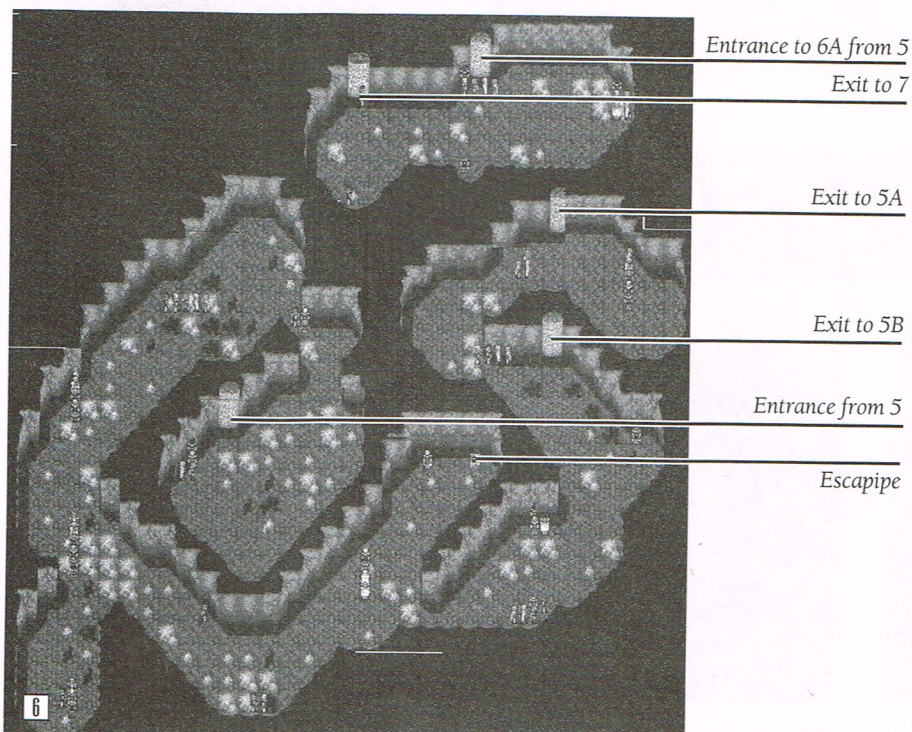
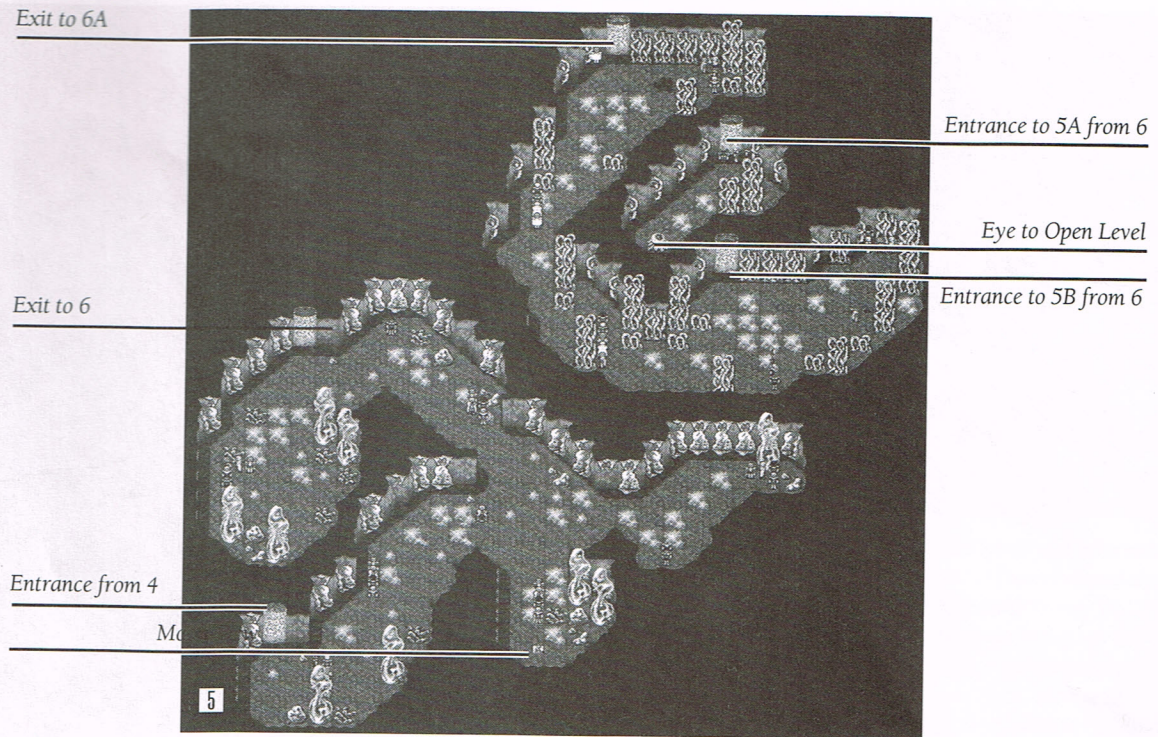
Exit to 4

Exit to 4A

Trimate





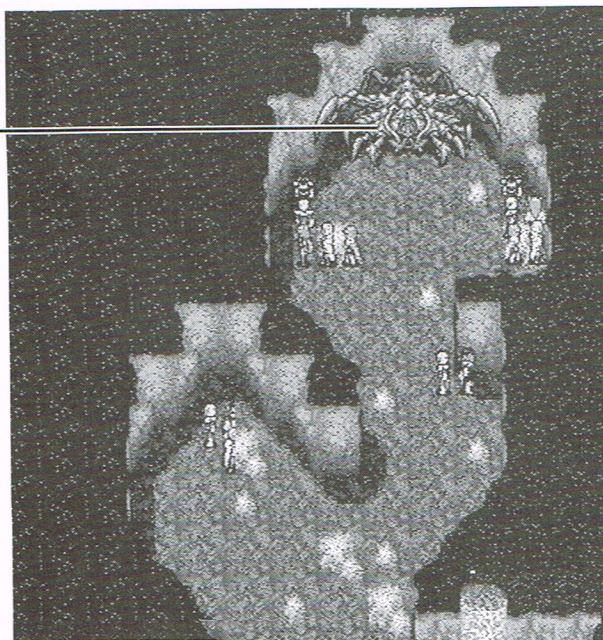




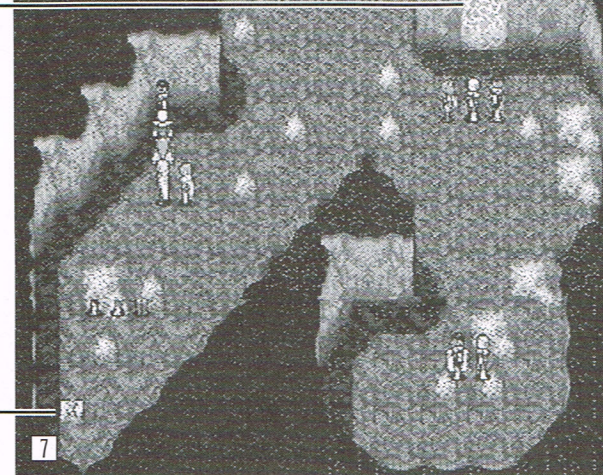


★ If you are low on HP or TP, don't head toward the boss. You can always Hinas out and come back. You're committed once you've seen, "What's that?"

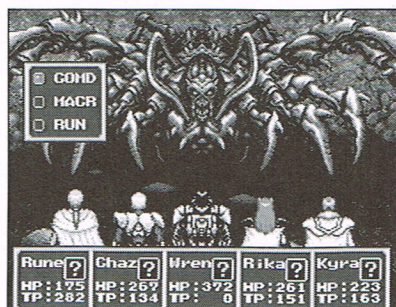
*Dark Force 2*



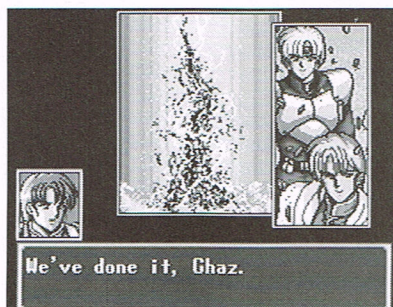
*Entrance from 6*



*Star-Dew*



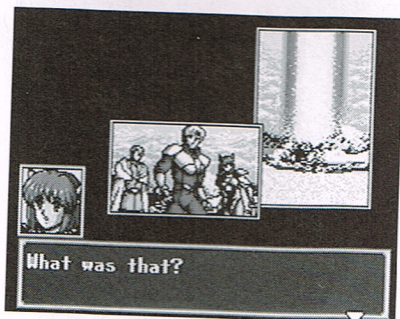
★ Give Dark Force 2 the pounding he deserves.



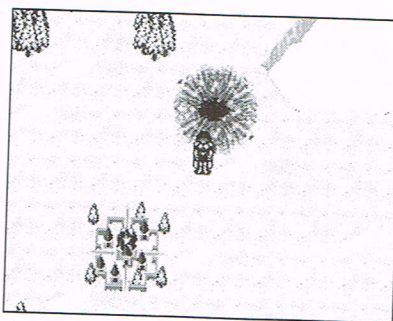
★ You've done it! The Black Energy Wave is vanquished. You can expect the populace of Meese to recover. Good work.



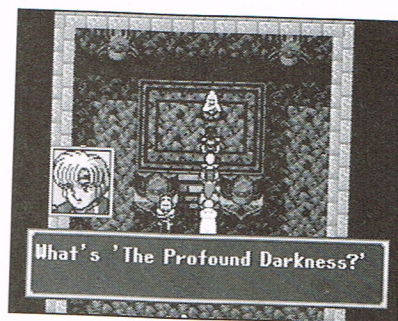
# Gumbious Revisited (What's Left of It)



★ Looks like trouble.

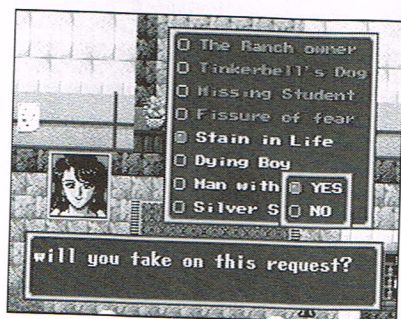


★ When you get back to Gumbious, it's a smoking hole. Head in and check it out.

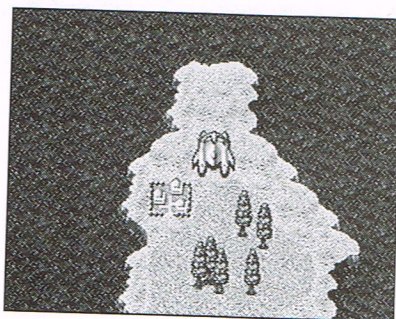


★ The High Priest gives you information about the Profound Darkness and sends you out to get the Aero-Prism. You'll now travel back to Motavia and go to the Soldier's Temple. Be aware that upon return home, you can complete the next four missions from the Hunter's Guild in Aiedo. These are not necessary to complete the game, but they're fun and worth it for EP and Meseta.

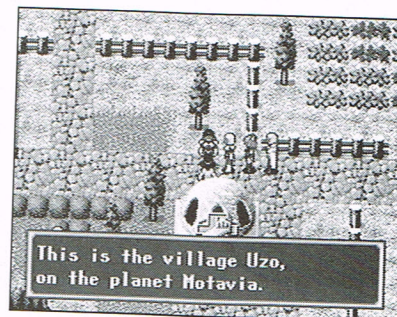
## Side Quest 5: The Stain in Life



★ You'll enroll at the Hunter's Guild in Aiedo.



★ Leap into your Hydrofoil and hit the high seas in search of an island in the southwest.



★ Welcome to the town of Uzo (this probably has nothing to do with Greek alcoholic beverages — different spelling).

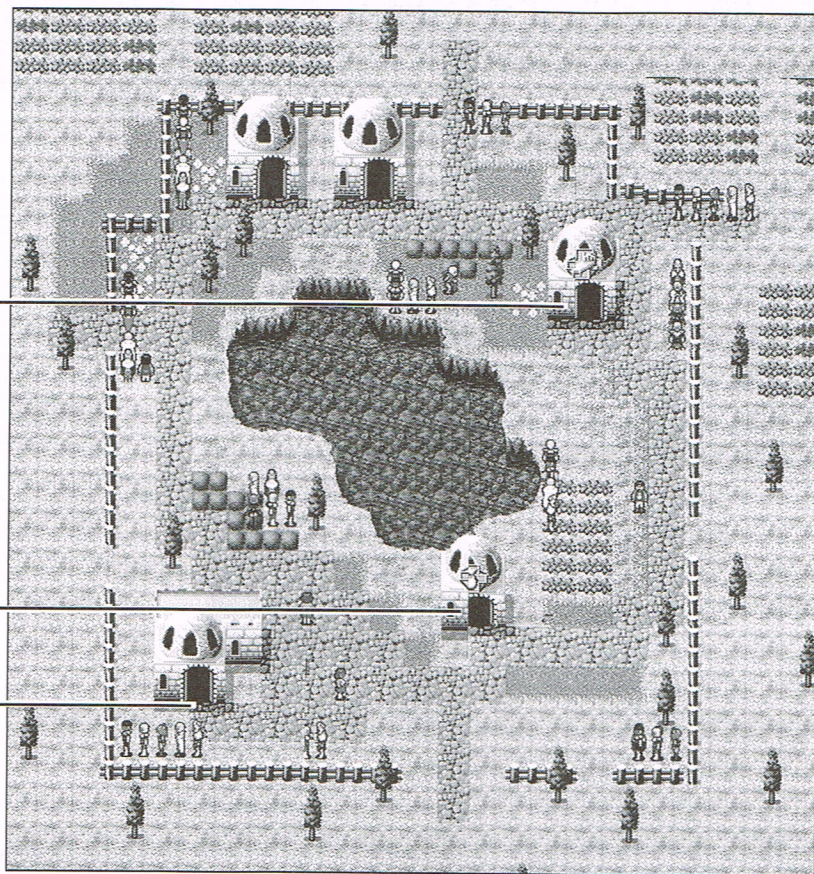


## UZO

Inn — 320M

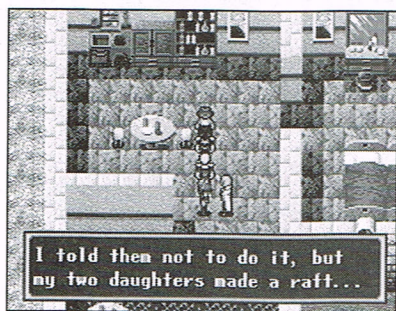
Tool Shop

Parents' House

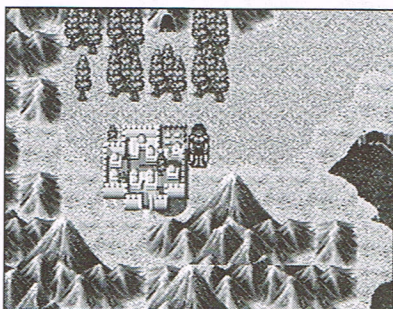


### Tools Available

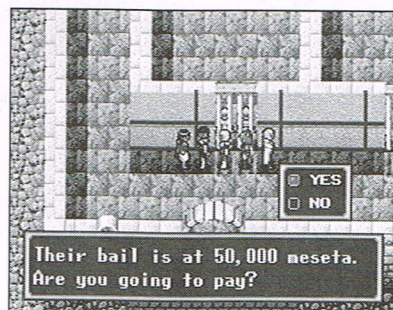
Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M



★ The father is a bit of a grouch. Talk to the mother. She will tell you her girls made a raft and floated to the mainland to go shopping.



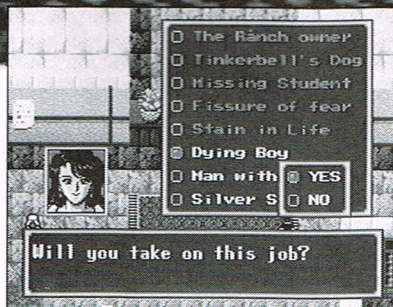
★ The best shopping on the planet is in Aiedo. Remember those girls at the Inn who hadn't the money to pay?



★ You'll find the girls in the prison to the northeast of Aiedo. Talk with the guard and the girls, then bribe the guard to get them out. It's going to cost you your whole bounty for the mission. Guess this one's a freebie. Next, you Ryuka back to the parent's house, then Ryuka back to Aiedo to replace the money you're out. Mission completed.



# Side Quest 6: The Dying Boy



★ Enroll for your mission at the Hunter's Guild in Aiedo. They'll tell you to go to the town of Torino, south of Termini, via the Hydrofoil.

## Tools Available

Trimate	400M
Antidote	10M
Cure-Paral	120M
Telepipe	130M
Escapipe	70M

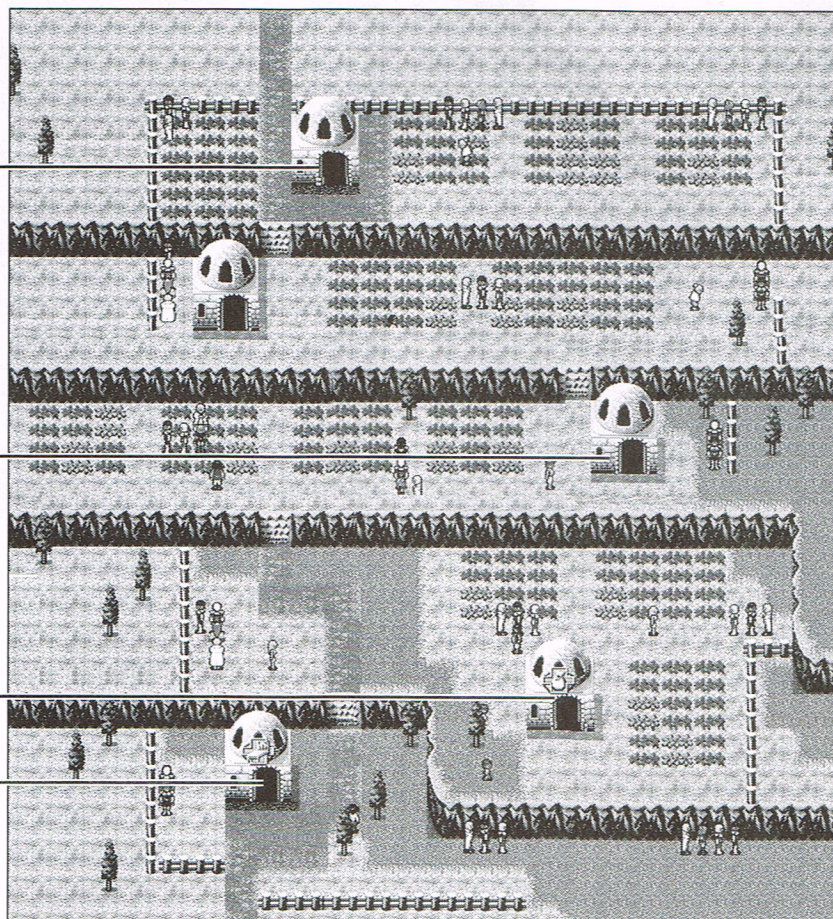
## TORINCO

Boy's Home

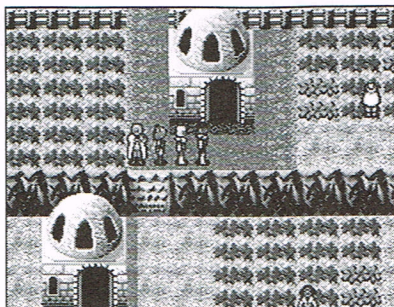
Birdman's House

Tool Shop

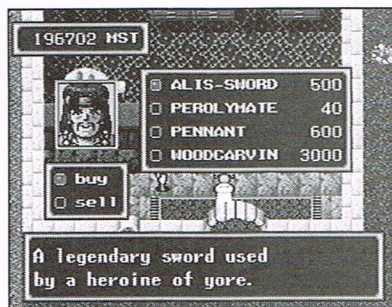
Inn—360M



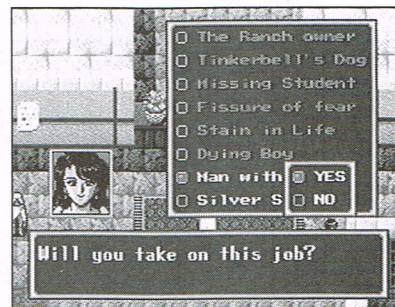




★ When you get to the boy's home, you'll find that he's not dying after all — he just thinks he is. Restore his confidence by getting him an item from the Gift Shop in Termi.

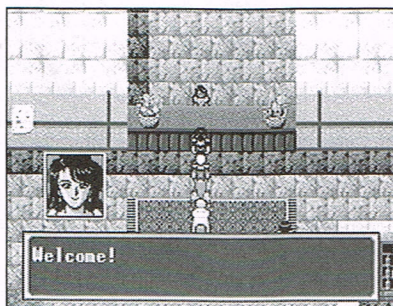


★ The Bayamare Gift Shop in Termi has the sword of the heroine (the Alis-Sword). Buy it and head back to Torinco.



★ Give the child the Alis-Sword and he'll be just fine. Head back to the Hunter's Guild in Aiedo to collect your bounty and sign up for another mission.

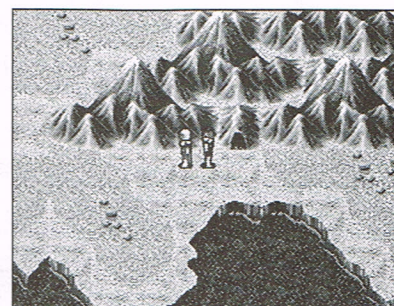
## Side Quest 7: A Man with a Twist



★ When you enroll at the Hunter's Guild, you'll find yourself heading back to the town of Torinco to see a man about a bird. (See the previous map.)



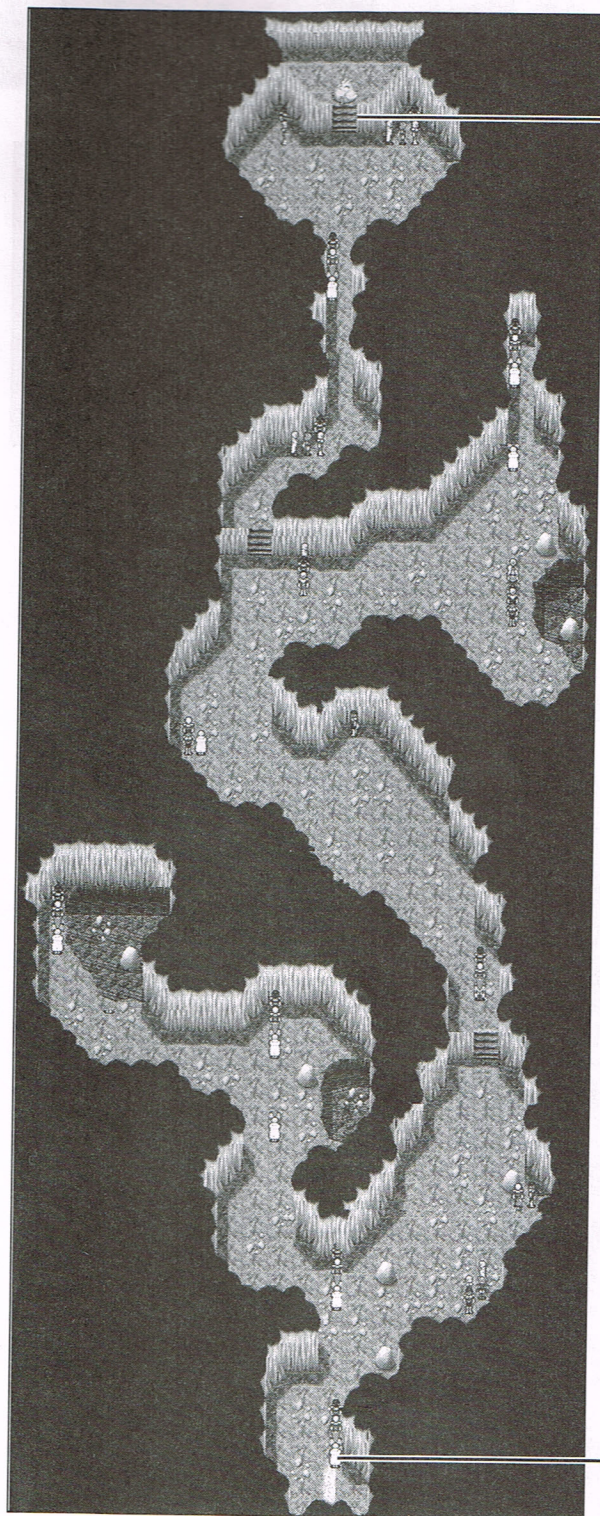
★ It seems that birds have been eating all the crops. This guy appears to have an attitude problem. Head northeast toward the cave.



★ Welcome to the Rappy Cave. Head on in!



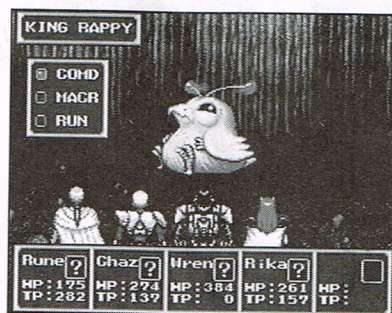
# RAPPY CAVE



Boss Rappy



★ There's the culprit. Get him!

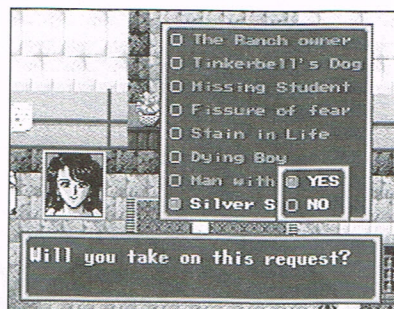


★ Take out the King Rappy...well, almost. The man who hired you will stop you and — gee, why give it away? Mission complete. Head back for the next side quest.

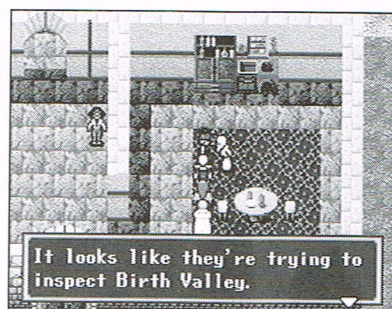
Entrance



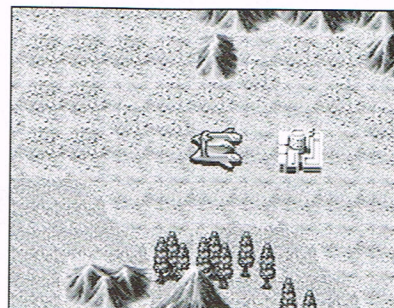
# Side Quest 8: The Silver Soldier



★ Enroll at the Guild and you'll be sent to see an old fella in the northeast of the town of Zema.

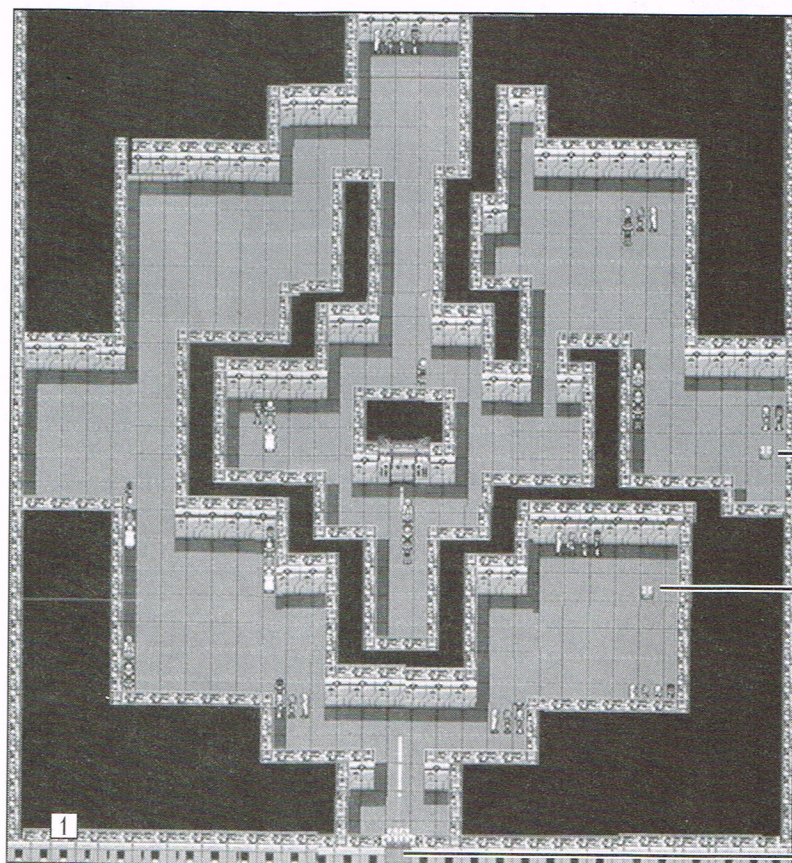


★ Machines have been terrorizing the town. It looks as though they want to inspect Birth Valley. Talking with one of the townsfolk will lead you to the northeast of the planet.



★ Use your Hydrofoil to go to a new machine center in the far northeastern reaches of Motavia.

## ZEMA

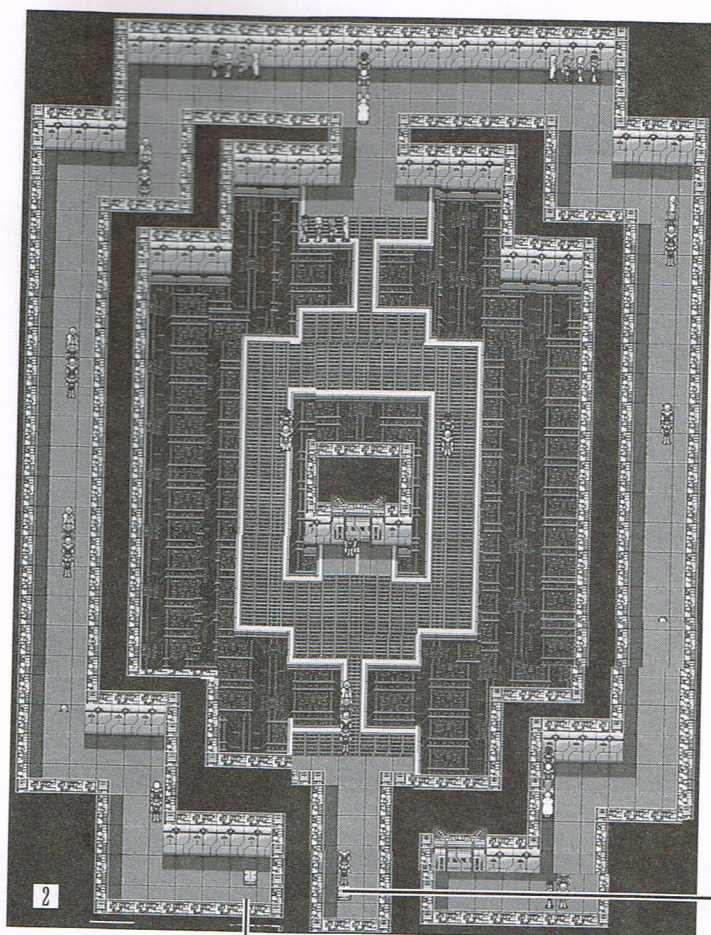


*Photnerasr*

*Repair-Kit*

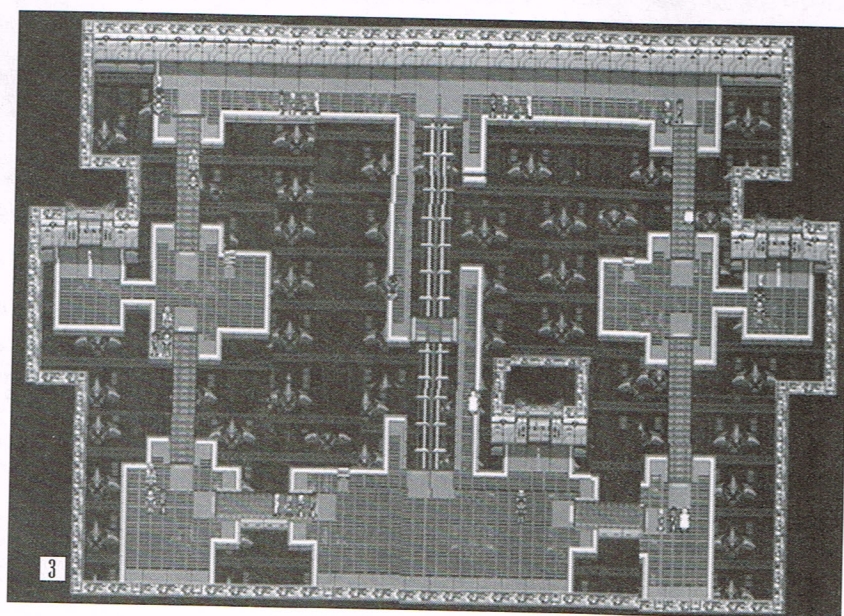
*Entrance*





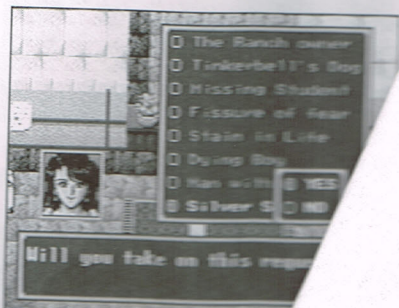
*Laco Gear*

*Laco Armor*



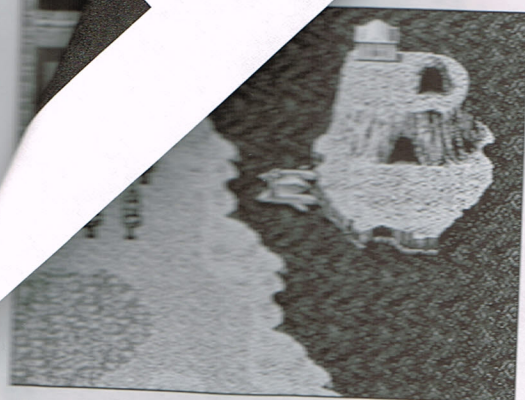


# Side Quest 8: The



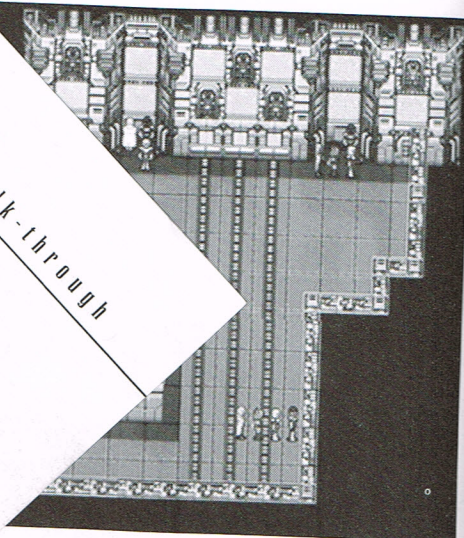
★ Enroll at the Guild and you will see an old fella in the north town of Zema.

ZEMA



★ Take the Hydrofoil from Krup to the island next door. This is the entrance to the Soldier's Temple.

6 ★ The Complete Walk-through



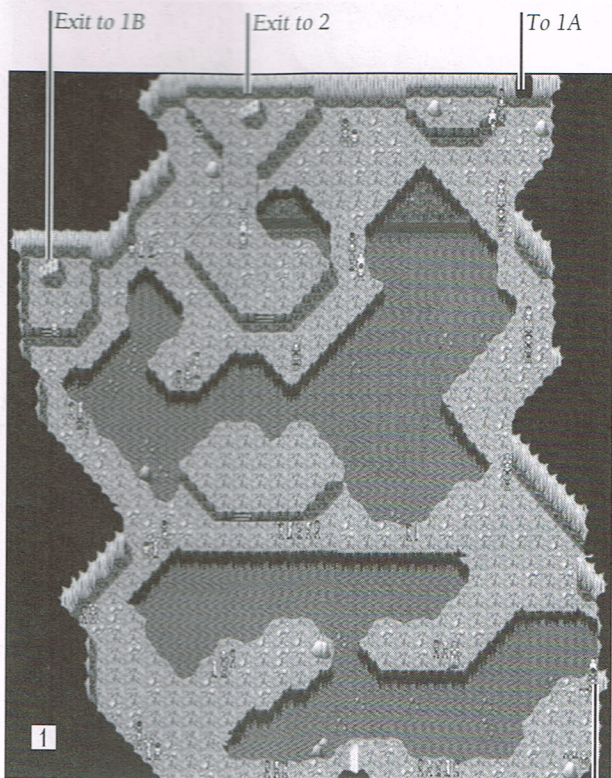
## FAULTY COMPUTER

★ Stopping the machines of Vahal Fort means turning off a faulty computer in Level 4. This done, all your missions for the Hunter's Guild are complete.

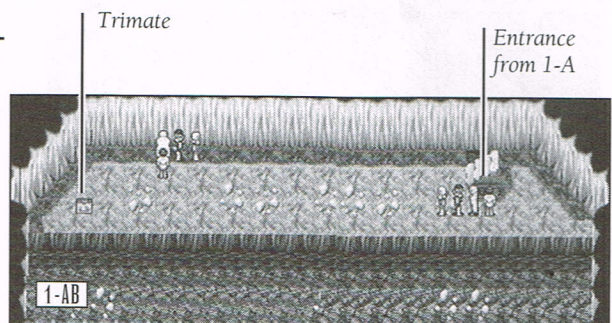
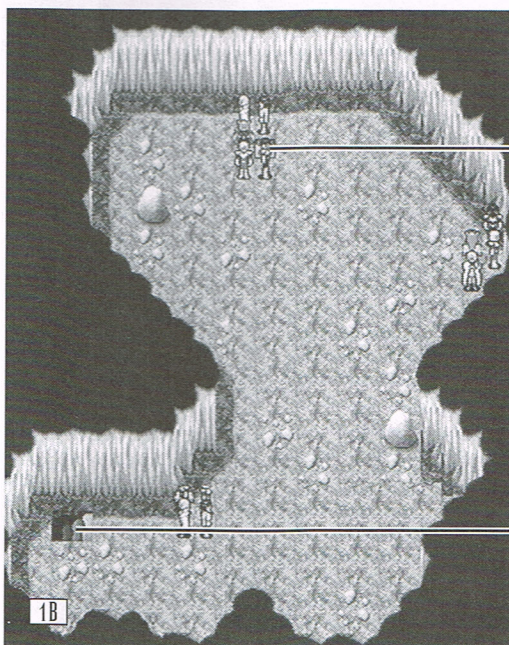
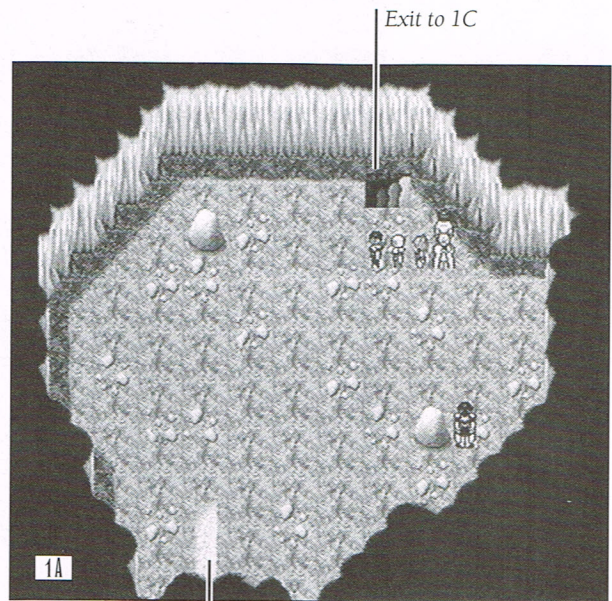


★ Upon entering, you'll meet Seth, a traveling archeologist. He offers to join you.





Escapipe





Entrance from 1

Moon-Dew

Exit to 2A

Star-Dew

Exit to 3

2

Exit to Temple

2A

Entrance from 2

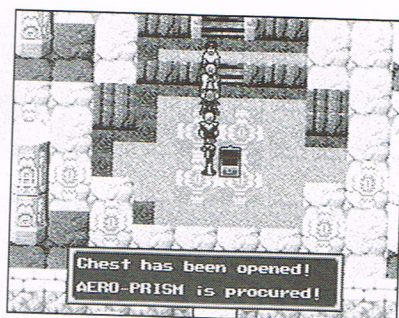
3

Entrance from 2

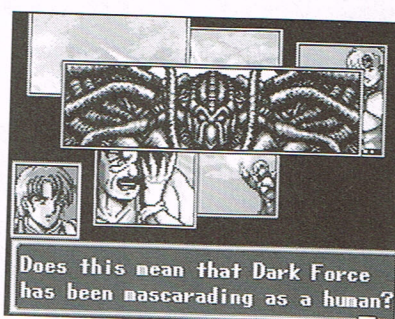
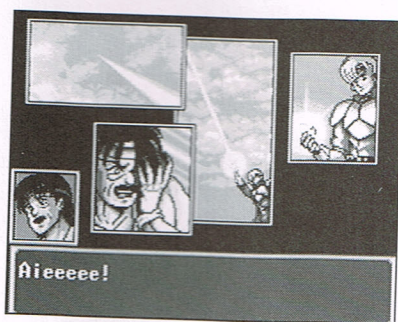




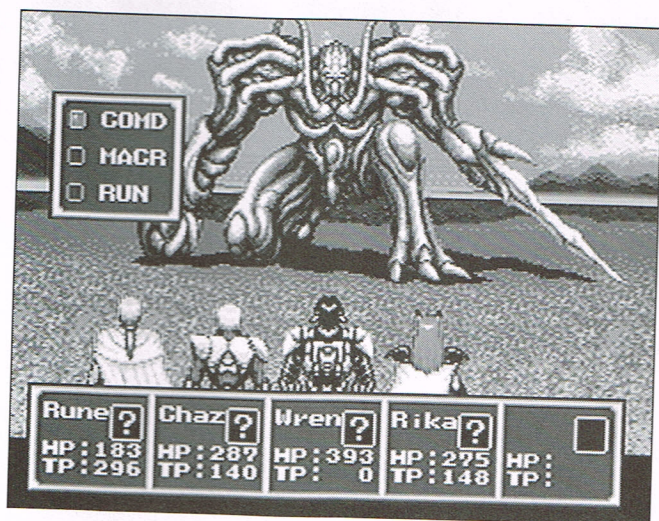
★ You've made it to the Soldier's Temple.



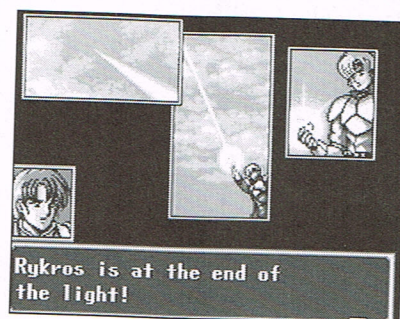
★ There. You now have the Aero-Prism.



★ While exiting, Seth goes through some serious changes. It looks like he's Dark Force 3 incarnito!



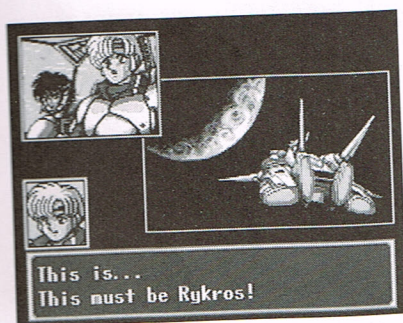
★ It's your final battle with Dark Force (you hope). This third incarnation will take all your might to beat.



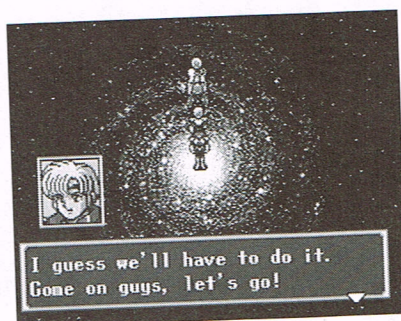
★ Once you've beaten Dark Force 3, the Aero Prism goes to work and points out a place called Rykros.



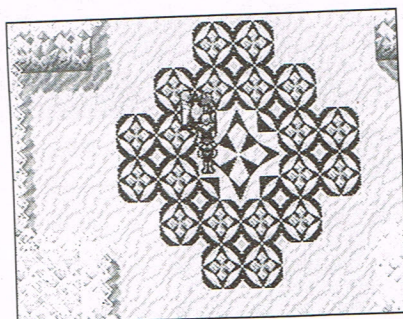
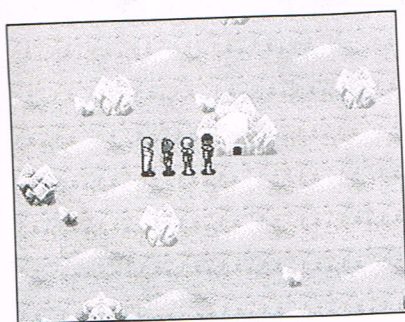
# Rykros



★ Follow the Aero-Prism's directions to Rykros.



★ The guardian of Rykros (a guy named Le Roof) offers you a challenge: Come back with items from the Strength and Courage Towers, and he'll consider your worth.



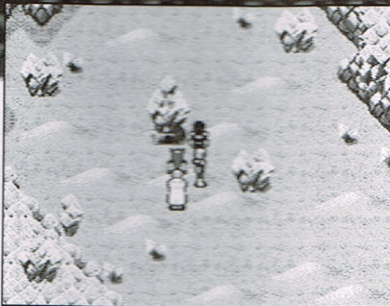
★ While visiting Rykros, enter the Silence Temple and walk across the Power Seal on the floor to restore all HP and TP. This works every time you need it.



★ There are four chests in the Silence Temple. They contain a Guard-Sword, a Guard-Shield, Trimite, and a Telepipe.



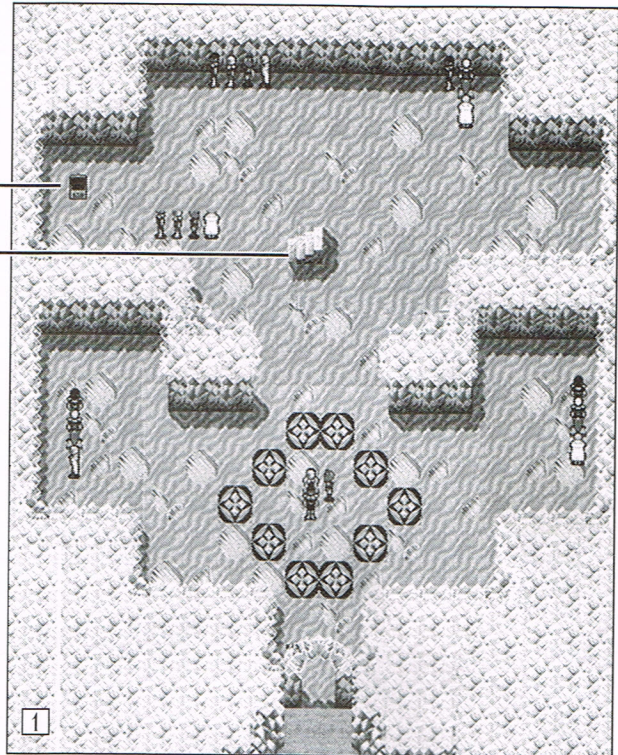
# Strength Tower



★ You'll find Strength Tower in the northwest of Rykros.

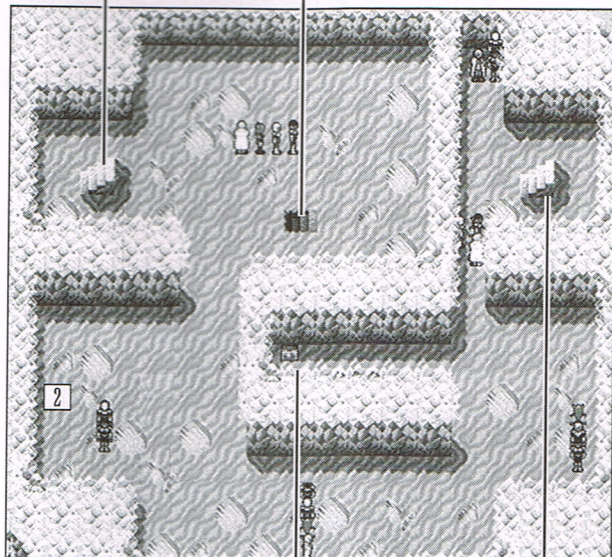
Moon-Dew

Exit to 2



Exit to 3

Entrance from 1



Guard-Claw

Exit to 3

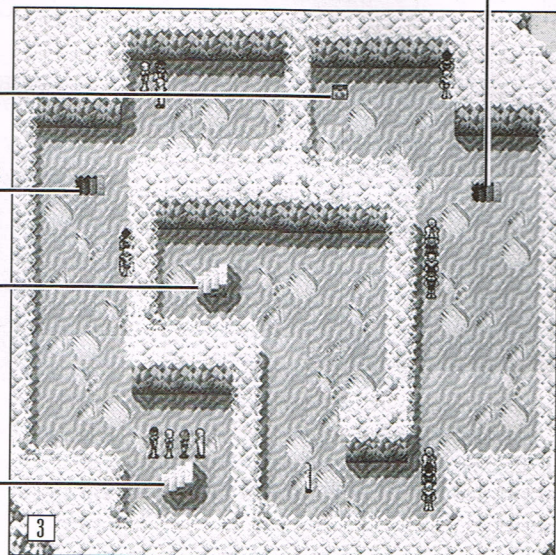
Moon-Dew

Entrance from 2

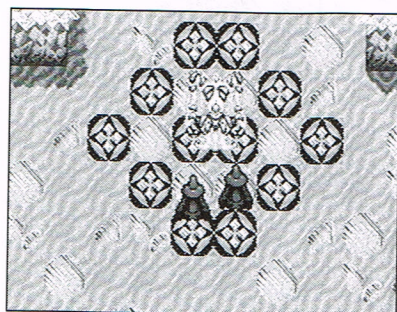
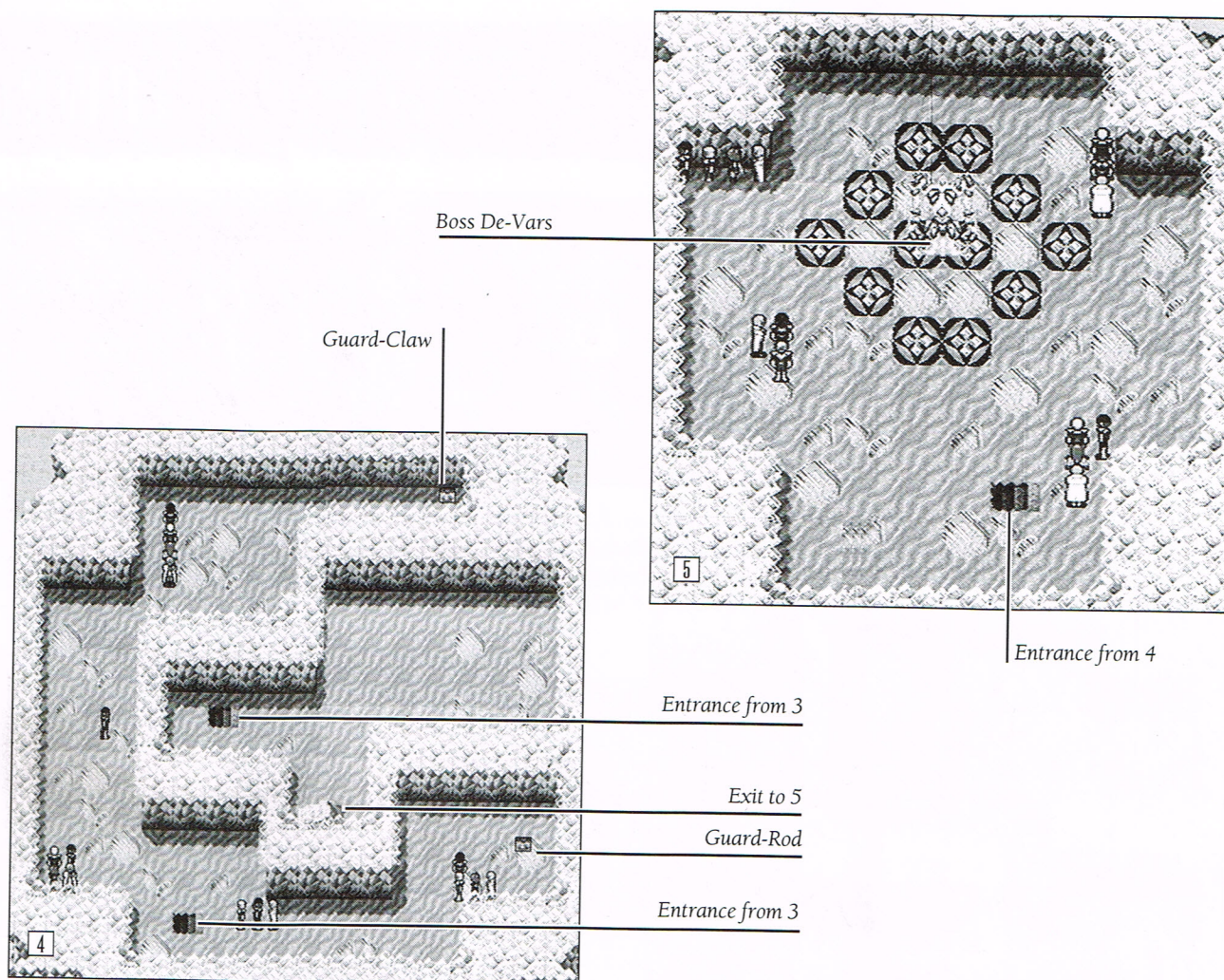
Exit to 4

Exit to 4

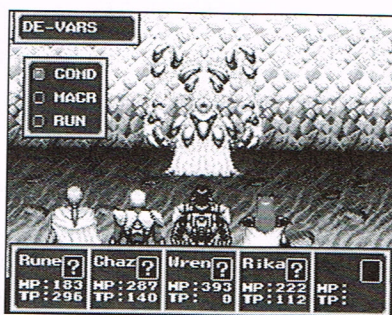
Entrance from 2



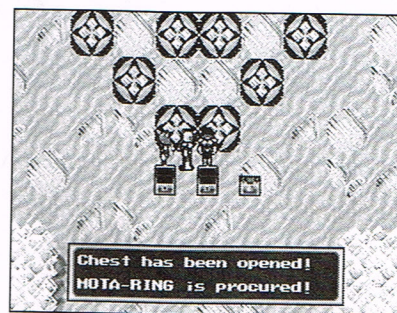




★ When you get to the top of Strength Tower, you'll watch the group ahead of you get blasted by the boss. This may not do much for your confidence. Go for it anyway.



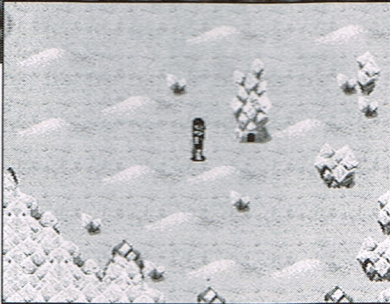
★ Take out De-Vars using Wren's Flare and Chaz's Rayblade while having Rika deal with your party's health. If you run out of Rayblade, use Nathu and Rune's Legion.



★ Once De-Vars is beaten, three chests will appear. They contain the Mota-Ring, the Dezo-Ring, and the Palma-Ring. It's now on to Courage Tower.



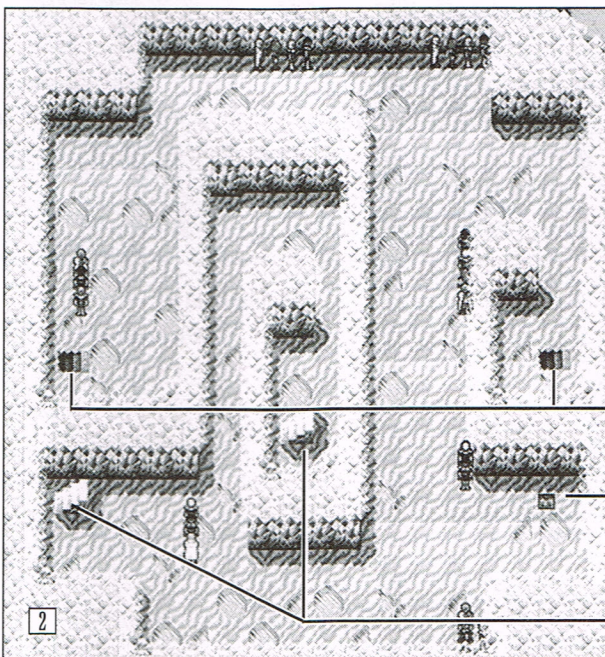
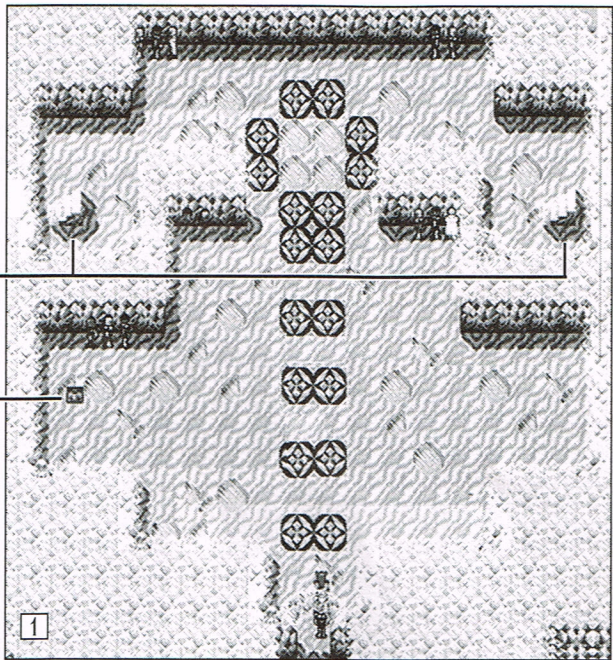
# Courage Tower



★ You'll find Courage Tower in the southeastern portion of Rykros.

Exit to 2

Star-Dew

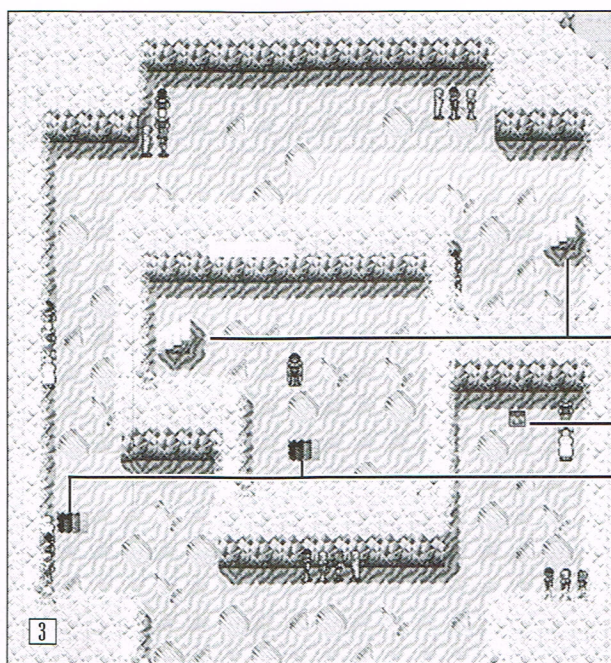


Entrance from 1

Star-Dew

Exit to 3

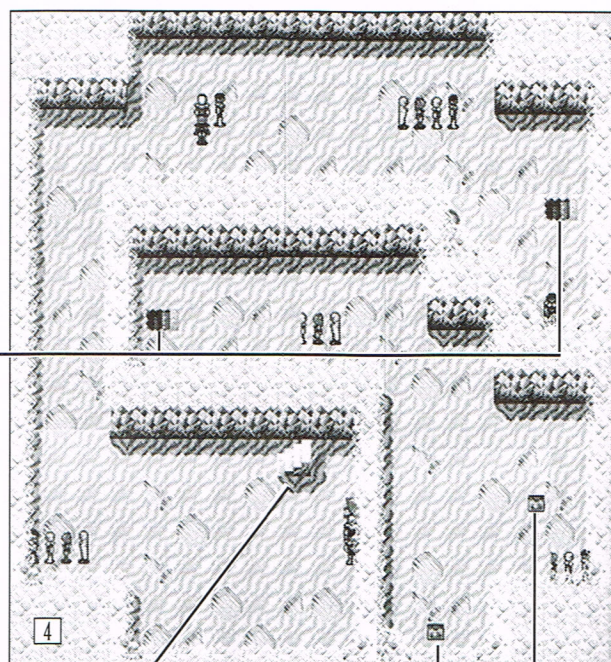




Exit to 4

Guard-Robe

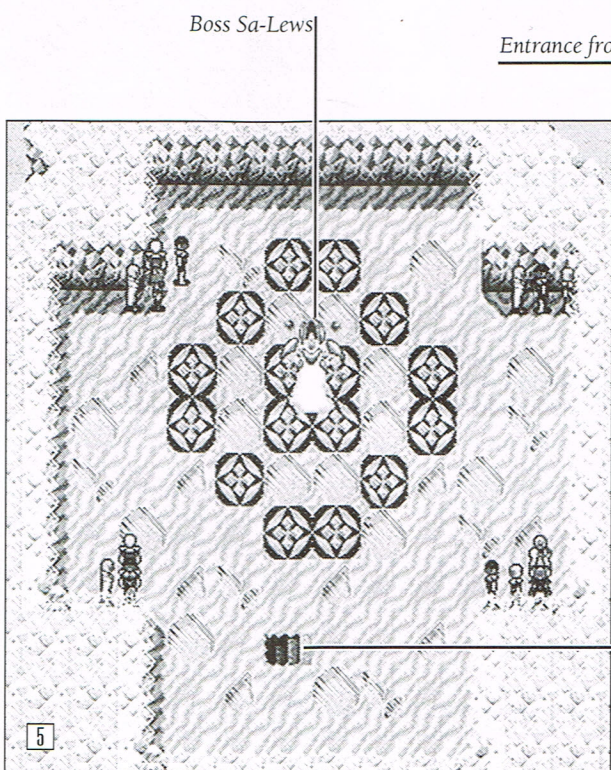
Entrance from 2



Exit to 5

Guard-Mail

Guardarmor

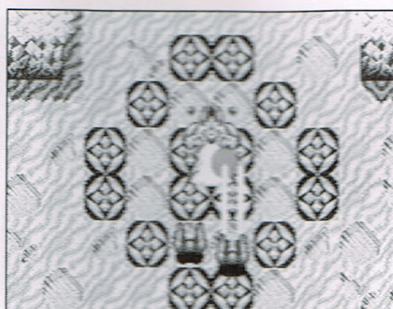


Boss Sa-Lews

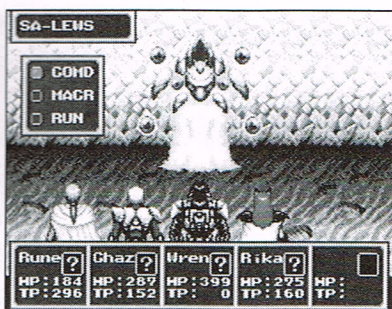
Entrance from 3

Entrance from 4

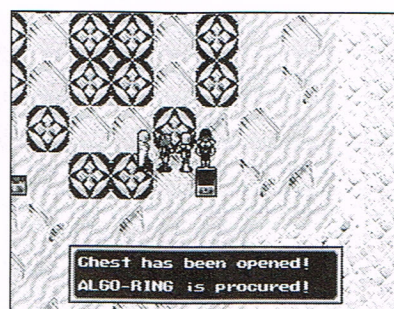




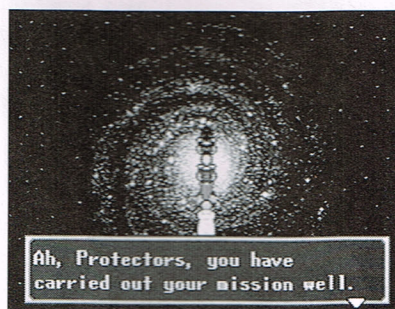
★ Just as before in the Strength Tower, you'll watch others get smashed by the boss.



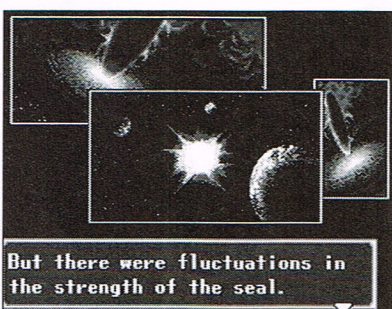
★ Sa-Lews is virtually identical to De-Vars, the boss of Strength Tower. Give him the same whupping using Wren's Flare and Chaz's Rayblade while having Rika deal with your party's health. If you run out of Rayblade, use Nathu and Rune's Legion.



★ When the boss is beaten, two chests will appear. They contain the Algo-Ring and the Rykr-Ring.



★ When you've completed your quests for Le Roof, return to the Silence Temple and learn the story of the ages to find out how and why the Profound Darkness is at work.



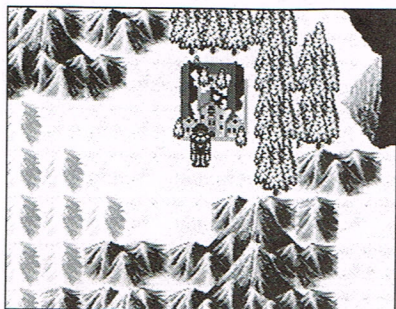
★ You'll find out some unsettling things about your galaxy being the seal that keeps evil at bay.



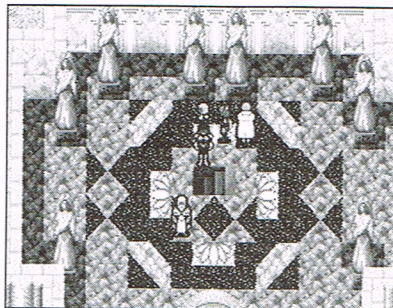
★ Next, you are sent back to Esper Mansion.



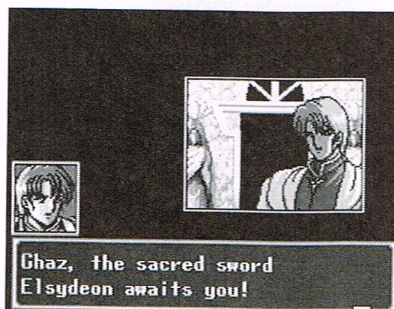
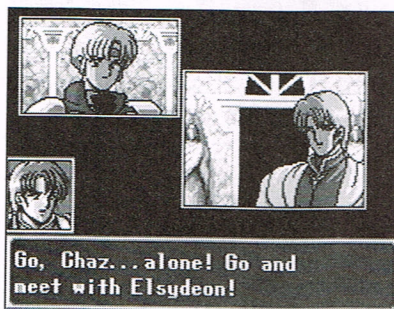
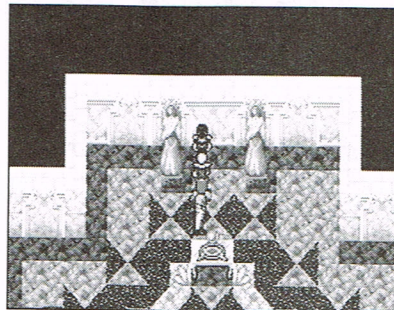
# Elsydeon



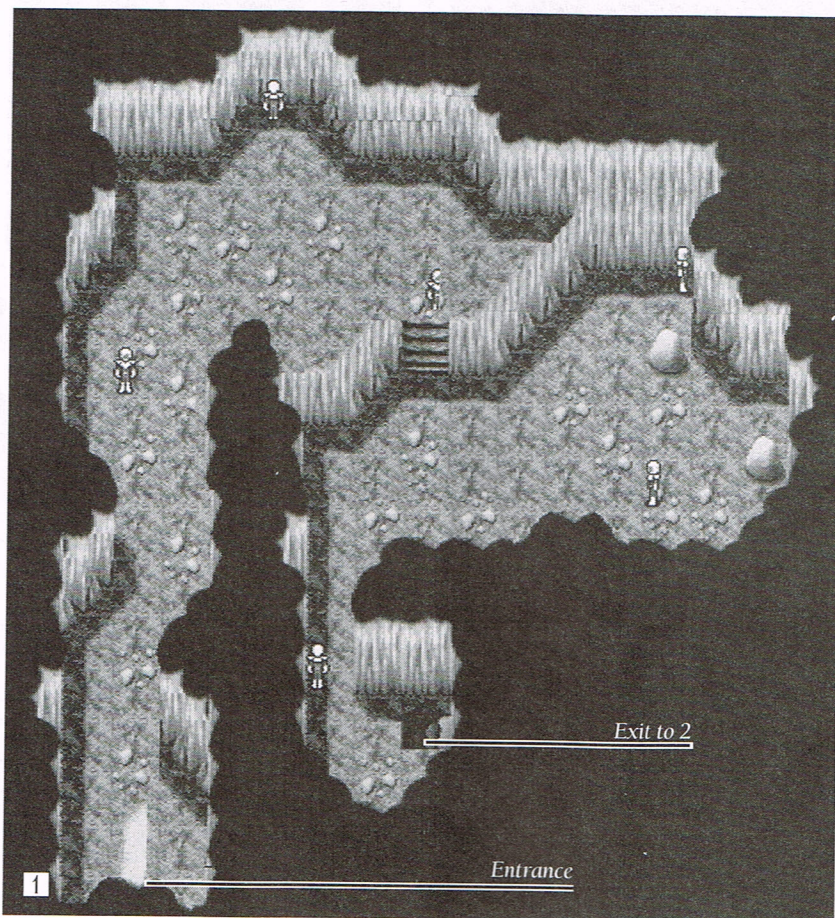
★ Go back to the Esper Mansion for a major sword quest.



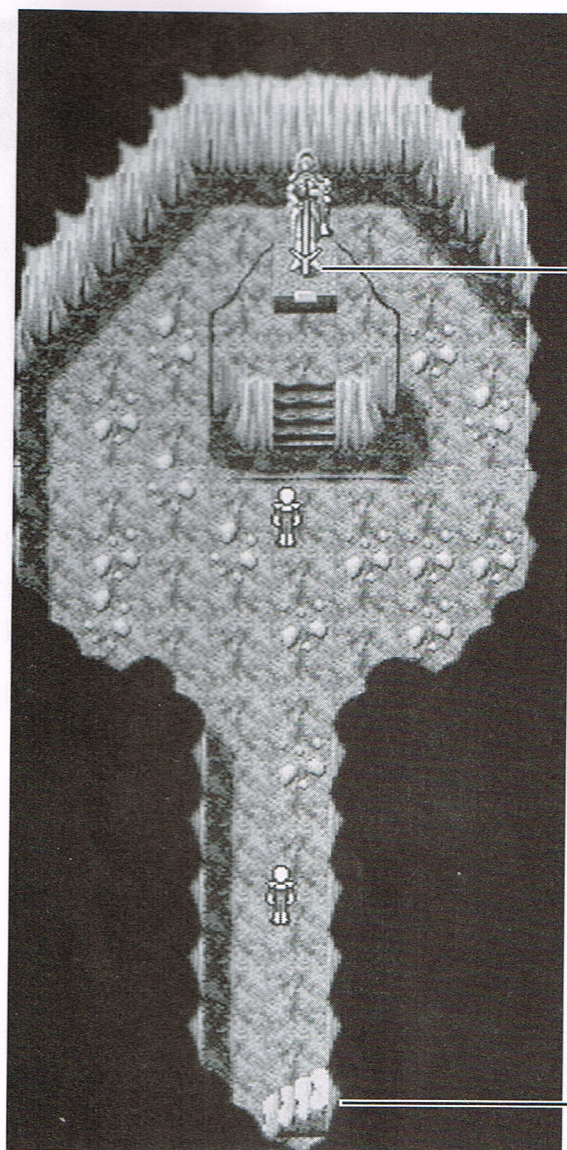
★ Head for the basement (where you previously learned about Lutz) and a wall will open for you.



★ Chaz will have to do this quest alone.

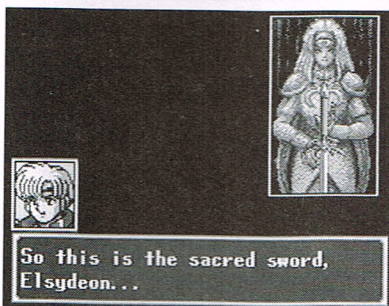




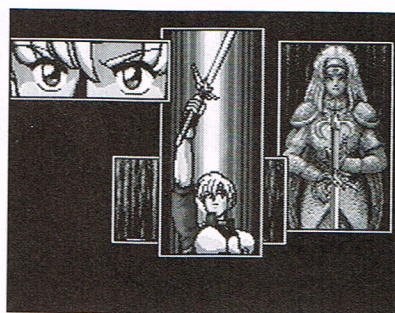


Elsydeon

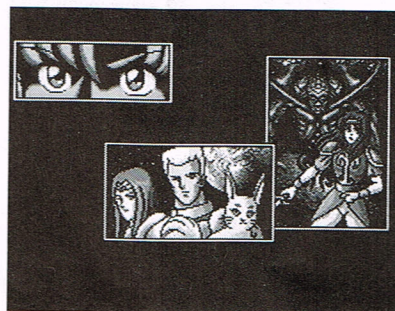
Entrance from 1



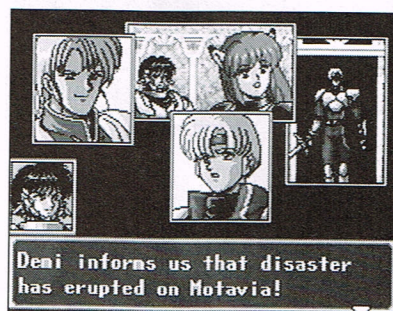
★ The Keeper of the Sword looks suspiciously like Alis Lamdale.



★ You got Elsydeon!



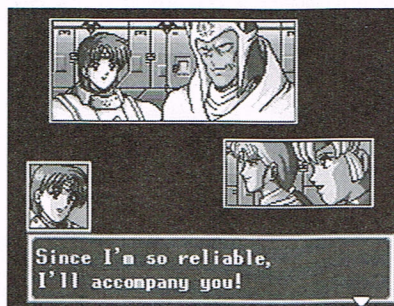
★ It turns out that all the guardians who have gone before (in previous Phantasy Star games) inhabit your new sword in spirit form.



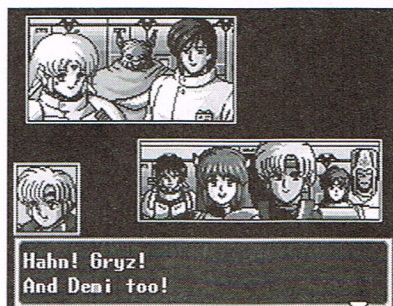
★ On completion of the sword quest, you are called back to Motavia. It seems that a major disaster is occurring.



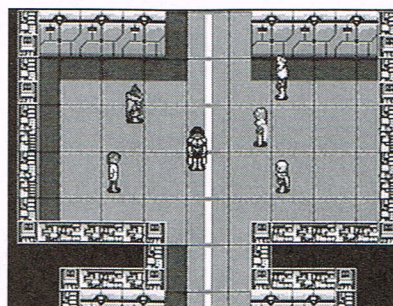
# Profound Darkness



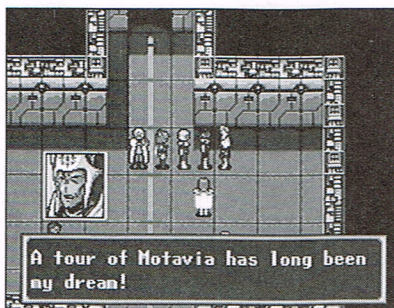
★ At the space port in Dezolis, you'll find that Raja and Kyra want to come along.



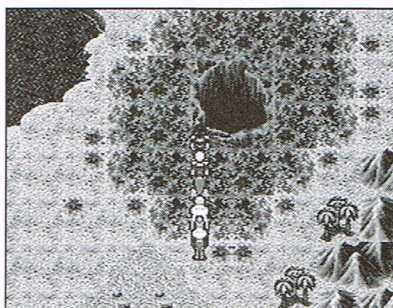
★ When you get to the space port on Motavia, you'll find that Hahn, Gryz, and Demi are waiting.



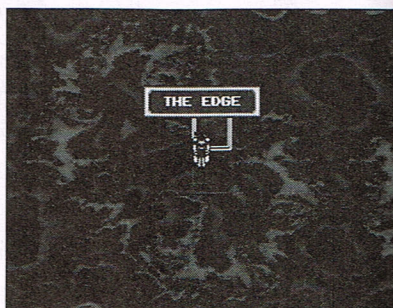
★ It looks like you've got some choices to make. You can only take one of your remaining five pals with you for the final battle. Who's it going to be? For fun, consider saving here and trying the battle with each.



★ We prefer Raja because of his energy-restoring Skills and Techniques.

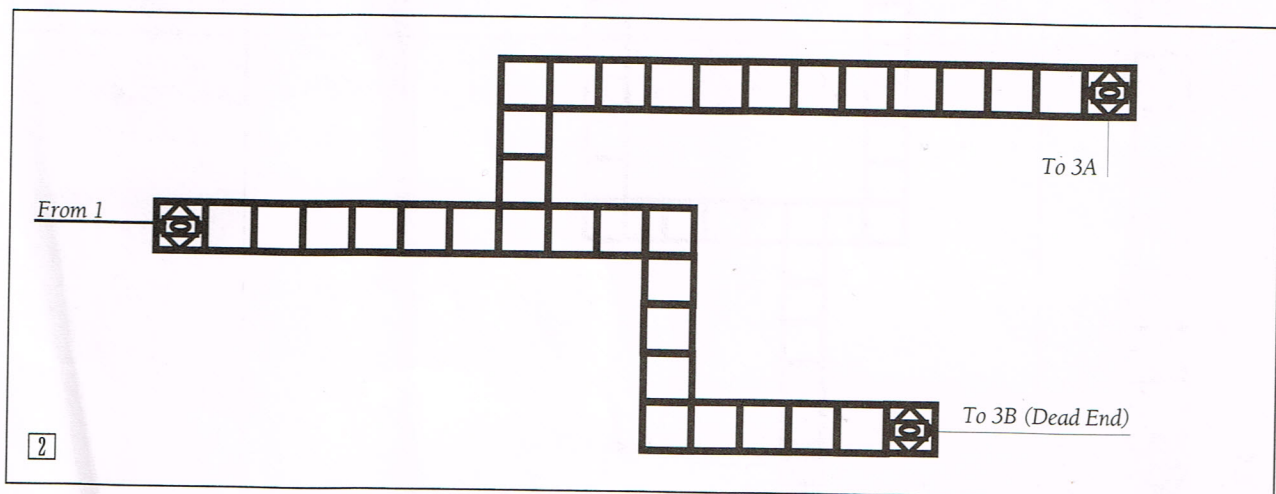
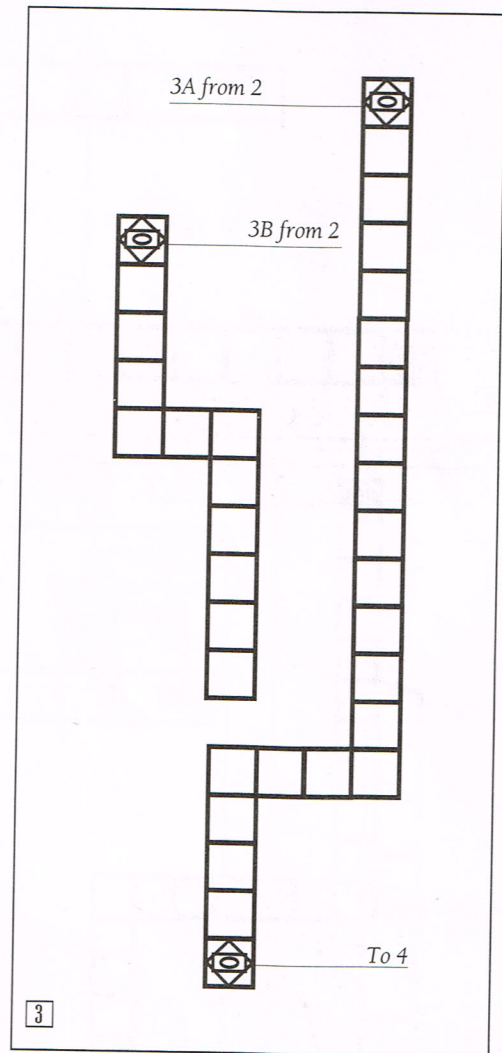
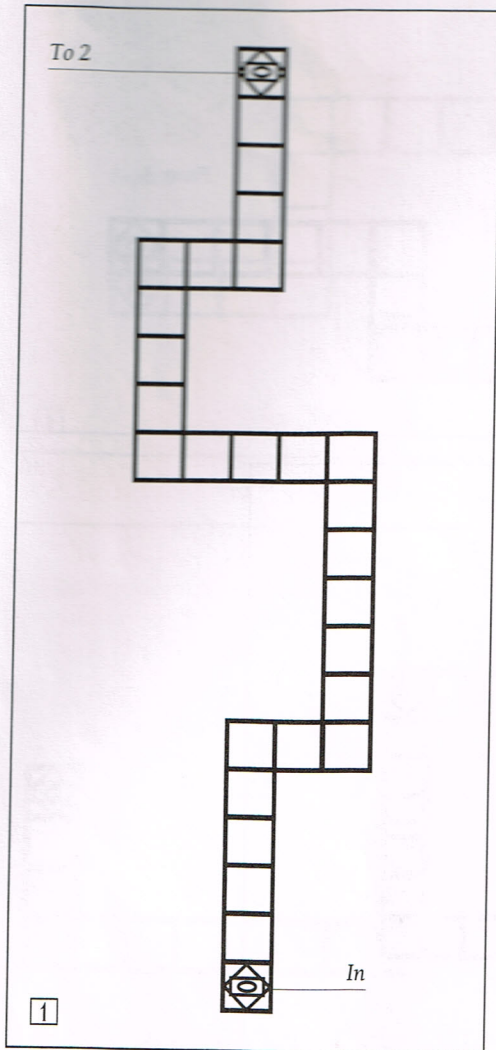


★ Just north of Piata you'll find a major new landmark fouling the scenery. Head on in.

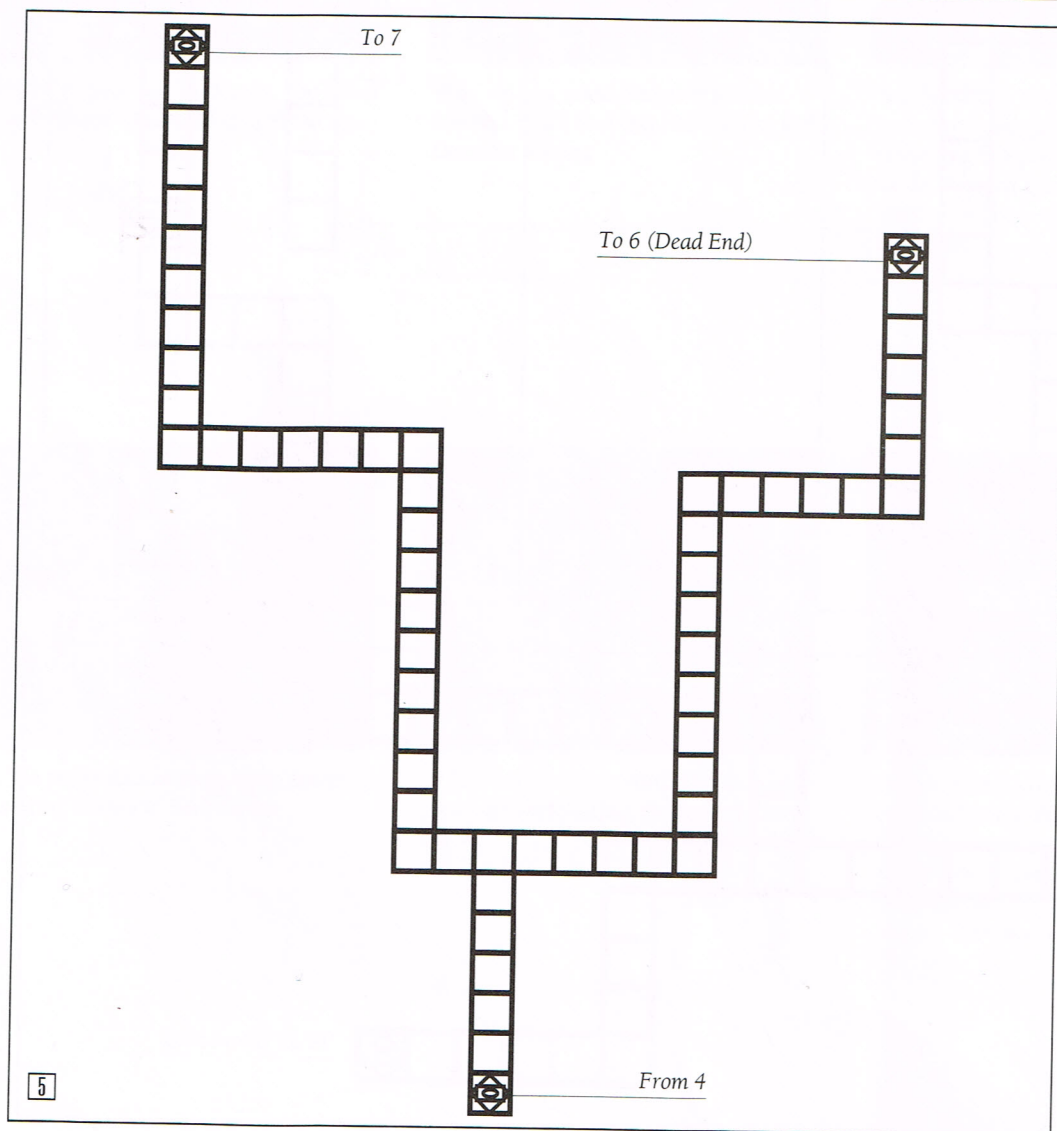
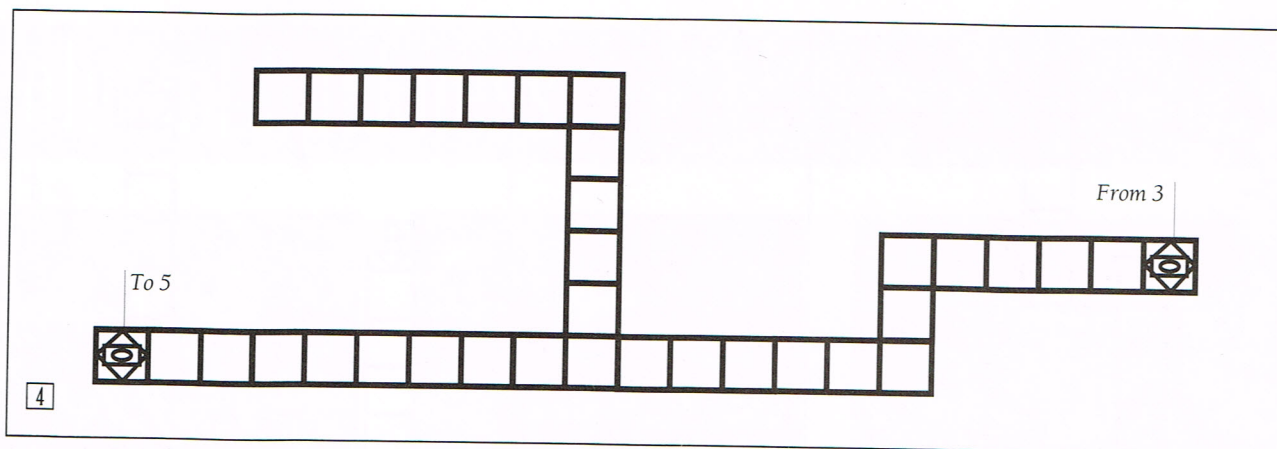


★ On entering, you'll find a fractal-based world called The Edge. Because of the shifting patterns in this colorful region, mapping with screenshots was impossible. We've recreated the grids your party travels so you won't be without a map.

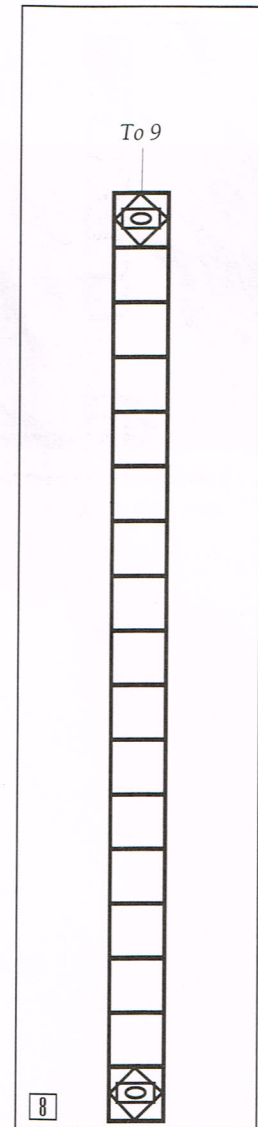
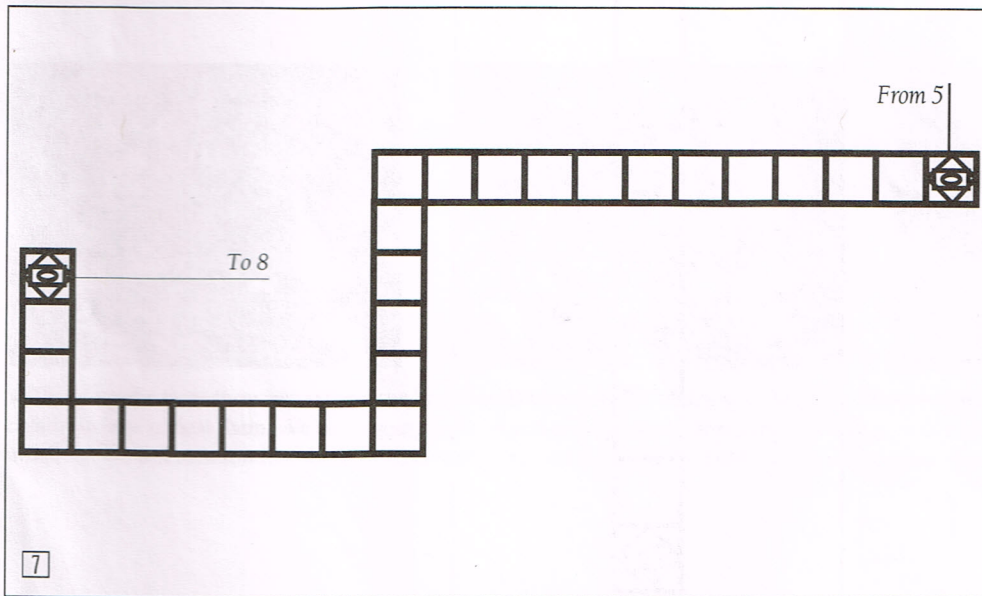
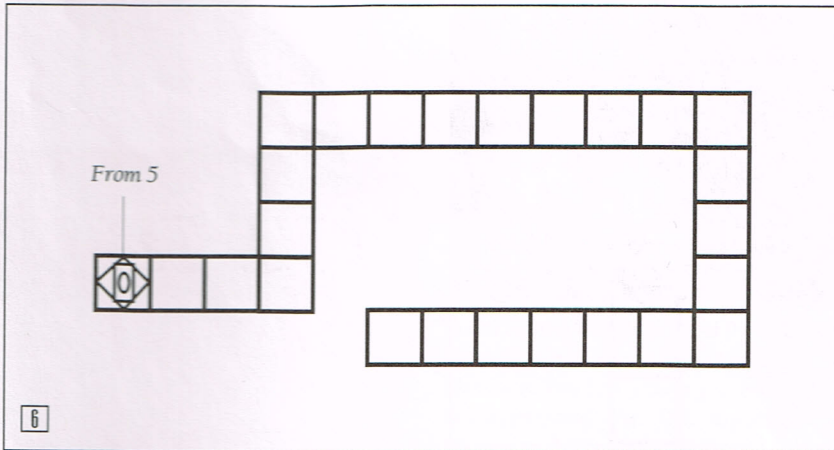




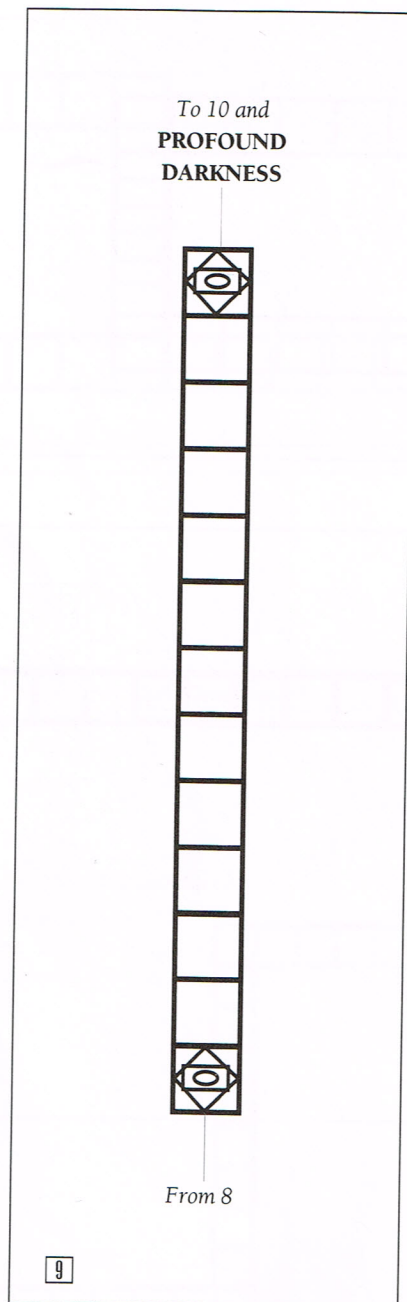








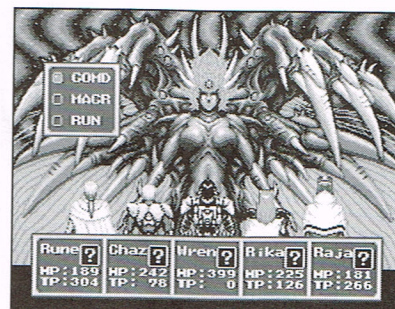
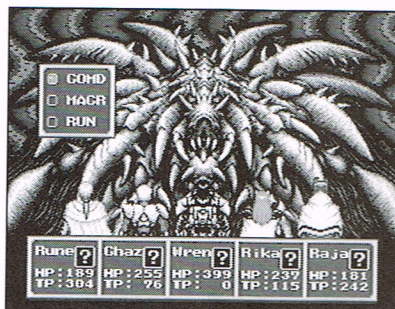
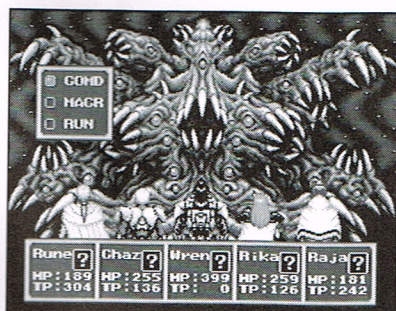








★ On exiting The Edge Level 9 you'll find yourself face to face with the Profound Darkness. You better hope you brought a flashlight (small joke...OK, very small). Prepare to destroy or be destroyed.



★ These are the three incarnations that the Profound Darkness takes during your fierce final battle. Check out the Enemies chapter for details on how to beat them. We aren't going to show you any of the terrific ending cinematics — as it doesn't seem fair to give them away. But we will mention that there's a great sound test waiting for you on completion of the game. Good luck.