



Star Ocean: The Last Hope Guide

All good things must come to an end. Much like the Star Trek series that inspired it, tri-Ace has sent Star Ocean off by returning to the beginning, brining a wide-eyed wonder to interstellar travel that had long since faded. As the captain of the Calnus, Edge Maverick seeks out new life and new civilizations, and boldly goes where no man has gone before.

The developers have leaned quite a lot in the 13 years since the original graced the Super Famicom, and this is the largest, deepest, and most open adventure yet. You'll travel to seven different worlds, explore underdeveloped planets, tackle dozens of side-quests, and fight some of the fiercest villains ever. Sound overwhelming? Well that's where we come in.

In this Star Ocean: The Last Hope strategy guide, you'll find:

- **GENERAL STRATEGIES** // Learn the basics before you dive in.
- **CHARACTERS** // How to use each character and how to develop them to be even more effective.
- **WALKTHROUGH** // Step-by-step through the entire quest, with over 300 images to illustrate key points.

Guide by: Travis Fahs

© 2009, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

IGN INSIDER EXTRAS

IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

JOIN TODAY

Star Ocean: The Last Hope General Strategies

Party Building

Star Ocean's party system has a key difference from most other RPGs: Inactive characters can be swapped into battle at any time, even after all the active characters have fallen. Unfortunately, inactive and fallen characters do not gain experience points from battle, so rotating and leveling characters requires some real effort.

In more challenging boss battles, having a solid second string provides a real advantage, as this change is always instant and sometimes easier than having to revive fallen allies. Because of this, you'll want to rotate characters in general. However, the extent to which it's practical to level up every single character is debatable. Most players will probably want to make a conscious decision to abandon certain characters, and these decisions should be strategic.

For example, Edge, Meracle, and Arumat are all characters that favor a player control over AI, and as such they are weak support characters. Maintaining all three is a wasted effort. Others may choose to abandon Lymle whose offensive skills are eclipsed by Myuria and whose healing skills are weaker than Sarah. The decision is ultimately yours. The game can be beaten comfortably with only four characters at an adequate level, and each extra character over that should be considered a helpful bonus, not a requirement.

Character Building

Each character has certain natural strengths that can be enhanced and weakness that need to be compensated for, and keeping this in mind is one of the keys to succeeding in battle. The Characters section in this guide has more detailed tips on successful ways to use and build each character, but there's some individual preference, and you should familiarize yourself with the different ways you can enhance your characters.

Skill Books are means of adding a new ability to a character. Some of these are passive skills that will work on the map and are irrelevant to battle (for example, the Treasure Sense skill, which allows you to see chests on the map). Others have implications in combat, and these need to be equipped in order to function. Most of these skills are status boosts that will increase stats like ATK, INT, or HP, but others may have more specialized effects. You can only have two of these skills per character, so choosing them wisely is important. They can, however, be swapped in and out between battles, so don't lose too much sleep over it.

Once a skill is learned, it can be leveled up using SP. SP is gained through building levels, and there's also a pool of shared Party SP that can be allocated to any character. This is earned through finding treasure and completing quests. Different skills benefit more or less from leveling up. The HP Boost and ATK Boost skills for example offer truly massive incentives to max out, while others may only see a 1% increase from one level to the next.

Battle

One of the signature elements of the Star Ocean series is its real-time action-based combat system. If you're familiar with Namco's Tales series, this is very similar, but it's fully 3D and a bit more hands-on with regard to party management. In this latest game the boss battles are longer and more difficult than in the past, so learning to fight well is important. The battle simulator on the Calnus allows you to practice your skills in a controlled environment, and we recommend this even for those who have experience with the series.

The two biggest additions to this latest game in the series are Blindsides and Rush Mode. By holding the jump button, to face the enemy you're targeting, you can then dodge as your foe attacks to slip around them and attack. Different characters are more adept at this than others. Edge, for example, takes a very wide arc around his opponents which leaves him vulnerable to attacks, and also requires a good deal of space to maneuver.

No strategy is universal. Throughout the course of the game, you're going to find enemies like Golems and Rock Hermits that require constant use of blindsides, while others (like Phantom Soldiers) that are very difficult to even get close enough to blindside. A balanced, flexible team is a must, and learning to recognize which strategies work against which enemies will serve you far better than button mashing.

Quests

In addition to the game's required objectives, many people you meet will ask for your help. Quests are wholly optional, but many provide useful and unique items, and all of them grant EXP and SP. If you plan to spend some time leveling up or hunting for gear, taking on quests is a great way to make the process more interesting.

Sometimes you'll be given quests before you can complete them, or at inopportune times, and it's easy to lose track. Thankfully, you have a Quest Log that will show your open objectives. Those with an exclamation mark by them are quests that have been completed, but are still open because you have not returned to the quest-giver. You may at times find yourself completing quests accidentally, so it's good to check the log from time to time.

Apart from the handful of missions given on Aeos early in the game, quests do not expire, and you will always be able to return to them down the line. Because of this, you should not hesitate to talk to everyone in town and open as many quests as possible. If you only complete a handful of them, then so be it. There is no penalty for taking on quests and leaving them uncompleted.

Star Ocean: The Last Hope Characters

The cast of Star Ocean: The Last Hope is a motley bunch, and learning the subtleties of each character will be a real advantage in the long run. Star Ocean has the unique feature of allowing you to swap characters in and out in mid-battle, so being able to balance your crew and work with everyone will benefit you.

Edge

Your basic melee swordsman, Edge is a heavily offensive character with a handful of support skills. For most players, he's going to remain the primary attacker. His special attacks are primarily chain combo hits which has some defensive implications, as it makes Edge perfect for tying up enemies in long combos. By knocking enemies into the air, Edge can maintain very long juggle combos, allowing him to neutralize enemies until their Rush Mode builds up.

Tactics for melee fighters vary greatly from battle to battle, more than for other classes. Edge is at his best when he's blindsiding an enemy from behind, and these situations provide great opportunities for extended combos. Unfortunately, Edge's blindside method is slower and requires a wide arc of movement. With the ATK Boost skill, Edge's attack power can be completely devastating.

Unfortunately, melee fighting is a dangerous endeavor. Edge's HP bar and defense isn't meager, but he's still going to be one of the most fragile characters in practice because of the dangers of being on the front lines. Getting close to some enemies can be difficult. The No Guard skill helps tremendously in allowing edge to break in, but it does nothing to nullify damage, so it's still important to make sure you have good defensive equipment, and you may want to consider teaching him HP Boost.



Reimi

A skilled archer, Reimi is one of the best ranged fighters in the game. She's not really that durable, but she doesn't have to be since she can keep her distance. Reimi exists predominantly as a support character, so in most fights, you'll want to leave her duties to the AI, but having her leveled up can help. Her basic attacks seem pretty feeble, but once she gets her more powerful skills, she's a force to be reckoned with.



In balancing your crew, you don't want to be too heavy on one kind of attacker or another, so Reimi is probably best considered as an alternative to Myuria or Bacchus. Reimi's main advantages over these characters are her powerful chain combos (which you should set up and level up in the skill menu as they become available) and her ability to attack while jumping, which can prove very useful.

Faize

Faize may be slight of frame, but he's a well rounded character with a mix of melee and offensive magic that make him very versatile. Compared to the combo-savvy Edge and Meracle, Faize will land fewer hits, but his symbology can be very powerful, and eventually this will eclipse his sword fighting abilities. Because of this, you should focus on boosting mind-related stats more than ATK-related skills. Faize can fit into just about any lineup and hold his own, but by that same token, he can be replaced by a well-rounded lineup.



Lymle

Little Lym is a powerful symbologist for her small size, and she's the first heavy-duty magic caster to join your party. Her basic attacks are virtually useless and her defenses are weak enough that they may demand enhancement, but her spell-casting is very useful. She primarily skews toward fire-based attacks, perhaps too heavily, but also packs some solid healing skills, which will mean she's going to be a primary fixture of your party for much of the game.



Later on, Lymle outgrows some of her usefulness. Myuria is a stronger offensive symbologist with a wider variety of elemental attacks, and Sarah is a better healer. Lym still has her place when you need a well-rounded mage to support a melee-based crew, as well as a second string for when one of your other mages is incapacitated, but she probably won't be in your starting lineup.

Bacchus

As appearances suggest, Bacchus is a tank. He's got massive native defensive ability even without armor upgrades, and a huge life bar to boot. Even better, he can get the Emergency Repairs skill which will allow him to instantly recover his own HP with no down time at a very low MP cost. The combination of these abilities make Bacchus seem nearly invincible at times. Because of this, he is a good candidate for the Berserk skill, that boosts ATK at the expense of DEF, since he has plenty defensive ability to spare.



Offensively, he exists primarily as a ranged support character, much like Reimi. But where Reimi focuses on combos, Bacchus is a heavy-hitter, able to stun enemies with incredible efficiency. His Black Hole Sphere is a powerful and very effective move, not only as a direct offense, but for its ability to leave enemies vulnerable to attacks from other characters. This makes Bacchus the perfect wingman for any melee fighter.

Meracle

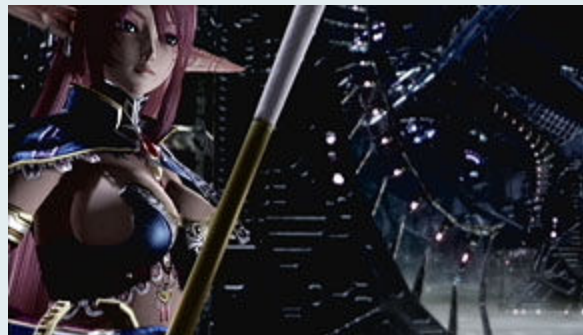
The adorable teen feline, Meracle is a fast and frantic, combo-happy melee fighter, and she can be a ton of fun to play as. Her base ATK stat is the best in the game (along with Arumat), and her ability to perform blindsides is unmatched. Unfortunately she has a few natural deficiencies that make her a bit of a problem to use, so leveling her up intelligently is very important.



Meracle's defensive skills are pretty deficient. Her life bar is very short, so you're going to want to extent it with the HP Boost skill and make sure to always invest in good armor. Beyond this you want to pay special attention to her chain combos, and consider giving her ATK Boost to enhance her already deadly offensive skill. Her nimble movement makes her an excellent choice to be your main player-controlled fighter, as skill can always compensate for defensive deficiencies.

Myuria

The sultry "older" woman of Star Ocean's cast, Myuria is an offensive mage with a wide range of elemental abilities, and some modest healing abilities. We'd recommend against using her as your primary healer (Sarah is ideal for that role, and Lymle is a better choice too), and instead think of her as an alternative to offensive support characters like Bacchus and Reimi.



Myuria's real strengths aren't terribly obvious. Where she excels is with her elemental attacks. If you pay attention to your enemies' weaknesses, Myuria likely has the answer to any of them. You'll need to power up the Fast Cast ability to really make her really effective on her toes, and if you teach her Faerie Star she can be a pretty excellent secondary healer.

Sarah

Although you won't get her until the second half of the game, Sarah will instantly find her way into your regular lineup. She is quite simply the best healer in the game, and an absolute necessity if you want the most effective party. She has very powerful healing abilities and she can easily restore fallen characters, so she'll be your best friend in those long, difficult boss fights.



Sarah has a handful of offensive attacks, but unless you're exploiting an elemental weakness, these are mostly a waste of time. Defensively, Sarah is pretty vulnerable, so you'll want to either boost her HP or make sure she's well supported by attacking anything that goes near her, or using Bacchus to maintain control of the field while Sarah does her thing.

Arumat

While he only joins late in the game (and inherits the level of another character), he is an excellent choice for a player-controlled character, with powerful attacks and excellent melee range. He attacks in wide arcs that can easily catch multiple enemies. He's not as much of a combo fiend as Meracle, though, so his rhythm is going to lean more toward hit and run.



Unfortunately, Arumat's defense isn't very strong, despite a decent amount of HP. This can be troublesome when trying to break into close range against some enemies, but his superior blindside ability helps to make up for this. Unfortunately, like Meracle, this renders him a vulnerable character in the hands of the enemy AI, so you'll really only want to use him if you plan to get your hands dirty.

Star Ocean: The Last Hope Walkthrough

00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

After the opening ceremonies, you'll be treated to a basic battle tutorial. This simulation lets you learn as much or as little as you need, but since Star Ocean's combat system is different than most other RPGs, it's a good idea to go through the text curriculum at the very least.



When you leave the simulation room, immediately turn to the left or right and go down the stairs. There's a save point, and the deck is just in the next room. Enjoy more cut scenes.



Table of Contents	
01	Planet Aeos
02	Planet Aeos (cont.)
03	Planet Aeos (cont.)
04	Planet Lemuris
05	Alanaire Citadel
06	Alanaire Citadel (cont.)
07	Alanaire Citadel (cont.)
08	Woodley Village
09	Celestial Ship

10	Celestial Ship (cont.)
11	Cardianon Mothership
12	Cardianon Subterranean City
13	Cardianon Control Tower
14	Cardianon Control Tower (cont.)
15	Cardianon Control Tower (cont.)
16	Earth
17	Earth (cont.)
18	Roak
19	Tatroi
20	Tatroi (cont.)
21	Tropp and Purgatorium Area
22	Purgatorium
23	Purgatorium (cont.)
24	Purgatorium (cont.)
25	Astral Caves (optional)
26	Return to Aeos
27	Return to Aeos (cont.)
28	Miga Insect Warren
29	Miga Insect Warren (cont.)
30	En II
31	En II (cont.)
32	Old Road and Sanctuary
33	Nox Obscuris
34	Nox Obscuris (cont.)
35	Palace of Creation
36	Palace of Creation (cont.)
37	Palace of Creation (cont.)

00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Planet Aeos

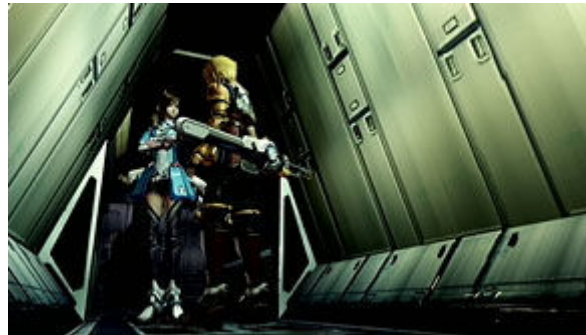
When you land, talk to Reimi to wake her up, and then you'll head outside. There's a save point there. Just to the left of where you got out, there's a chest, and the guardsman here will a Sniper's Bangle. There's also a glowing green pod near here with some berries.



Patrol the north area. There are three more pods with unimportant items in them. Once you've collected your useless junk, head back to the area near the ship's entrance and talk to Reimi. This will trigger an event, and your first real battle.



Once you've defeated the monsters, go back in the ship and head for the bridge where the captain is waiting. You'll trigger another event, and then head outside with Reimi.



This time, go east a bit, and then take the narrow passage to the greater land to the north (this was blocked off by wreckage before). You want to head north a bit, and then make your way to the easternmost point. You can see on your map the entrance to a cave. This is your destination.



Once in the cave, make your way north along the narrow path. A ways up on the left there's a pod with some sage. Keep on trucking down the linear path, which eventually veers west and leads to an exit.



00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Planet Aeos (cont.)

Outside, there's a save point. Check you map. There's a green point marked nearby. This is a heal spot. Head there, and take advantage of it to do a little leveling in the vicinity with a free heal between battles. When you're good and ready, hop down the ledge by the heal point onto the beach.



Look at your map again. There's an arrow indicating an injured crew member on the beach. Find him, and then enjoy the cutscenes. Afterwards, you'll fight your first boss battle, Amaros.



This fight will likely take a while, so this isn't the time for button mashing. It's not a difficult battle per se, but it's a dangerous one if you get lazy. Its main attack is a frontal wave that it splashes forward. It has a wide range of motion, which makes it difficult to evade. Basically, the pattern is to keep your distance, and then run in and attack from behind with your best combo, before retreating while he attacks. Rinse and repeat.



You have no way forward but to head into the cave to the east, so go there. Head south, and hop down and take the narrow path. There's a north fork and a south fork. This is the long narrow cave you were in before. Take the south route, back toward the landing point. When you get back to the ship, you'll notice a few things have changed.



There's a whole new, pre-fab McBase where the Calnus crashed. Head inside and explore. There are places to sleep, save, and buy items, so get back up to snuff. From the central rotunda, go north to find the captain. Speak to him.



00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Planet Aeos (cont.)

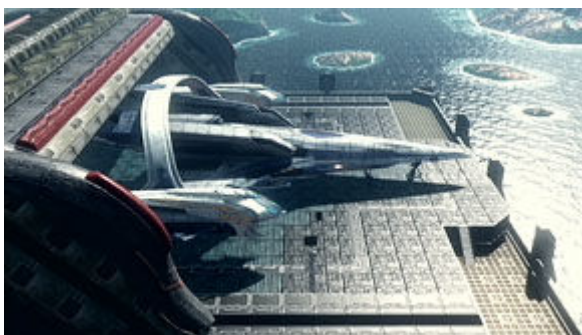
Now you'll have free reign of the base to talk to people and take on a few quest, which you'll be expected to do at least one of before you can proceed. Go to the sickbay and talk to the nurse to get the **Missing Patient** quest. He's outside in the northwest part of the base looking at the ocean.



The southwest room from the rotunda had a purple haired woman who will give you a quest to **Find 10 Insect Legs**. This quest is a gimme if you already have them in your inventory. Otherwise, you'll have to go battle some bugs. After you complete this quest, there's another similar quest to find insect eggs. There are also quests at the shops.



Once you're done questing, go back to the command room, and talk to Gaghan and then Captain Grafton. The Calnus is all yours now.



Take the helm of the Celnus. Faize will want to scan for ships. Go talk to him and Reimi, and then take the helm again. Once in space talk to your two crewmen again to listen to a communication.



After this, you can head out of the bridge, and you'll find Reimi and Faize gazing out the window. Talk to them once more, and then head upstairs. Find your room (first door on the left) and use the bed to rest until your arrival. When you wake up, head to the bridge again, and then leave the bridge to exit the ship.



00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Planet Lemuris

Just a bit to the northeast of your landing site is a small community called Triom Village. As you enter, the village elder will explain to you the town's situation. You'll also pick up a new party member. Afterwards, go explore the town, and shop if you want to. There's a house in the southwest part of the village where you can rest and save for free, so take advantage of this and do some leveling. When you're ready, exit the village.



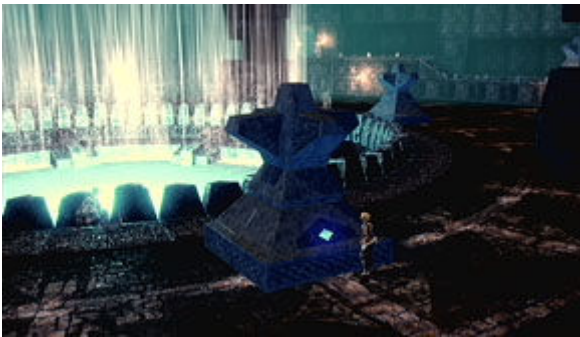
Make your way north of the village, across the bridge. Head northeast from here, and notice the conspicuously snowy area with a large stone building on the top. This is Alanaire Citadel. The enemies here get a bit tougher, so make sure you're ready.



00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Alanaire Citadel

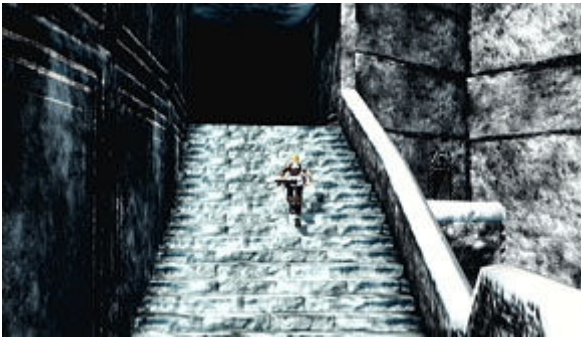
There large obelisks on the bottom floor that, when equipped with a Shining Stone, can elevate to become platforms on the floor above. Two of the four obelisks around the pool in the middle of the room are already loaded, so activate them. In the stone structure to the north of the pool, there's a chest with one of the Shining Stones (1/5). There's one more up the stairs on the southeast side of the room. This one will open the way to the western wing.



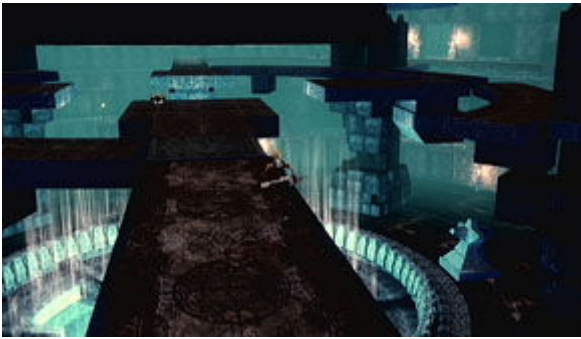
In the southwest room of the west wing, there's a chest with another one of the gemstones (2/5) you need. There's also a chest in one of the other rooms with a skill manual in it. This skill, "Treasure Sense" can be taught to Lymle, and will show you the location of treasure chests. Handy! **Make sure you get this skill book or you will be regretting it for the rest of the game.**



Go back out of the west wing but keep heading up the stairs on the outer rim of the main room, and move the next obelisk. Now you can go out the door and onto the ramparts on the other edge of the citadel. These will take you to the second floor.



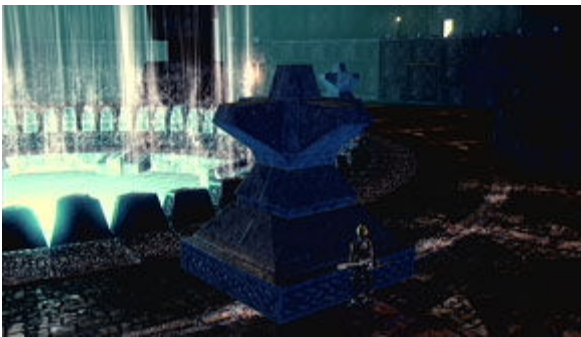
In one of the rooms on the outer side of the second floor, there's a chest with a Guardian's Rapier, and on the inner side, you can now work your way toward the center to reach a chest with another Shining Stone (3/5). If you continue your way up the ramparts, you'll find another chest with a Shining Stone (4/5) near a break in the ramparts. Grab it and return to the first floor (you should have three stones now).



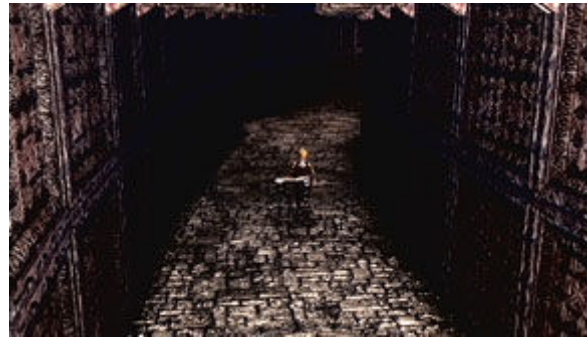
00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Alanaire Citadel (cont.)

On the bottom floor, activate the remaining two obelisks in around the pool, and then take the outer-edge stairs to the east wing and use the stone to move the obelisk out of the way.



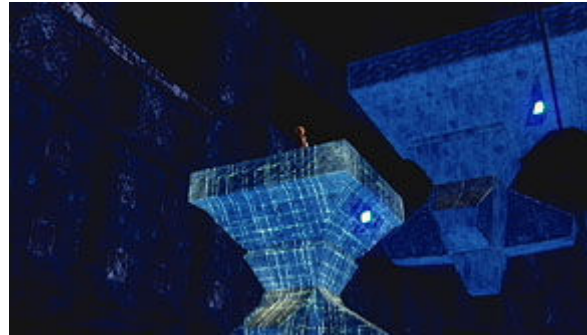
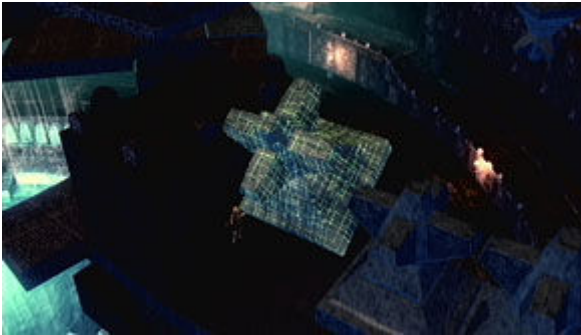
In the east wing, there's Guardian's Armor. You can then continue up the stairs, past another obelisk, and out the door and up the east side ramparts to the second floor.



There's a healing point on the second floor. Very useful for leveling up. The inner walkways should be accessible now with all the platforms raised. Go to the chest in the center east side. It'll have another Shining Stone (5/5).



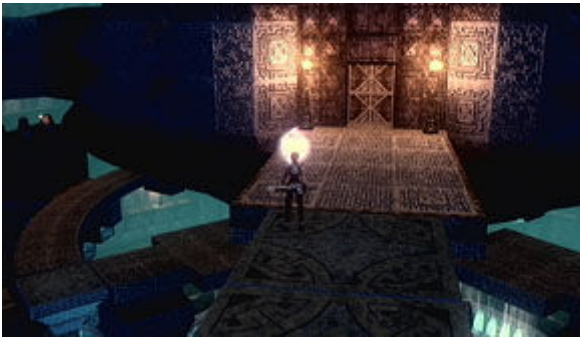
Make your way around on the inner platforms to the south side. There are a series of Obelisks, one loaded and the others needing stones. Activate all of them, and then step on the platform beyond them to lift yourselves up to the next level.



00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Alanaire Citadel (cont.)

On the third floor, you'll find a save point at long last. The boss fight is predictably enough just beyond the door.



We found ourselves at level 15 going into this fight without any particular effort, and found it to be a very easy battle. The Dragon Newt is nimble, and fights a lot like the Kobolds and Lizardmen you've been dealing with thus far. His main attack is a forward dash that is fairly hard to avoid once he performs it, so try to stay to his side. Blindsides can be tricky because of this attack. The boss will use Rush Mode a lot, and you should try to counter by doing the same.



When you win, you can go north to find a chest with the Trinity Blaze manual, but it's sealed with a Light Barrier. Examine the hanging cloth banners here, and you'll climb down to the field below. Woodley Village is just a bit further north. You can't miss it.



00	01	02	03	04	05	06	07	08	»
----	----	----	----	----	----	----	----	----	---

Woodley Village

There's a chest with some Blackberries by a house to the right, and a chest with some Fresh Sage in one of the rooms of the Inn. You can do some shopping here if you like. Lutea's house is the one in the north of the village. She's in her room. Talk to her and she'll give you a Symbol Stone.



While you're in Triom Village, you can complete some side quests if you like. They're really easy, so you might as well. If you go to the items shop, the owner will give you the **Little Lost Girl** quest. The girl is just standing by herself near the exit on the west side of the village. Talk to her, and then go back to the shop to tell her mother.



After this, the young girl will appear in the shop and offer up a second quest, **The Curious Kitty**. This one's also easy, but a little longer. She wants you to find her cat, who has run off. You'll need a Faerie Orchid for this quest, which you can get by going a bit west from the village and all the way south to where the exclamation mark is on your map. Northeast of this, you can see a small yellow arrow indicating where Sir Francis is. It's in an area with a lot of trees (both the vanilla kind, and the kind that punch you in the face). Once you get the little calico kitty sitting patiently by the rock, you can return to the village to claim your reward.



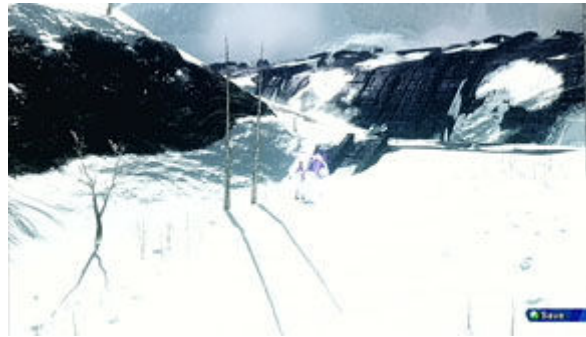
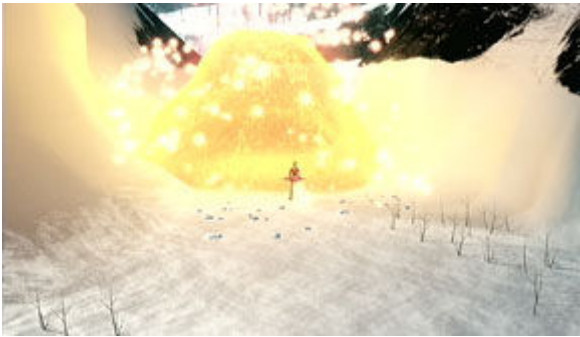
Now you need to head back to Triom, but you can't go back the way you came. Make sure you have the Faerie Orchid mentioned above, and then head east from where you found the cat, across the bridge. Keep trekking eastward, and you'll eventually find yourself just north of Triom again.



Talk to Lymle's grandfather in the house in the north of town. You'll get the Fire Ring, and now you can set out to find the other ship. The ring is useless without charges, so look for the Shady Sorcerer hanging out on the east side of the center of town for a free refill. With the fire ring, you can also take out the ice barrier on the chest in the southeast part of the village. This will give you Recipe Memo 02.



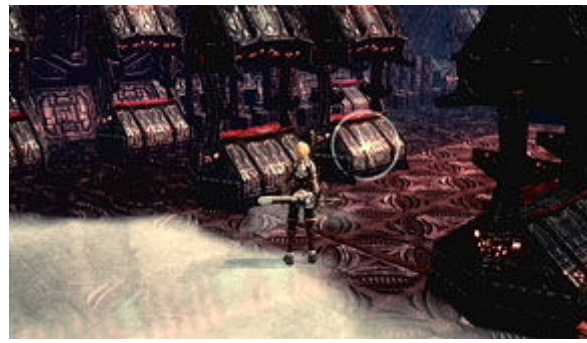
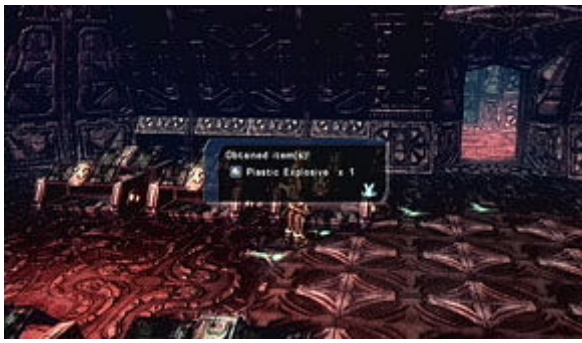
Go north over the bridge and toward the frozen lake again. This time, hang a right and go east along the frozen lake and toward the narrow passage leading east. There's a build up of ice blocking the way, which your fire ring can take care of (remember to have it charged). Beyond here you can find a save point and the ship. The entrance is on the east side of the ship.



«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Celestial Ship

In the first room, there are a couple empty pods with Plastic Explosives you can grab. If you look at your map and look for the room on the east side of the hall just beyond this room, there is another explosive charge. You can get this by going south and around and approaching the room from the west.



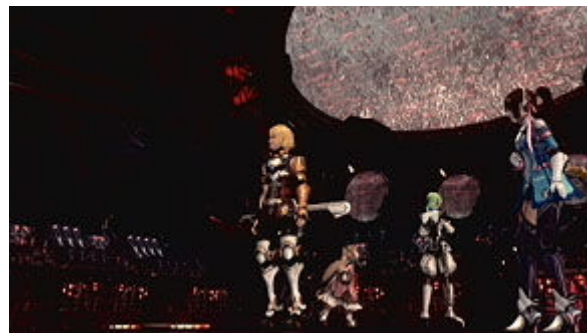
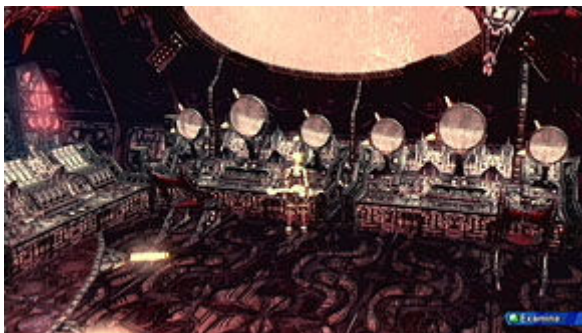
In the room just east of this, the northern door has a shorted out electrical spark on it. Blow this door with the explosives. Keep heading north all the way to the big O-shaped room. On the west side of this in one of the little areas jutting off on the east, there's a chest with an ice barrier that has a Skill Manual. Exit this room with the northeast exit.



Take the hall continuing north, and blow one of the doors leading to the room east of the hall. This has another charge on the east side, and a chest with a Cardianon Sword (and another you can't open yet).

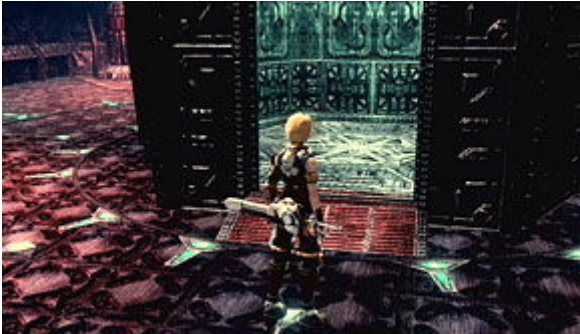


Keep going north and then west into the big room in the north. There's a control panel here, which you should examine for a cut scene, and to earn the Cardianon Data Disc. There's a save point by the door to the south, and a hall to the east leading to a chest with some Bigberres. To the north, you can blow another door and get the Skill Manual Critical Hit. Once you have the data disc go through the door by the save point.



Celestial Ship (cont.)

There's a big room with an elevator in the middle. If you veer off to the east there's a room with some blackberries and a heal point. When you're ready, take the elevator. There's a chest with an ice barrier and a Power Bracelet inside. There's yet another save point by the door. Hint, hint. Go through the door and examine the strange crystal.



Boss time. Barachiel is healed by ice/water attacks, so make sure Faize's Ice Needle skill is disabled. He hovers around, which makes it difficult for edge to attack, so you'll have to be patient. He'll periodically slam into the ground and when he does, let loose with both of Edge's special attacks in a chain. Also keep your projectile fighters firing away without regard for MP. It'll take you a few minutes, but it's not a difficult fight.



Now it's time to revisit Triom one last time. After the cut scene, head for the Celnus.



Once aboard, you have the option to return to Aeos to report back to Grafton (optional, but opens a fun Private Action) or go straight to Cardianon. On the way to Cardianon, go to your room and nap until arrival.



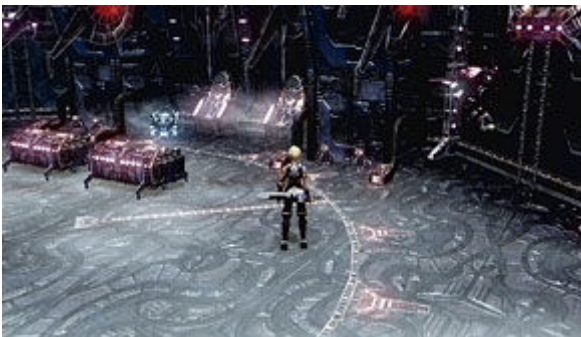
«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Cardianon Mothership

The mothership is a large-ish dungeon, so be ready before you set out. There are chests ripe for the plundering in the east and west, and the door to the next area is in the southeast. As you go through you'll have your first battle. Expect them from now on.



In the next area, the basic trajectory of your progress is going to be to head south and then take the eastern branch off the southern hallway, but don't rush it. There's some good loot (which should be marked on your map, if you got the Treasure Sense skill in Alanaire Citadel). On the inner part of the west wing there's a Thunder Ring, which is the most interesting item on the floor, and the only one you'll need to progress. Use this on the panel left of the door leading to hallway to the south to open the door. **Examine the shorted out panel afterwards to charge your ring.** The room on the west side of this hall has a couple interesting goodies too. Exit down the east hallway.



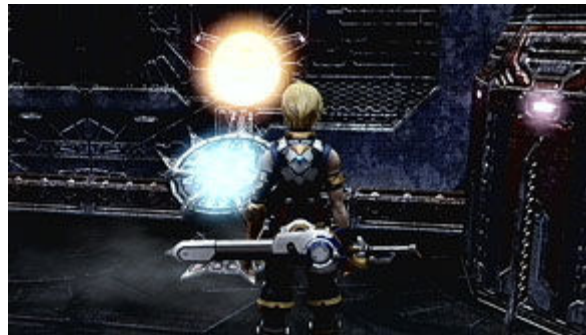
In the next level down, you want to make your way to the center area, and then use the big, brightly lit panel in the north, which you need to examine to move on. All the way in the west of the big room on the ledge (you need to go south and around the outer hallways to get there), there's an Auto Healing Skill Manual and all the way in the northwest, there's a Chain Combos manual. Northeast of the control panel there's a door that can be opened with the code you got from the control panel. This leads to the next area.



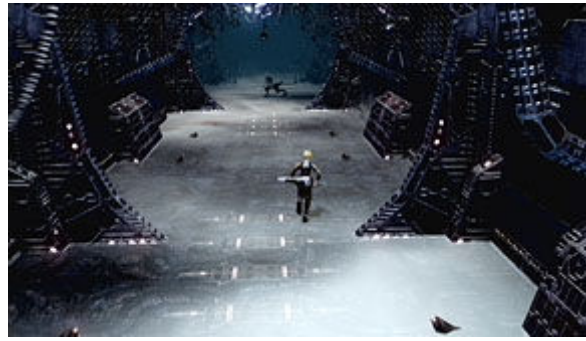
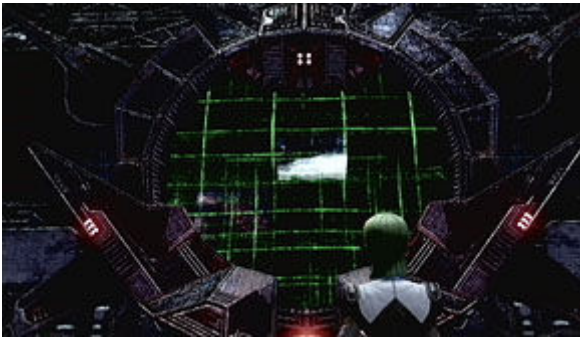
There's a vending unit just down the hall on the right so you can stock up if need be. The hall turns south and the road forks. Head left (east) and use the Thunder Ring on the small panel to open the door. This room has another panel with a large screen. Examine it. You don't have the card yet. Let's go find it.



Now go the western route south. As soon as you enter the large room, you'll get a cutscene. When you regain control, examine the body right near you. It has the ID card you need, but you need to raise the temperature first. The small hallway on the east side of the room has a panel that will do this at the expense of a Thunder Ring charge. Once the room is warmed up, go collect the ID card off the body and go back to the room where you needed it.



Now go south from the room with the cryo pods and head left (east). This will bring you to a save point. All the way in the southwest are some goodies, including the adorably named Li'l Vending Machine. There's an ID Card panel just past the save point which you can examine to open the door. Just a bit to the northeast beyond the door, the next event will trigger.



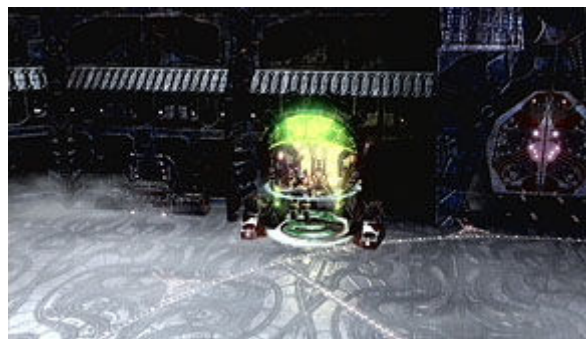
«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Cardianon Subterranean City

Now you're stuck. You need to talk to everyone and choose the right answer. Tell Rei you'll get them out of there, tell Lymle that you hope they'll listen, and tell Faize that being advanced is no excuse. If you choose the wrong answer for any of them, you can just try again. An event will trigger, and you'll meet your latest party member. Time to roll out. Take a glance at your map. This floor is small and the way out is obvious.



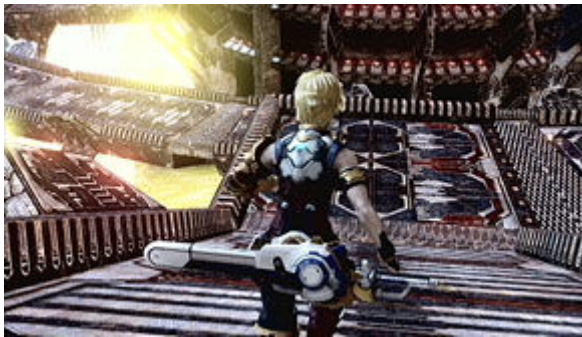
The next floor is even smaller, and loaded with niceties, like a vending machine, a heal point, and a chest of fresh sage.



You'll be ambushed as you enter the next area and have to fight six fights in a row. Once you clear them, grab the bow from the chest for Rei. Exit south.

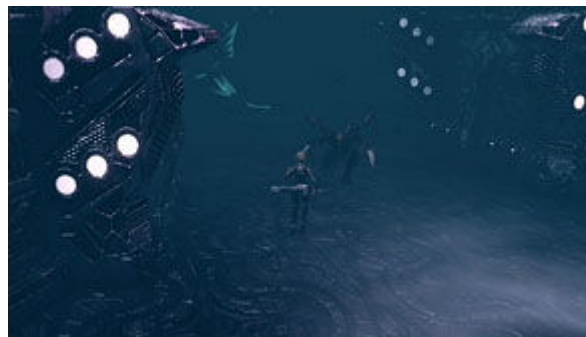
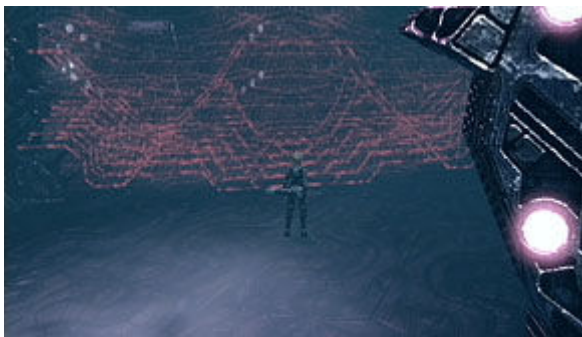


Now you'll have to work your way around a very long, completely linear path. Along the way there are some mandatory fights, and the large robots especially are a bit more difficult than what you've been used to. Alas, there's not much you can do, since this stretch is basically just a long winding catwalk.



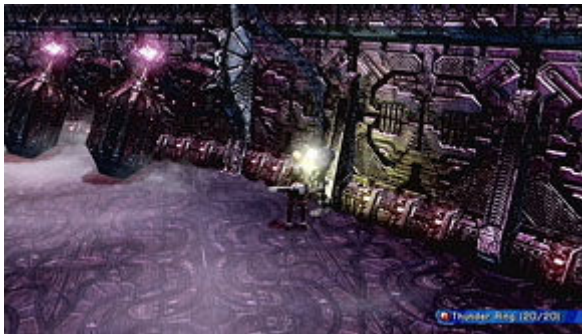
Cardianon Control Tower

This area is a maze of barriers. The barriers blink and flicker, but certain barriers go down for longer and you can use your dash to slip past them. There are two ways you can go, here. One will take you upwards (the northern of the two exits) and ahead, and the other will take you down below, where you get eight Sturdy Bracelets and three Poison Ciders in chests below. Refer to the map for the route to each.



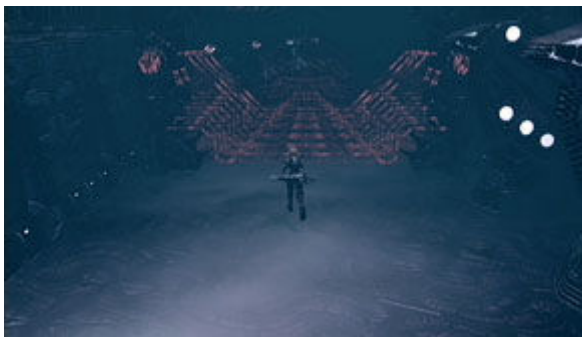


On the floor above, the barriers won't be visible off the bat. Use the thunder ring on the small panels marked with exclamation marks on your map. This will fog up the area so you can see the barriers. You'll need to make your way around to the exit. Once again, refer to the provided map.





Near the start of the third floor, there's a panel to fog up the area, and one layer inward there's a heal point. This is, as always, a great opportunity for some safe and cost-free leveling up. The concept is identical to the last floor, so once again, just follow the map.

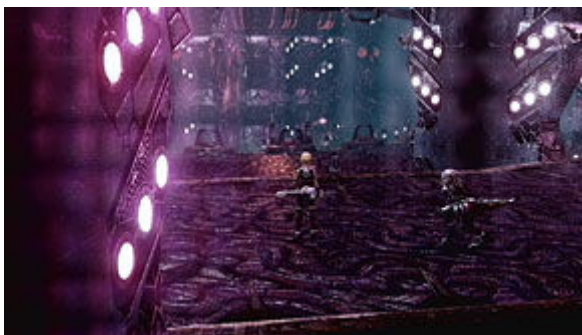




«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Cardianon Control Tower (cont.)

The next floor is a bit different. There are four large barriers running parallel to the paths to the inner layer. Go along the edge of this barrier to the inside, and ride the moving floors to the south end, and go out the exit.





You'll have a little chat when you go through the exit, and then you'll find yourself by a new save point. Ready yourself.



Sahriel is a tougher boss than the last few you've faced, but his pattern is still pretty simple. He's difficult to damage, and even blindsides appear largely useless. He has one move where he'll rear up on his hind legs and expose the cyan light in his chest. Rush this weak spot with the best attacks you have. You can still chip away at him when this isn't exposed, but try to concentrate on exploiting these opportunities.

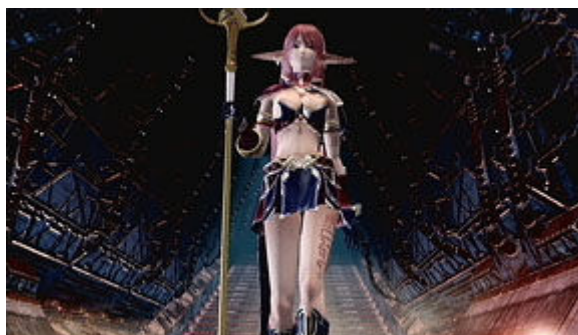
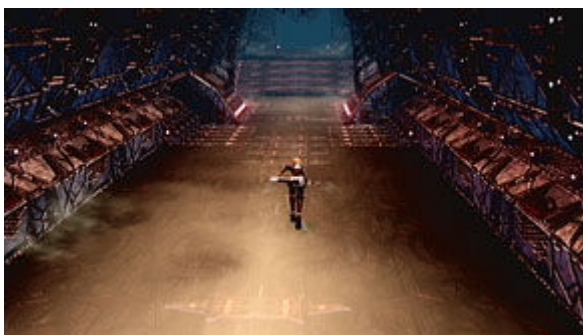


Cardianon Control Tower (cont.)

Go east from the room where you fought Sahriel. Follow the hallway, and you'll wind up way downstairs. Hit the glowing button in front of you. This will trigger an event, after which you'll regain control by the save point near the door. Go through the hall.



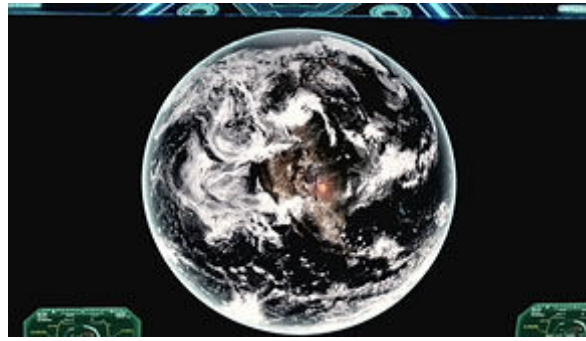
You're in a long hallway now. Run as fast as you can. The gently undulated bosom that has been stalking you throughout the stage finally shows up to say hi. Following this, hang a right, up the stairs, and you'll be back at the dock with the Calnus.



Back aboard the ship, talk to Bacchus about En II. Take the helm and set a course for this new world. Now you can talk to the crew, and of course, rest when you want to skip to your arrival. Talk to Reimi for a Private Action that will build your relationship (You should even be able to bunk with her now. How scandalous!). Bacchus and Lymle will also have Private Actions to build your relationships.



Things never go according to plan. Your flight is interrupted, and by the time you exit the ship, you'll have probably figured out what's going on.



«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Earth

This whole episode is a bit of a mandatory side-story, but it's still awesome. Head for the old gas station/auto shop. As you likely guessed, you've skipped about in time a bit, but now you'll find out exactly when. Hint: You're just in time for Season 1 of *Leave it to Beaver*.



When you leave, you'll have a bit of a situation to cope with. Follow your new friend to the house to the northeast. You'll have a nice sit down and reunite with Lymle. When you go back out, scout the area for chests. They're all over. None of them are terribly important, but the EXP is always nice.



Now head all the way west and go south along the path to the gate in the chain link fence. Go through, and save if you like. Use the phone to trigger an event. When you're ready to go in, talk to Klaus.



In the holding cell, check the chest which they've generously provided, perhaps as a makeshift lavatory, and then talk to everyone. The alarm sounds and all hell breaks loose.



Check your map. There are chests in many of the cells, and one cell has a heal point. There's not much to this dungeon by way of puzzles or mazes, so just follow the hallway. Around the first corner you'll meet the adorable cat-girl you heard about.



In the cell opposite and slightly north of the one with the heal point, there's a chest with an Earth Ring, which you definitely want. Continue south to the save point. Get ready for a boss fight.



Earth (cont.)

The Genomic Beast is a strange chimera. His biggest attack is a medium-range fire-spin move, which is somewhat hard to avoid, since it's 360 degrees. Use blindsides as much as possible. Bacchus is a solid alternative to Edge for this fight, as well.



After the fight, Meracle will join your party. Just south you'll come to a major plot event.



When you regain control, you're in a room with Reimi. Talk to her, and she'll rejoin the crew. Now talk to everyone and then talk to Meracle. The way ahead will open up.



There are enemies to contend with on the way out, but the path itself is wholly linear, so there are no surprises. When you reach the end, you'll board the Calnus and make your daring escape.



When you take the helm, Bacchus will suggest a pit-stop on nearby Roak. You really have no choice in the matter.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Roak

Roak is a racially diverse world resembling our Renaissance period. This episode is going to be long on story and short on gameplay, so brace yourself. You'll have a long hike before you reach any kind of civilization. The enemies here don't seem to be bad, but they are a bit tougher than they look, especially over the course of such a long trek. To start with, you'll want to head east to the shore. There are some natives on the dock.



From the dock, go south and west. Eventually you'll come to an event where you see a goofy-looking rabbit-like creature. Go across the bridge to the west.



From here you can trudge southward toward the next area of the map.



You still have a ways to walk. Keep going south. You'll cross two small bridges. From here, head west a bit and enter Tatroi.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Tatroi

This is the largest city you've been to so far. As you proceed down the street, you'll have an event where you meet another main character and one of the worst voice actors you'll ever hear.



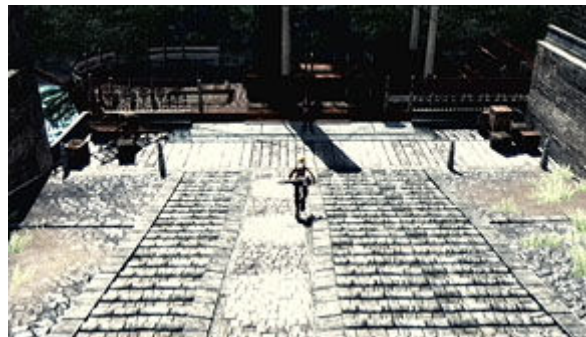
Head out, and go to the round tent in the area just east of Tatroi. Talk to the old man outside the tent, and you'll get the Bunny Reins.



Go across the bridge that you took to get here, and choose the option to search for bunnies. Things don't go so well, and you'll wind up back at the Inn.



Now in Tatroi, you want go east from the statue in the middle of town, and head south for the docks. A man there will offer to take you to Astral for free.



When you arrive, you'll start off in the inn. Go downstairs and outside. The castle is just to the north. The guards will let you right in when they see Sarah.



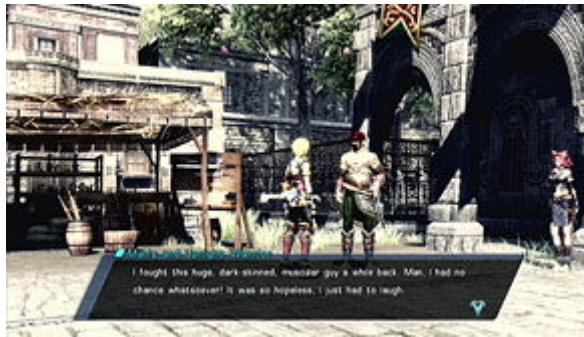
«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Tatroi (cont.)

When you regain control the following day, head downstairs to the throne room. The King will explain that a bandit named Black Eagle has run off with the medicine you need. You'll leave the castle, but go back inside and search the chest in the back corner of the throne room for a very nice sword, the Veinslay.



You need to find witnesses who might help you locate Black Eagle. There seems to be no one in Astral who can help, so hop a boat back to Tatroi. Once there, find the old lady just south of the statue and talk to her (pictured, left). She'll point you in the direction of the Coliseum. Near the entrance to the north, there's a warrior (pictured, right) who will provide a further clue. Enter the Coliseum.



Luckily you'll skip right to the moment of truth with the nine fights leading up to it left to the imagination. Black Eagle is clearly a bad dude, but the one-on-one nature of this fight favors technique, so it should be easy. Just bait him and perform blindsides into your best chain. You'll still be able to use healing items and skills if need be, so really, the only way you'll lose is if you just get sloppy and let your guard down at close range.



Make some popcorn; you're going to be watching for a long while. After everyone has hugged it out, it's time to resume the rabbit hunt. Go to the wooded island between the two bridges east of Totroi (where Reimi collapsed before). Get behind a rabbit and press the A Button to hop on its back.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Tropp and Purgatorium Area

Now you can go to the desert south of Totroi. The quicksand rivers will suck you in and send you back to the entrance if you're on foot, but the big dopey bunnies have no problem. Just go east from the entrance to reach the next region.



The area around Tropp isn't as barren, but there are still quicksand rivers. Off to the east, you can reach the city of Tropp. There are bunnies in the surrounding woods if you need another. The city itself isn't necessary right now, but it's a good place for a pit-stop if you need one.



There are two entrances to the cave to Purgatorium in the area around Tropp, one in the east, and one in the west. It doesn't matter at all which you choose. Either way you want to make your way to the center of the cave and go north.



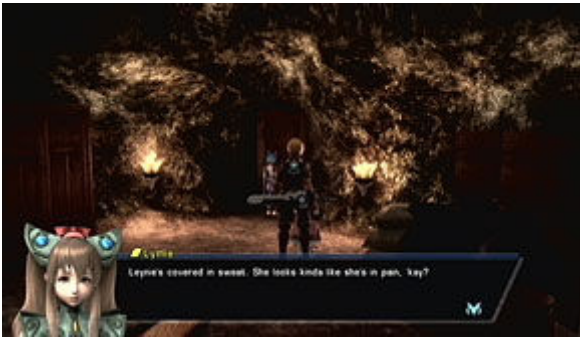
There's a rocky area leading to the Purgatorium. There's a save point outside of it. Head in. You won't get to do any dungeon crawling just yet.



Meracle suggests going to Tropp to find Elena. Go there (remember it's east after you go through the cave). When you get into town, use the inn and do your shopping first, and then go to the house all the way in the northeast. Hope you took your bathroom breaks, because this is going to be another long one.



When you regain control, talk to everyone, and then talk to Reimi. Eleyna will wake up and send you on your way. Myuria will show up shortly and join your party.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Purgatorium

This is a downward crawl. Notice throughout this stage, there are shadow barriers that you cannot pass. Once you get the Light Ring, these areas will be accessible. There are some chests in the rooms off to either side on the first floor, but you want to make your way to the northeast corner. There's a large stone torch, which you can light to open a secret passage leading to the way down.



On the first basement floor, go east two rooms. There's a statue holding an axe in the center, and four torches in the corners. Light the one the statue is pointing at. It will turn and point to another. Light this one as well, and so on until all four are lit. If you did it right, a door on the south side of the room will open. If you do it wrong, a band of Fire Corpses will attack and you'll have to try it again.



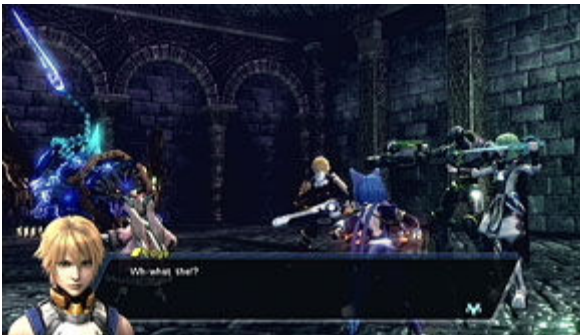
The next room has a similar puzzle, but with only three torches. Pretty easy. There's also a door leading south as well, so this puzzle isn't even necessary.



Go east. There's another puzzle with two statues. You have to look at the conjunction of where the two are pointing to clear up any ambiguity. There's a torch in the southeast corner of the room, one in the southwest, and one in the center. Light them in that order. This opens the way north. Get ready for a battle. Heal your guys and make sure they're ready for a boss fight.



Head north on the west side of the map and you'll encounter the Guardian Beast. Myuria is great here, since he's weak against Thunder, Fire, Water, and Darkness attacks. Other than that, it's a pretty ordinary fight, and not nearly the end of this stage.



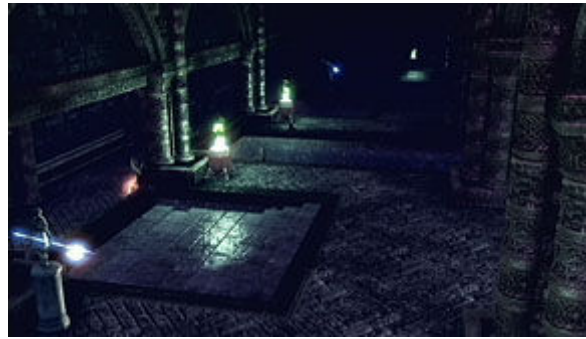
«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Purgatorium (cont.)

The light ring only holds one charge at a time, which gets pretty annoying. Even worse, the large growing crystals you've seen only provide a single charge each. The good news is that the crystals themselves respawn if you leave the dungeon and then come back, so don't be too afraid to explore. To start with, you want to make your way to the southeastern part of the stage and take the stairs down.



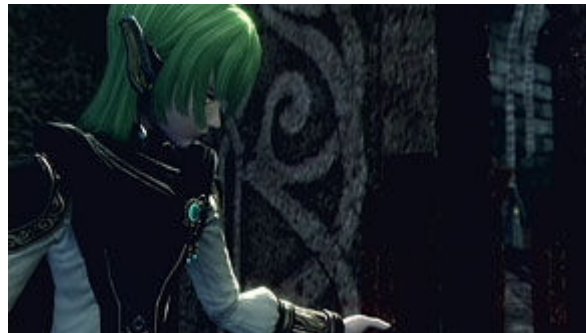
Now you're on the B2 level. Just up ahead there's a large chamber. There are four statues and nine torches to light. They're not arranged on a neat grid so it's difficult to describe the exact sequence, but just make visual contact with at least three of the statues before lighting each one, and you'll know you have it right. When all the torches are lit correctly, shallow staircase will lower to the sides of the room. Head through the southernmost exit on the east wall.



Keep going east. You'll need to use the Light Ring to take down a shadow barrier. After that, you'll come to another torch puzzle. The twist this time is that after you light the first torch the statue will indicate the rest of the sequence without stopping, so watch it carefully. The correct sequence is northwest, southeast, southwest, northeast.

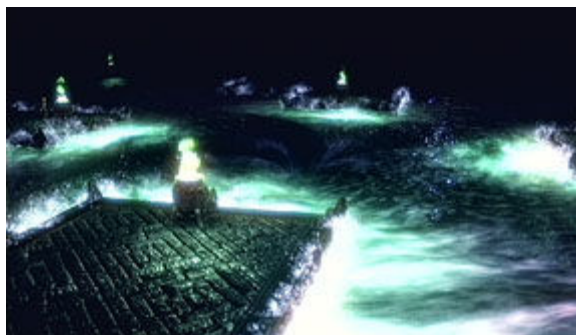


The door to the north opens. If you go through and hang a left, you'll trigger an event and open the way to the next floor down, but you might want to stop off at the crystal further north to charge your ring first.



Purgatorium (cont.)

On the B3 level, there's a series of walkways around a large water-filled chamber. There are eight torches, four closer to the center at the cardinal directions, and four in each corner, but some are already lit. The statue is in the middle. The already lit pots are used as red herrings. When the statue appears to point to them, it is actually pointing at a more distant torch in the hallway outside of the room. The correct order to light the torches is: southwest, north, south (in hallway), east, northwest (in hallway), southeast, northeast (in hallway), west.



The water lowers, and you can now reach the lower level. There's a heal point, and a couple chests. Take the stairs down and there's a save point. Hope you're ready to rock.



Tamiel is the most difficult boss yet, so don't try to force this under-leveled. You should be at least level 38 or so, and even then it's a challenge. To start with, you'll fight two waves of his goons, which should be nothing. The first half of the fight is deceptively easy. He can summon henchmen, which you should focus on fighting with Edge so that everyone can concentrate on Tamiel. When his life is about half gone, he'll begin attacking with a powerful and hard to avoid beam attack that can mess you up in a hurry. When this happens, you should try to spread out and used ranged attacks (hope you leveled up a well-rounded group). Edge should keep his distance and focus on fighting his henchmen, and then attack from behind when he has the free time.



It's time to trudge back to the Calnus. There is still tons to do on Roak, including fighting in the Coliseum and exploring

the many side-quests, but we'll leave that to your discretion. When you're ready, go back to the ship, and then chart a course for Aeos.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Astral Caves (optional)

The next part of this game is somewhat difficult, so this fairly substantial optional excursion is a great way to build up some experience and get your newest party member ready for action. To complete it, you must first return to the Calnus and then fly to Aeos, but when you return (with Sarah in your party) you can travel to Astral to begin the quest.

Talk to Lias, a distinct looking knight guarding the entrance to a building just a bit northeast of the steamship you took to get there. He'll give you the quest Ogre Battling. To complete this, you just have to go out into the desert and fight 30 Ogres (not 30 battles, so getting jumped by larger groups speeds this up). When you've completed the quest (you'll know if you check your quests under the Data menu because it'll be marked with an exclamation mark) you can return to Lias for your reward. Talk to him again for a second quest, Rumble in the Caves.



The most difficult enemies here are the Rock Hermits. They seem to be able to take an extraordinary amount of abuse, but if you can slip around them with a blindside, Edge's Rising Blade can prove devastating.



The puzzles here are pretty simple, so we don't need to provide an extensive walkthrough. At certain points, boulders will fall and block the way (or not). Sometimes in order to proceed you'll have to run up to higher ground and walk over

one of the boulders that fell.



On the B2 floor, there's a save point. This floor requires you to run on top of one of the boulders that fall, which causes it to roll away.



The boss is just ahead. The dungeon goes deeper, but this is just a treasure hunt. Of course the whole dungeon is optional, so we'll leave it to you. The Cave Guardian is a moderately difficult boss, but nothing you should have too much trouble with. He does a ground stomp move that can make it difficult to get close to him, so use ranged attackers while Edge slips in using blindsides. You'll get a nearly 30,000 EXP jackpot and 2,000 more when you return to Lias.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Return to Aeos

On the way to Aeos, there are private actions available by talking to Lylme, Reimi and Myuria (together), and one with Meracle if you choose to rest but not until arrival. This event also opens up another one with Reimi.



When you land, the base is in ruin. You can now go out a south exit of the base, and head into the cave just to the south.



The cave is short and non-descript. There's a fork in the road, and the left path has a chest, but that's it.



Once you get outside, you want to make your way south. You'll notice the enemies here are much stronger than the ones you've been fighting on Roak. There's a save point right beside a heal point (a rare combination in this game), so take the hint and do a little leveling up. Just beyond these points is a boss fight.



Return to Aeos (cont.)

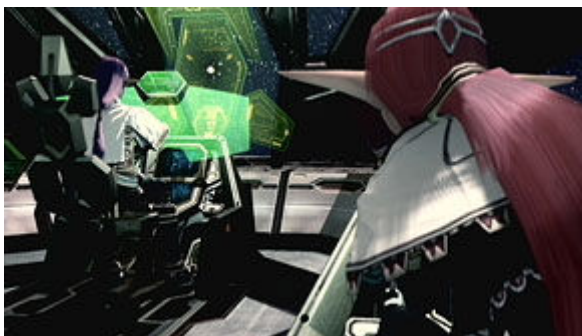
This battle can be absolutely brutal. It's an eight-round fight against Phantom Soldiers, and it starts off east, but by the end these soldier can demolish you in a hurry if you aren't careful. These guys have a tremendous range, they'll combo you like crazy with their guns, and they're very hard to blindside. You'll need a good healer (Sarah is the best, but if you haven't gotten her ready, you might have to settle for Lymle) with plenty of HP (use HP Boost and level it up if need be). You'll also want some leveled up combat skills for Edge since he'll be your main offense.



The key here is Rush Mode. Their shots will fill up your Rush gauge incredibly fast, allowing you to maintain Rush mode for most of the match. Use Edge to pit-bull any enemies that get near your healer. As long as you can maintain this, you should be able to keep your momentum going. In the last two matches you'll be outnumbered, and it's easy to fall off here because it's hard to get out of range of all the enemies to use healing symbols and items. The key here is really just to stay on top of anyone that comes near your healer.



After the fight, get ready for a very, very long (but good) cut scene that brings to a head a number of major sub-plots in the story.



After the fun ends, keep going past the field where you fought the Phantoms, and follow the coast northeast, and then take the past north to the cave (which is northeast of where you first came into this area. There's a heal point near the entrance.



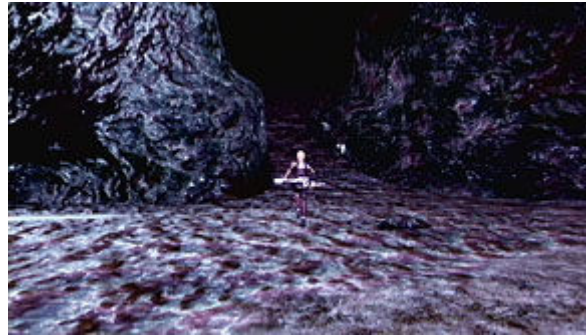
«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Miga Insect Warren

There's a save point just inside the cave, and a conspicuous sinkhole in the middle. Run into this trap, it'll actually bring you down to the next floor.



On the B2 level, make your way west and then all the way north to reach the way down to the B3 floor.



On the B3 level, there are some chests by sinkholes that will only be accessible if you approach them and let them fall through and then claim them on the floor below. Go all the way south toward the exit to B4, but don't go down this way. Instead, go north from the way down along the westernmost route and fall through the sinkhole.



When you land, go southwest, and then north along the narrow path over the water. The path eventually leads east and there's a save point right before the boss battle.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Miga Insect Warren (cont.)

Amaros Manifest is an easier fight to manage than the one with the Phantoms, but it can still shift directions very suddenly. You really can't do any significant damage to him except to attack his weak point on his tail. The key is just to use blindsides, which is luckily actually quite easy. Make sure you've got your specials leveled up for Edge, since comboing for all you're worth is going to be 90% of the damage you do in this fight.



Near where the boss was, there's a shortcut back up the floors with relatively little fuss. This trend continues outside, where you can go west and take a one-way shortcut back to the north and right back to the ship.



Chart a course for En II. Nothing ever goes right when you head for En II.



Once the plot madness has ceased, explore the ship for Private actions. Meracle is in the battle room playing her Ocarina. After this Sarah has an event by the treadmills, and then Meracle and Arumat have an event in one of the storage rooms where Faize used to hang out. This unlocks a further Private Action with Arumat and Reimi. Now there are events with Bacchus in his room and a suggestive scene with Myruria in the training room. Being this social is exhausting, isn't it?



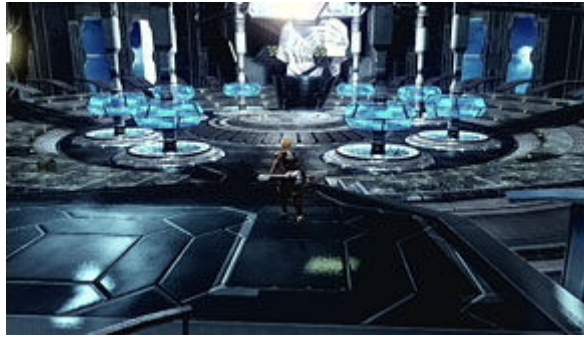
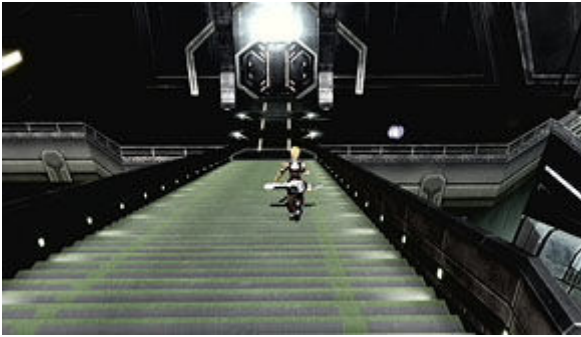
«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

En II

Even after you land safely on En II, you can head back into the ship for a couple more private actions, including an interesting scene with Myruria that will make Reimi a little jealous. She'll run back to her room, where you can find her for a follow-up action.



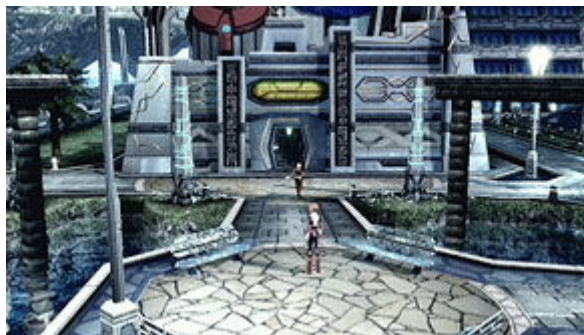
Head past the save point and through the door. In the next area, there's a platform that will bring you across the brightly lit corridor quickly, and the elevator is just beyond. Take it to Monitor Room A (or explore first if you're sick of watching cut scenes).



There's a lone man waiting to greet you. Speak to him, and he will introduce you to Ex. Chat with Ex and work your way through all the dialog options.



Take the Elevator to the Old Road to the Sanctuary and just south of the entrance you'll find a man who gives you a quest called **The Wind Ring**. Go to Centropolis, and talk to the man behind the counter at the lab in the northeast part of the city.



En II (cont.)

Now go to the graveyard in the northwest. In the middle row on the north side of the lower part of the graveyard, there is a grave with a note on it (pictured, left). Now go to the small upstairs part of the graveyard and examine the tree to get the ring (pictured, right).



Now that you have a ring, there's a very easy side-quest you can complete. Talk to the Jealous Wife, standing by the chest east of the mall. She'll give you the **Unopenable Chest** quest. Just open it with your ring and hand over the goods. You don't even have to walk anywhere.

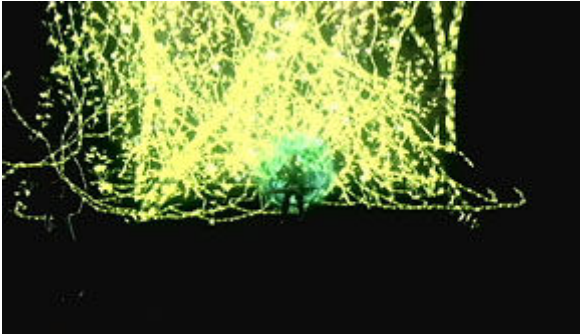


Before heading off for the Sanctuary, take some time to explore Centropolis. Don't forget to check out the mall in the center, as it contains many shops not visible from your map view outside. There's a psychic in the inn that will charge your rings for you if need be. Get yourself good and ready and then we'll head for the sanctuary.

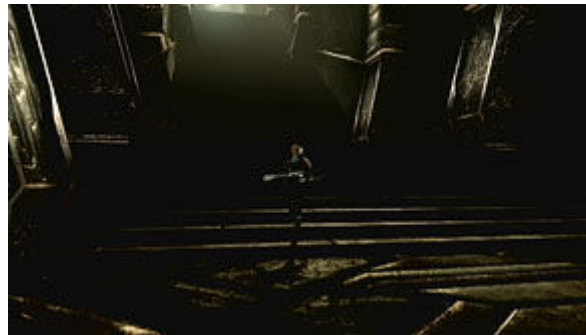
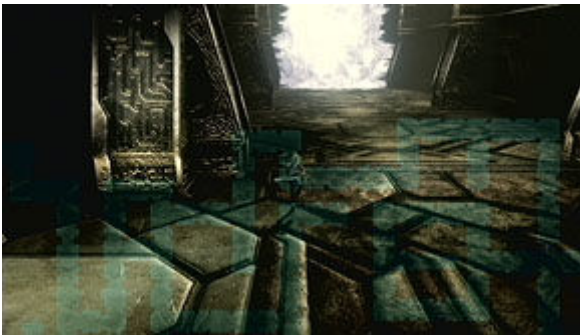


Old Road and Sanctuary

The Old Road is a pretty simple maze of square corridors that might remind you of something out of the MegaTen series. There are vine barriers that you can cut with your Wind Ring. You want to make your way south and then east to the middle choke point.



From there you can take the north road which is a little quicker, but has an ice barrier that you need a Flame Ring charge to get past. Either way, you'll find your way all the way east, and then you can work your way over to the Sanctuary entrance (just check your map).



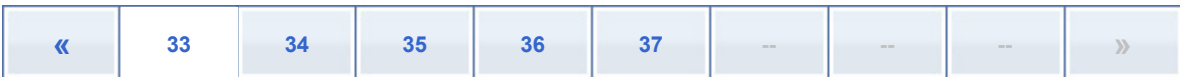
The Sanctuary area is small and full of giant, powerful enemies. There's a save point where you first come in and a heal point south of the central area and some chests near it. These enemies can be worth a lot of experience, so if you're underleveled, this can be a good spot to fix that (assuming you can handle these beasties). We went into this at Level 50, for what that's worth.



Kokabiel isn't the most difficult boss per se, but he's got some crazy defense and fighting him can take a very long time. He spawns a lot of small enemies (called Kokabiel Spawn, fittingly enough) and four of these will be invincible. Kill the rest and he'll bring them inward and form a big yellow lighting ball. This is his most vulnerable, so let loose with your melee guys with all you've got. Offensive spell-casters don't do well here, but Reimi can help with the Darkstriker bow, since he's weak to Dark attacks. Edge and Arumat are your best bets, though.



After you win, go back down to Monitor Room A to get the skinny on the next leg of your adventure. Go to the Calnus when you're done.



Nox Obscuris

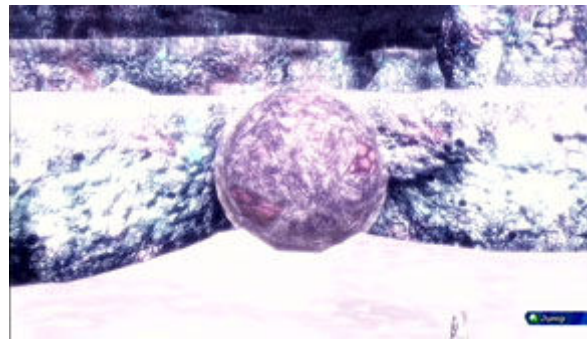
After you set course for Nox Obscuris, you'll be treated to a 45 minute series of cut scenes (yes, you read that right). This is your final destination and backtracking can't, so make sure you're prepared.



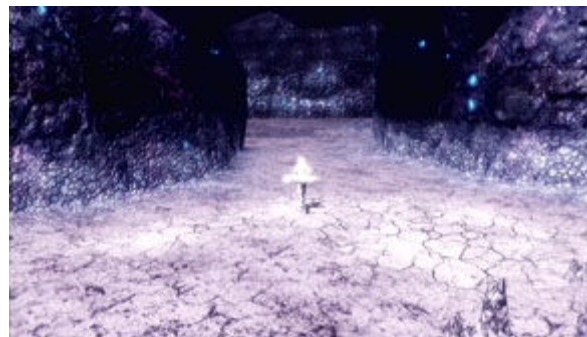
There's a transporter that will allow you to travel back to previous worlds if needed. There's also a woman near the Calnus that will heal you and you can go back in the ship for Private Actions with Myruria and Bacchus. There's even an event with Welch. You may be able to get Reimi's final PA depending on your earlier actions with her and your overall affinity, but there is some dispute among different guide writers as to the exact criteria to make this happen.



Northeast of the Calnus, there is a series of ledges you can leap down to reach the lower regions. From here, head north and use one of the bubbles rising from the earth to make the leap over the ledge. The enemies here are getting more powerful, but the Dark Panzers are the ones that stand out the most. If these guys catch you in a surprise encounter, their defenses are so high that it's really better to just run and catch them again from the front.



You can reach the next area by trekking northeast, and then turning northwest. This will take you to a clearing with a cliff on one side accessible by bubble jump that has a heal point. Great excuse to level up and get used to the tougher enemies here. On the west side, there's a passage leading southwest.



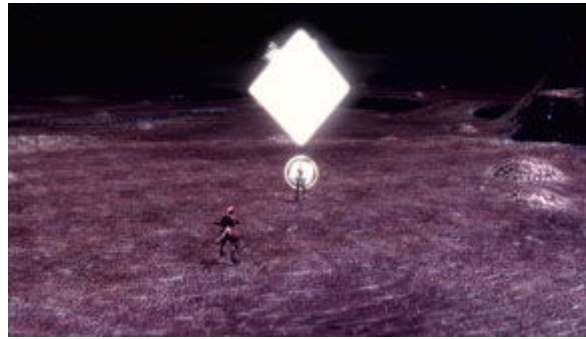
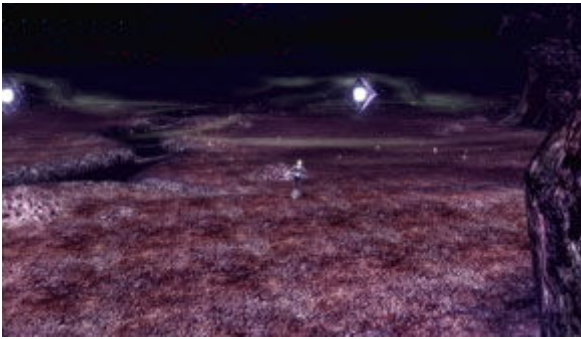
«	33	34	35	36	37	--	--	--	»
---	----	----	----	----	----	----	----	----	---

Nox Obscuris (cont.)

This route will bring you to an area of interconnected islands. There's another save point to the west. The Little Phantoms here are easy and worth big experience points, so it's not a bad place to do some grinding. North of the save point, there's an injured Morphus soldier who will give you a quest, **The Last Letter**. Completing it involves a trip back to En II, so we'll leave that up to you. South of the save point is a psychic who will charge any one ring. If your Earth Ring is not charged, this should be the one you have her refill.



Now you're in the Halls of Termination. There are large crystals in this area that will prevent you from using skills in battle. Suffice it to say, you don't want to get into a fight when near these things. To eliminate them, run underneath them and hit the B Button to use your Earth Ring (if charged). You'll get a bonus for each one, and it'll make it much easier to fight the enemies in the area.



If you don't have any charges for whatever reason, you can still run through this area, avoiding battles entirely. You want to make your way southwest, but the path is meandering. It's mostly linear, though. There's a save point down there, so make that your first goal.

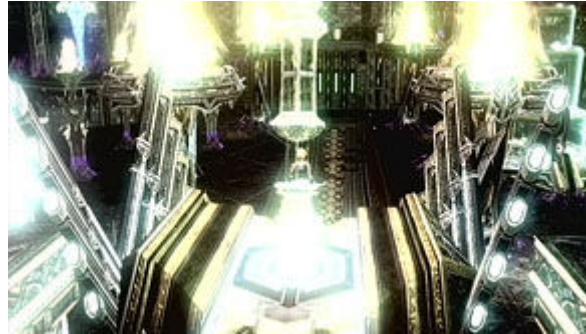


A bit south of this, there's an event that will trigger where you see a barrier. There's a narrow passage further south, and this will bring you to the Palace entrance.

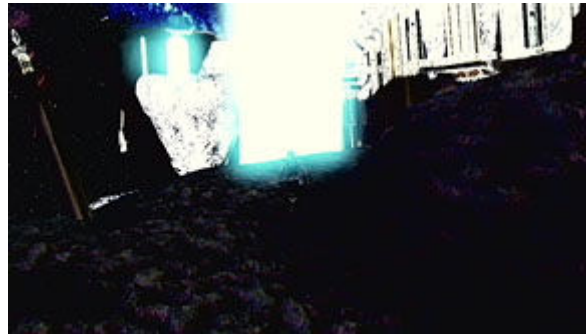


Palace of Creation

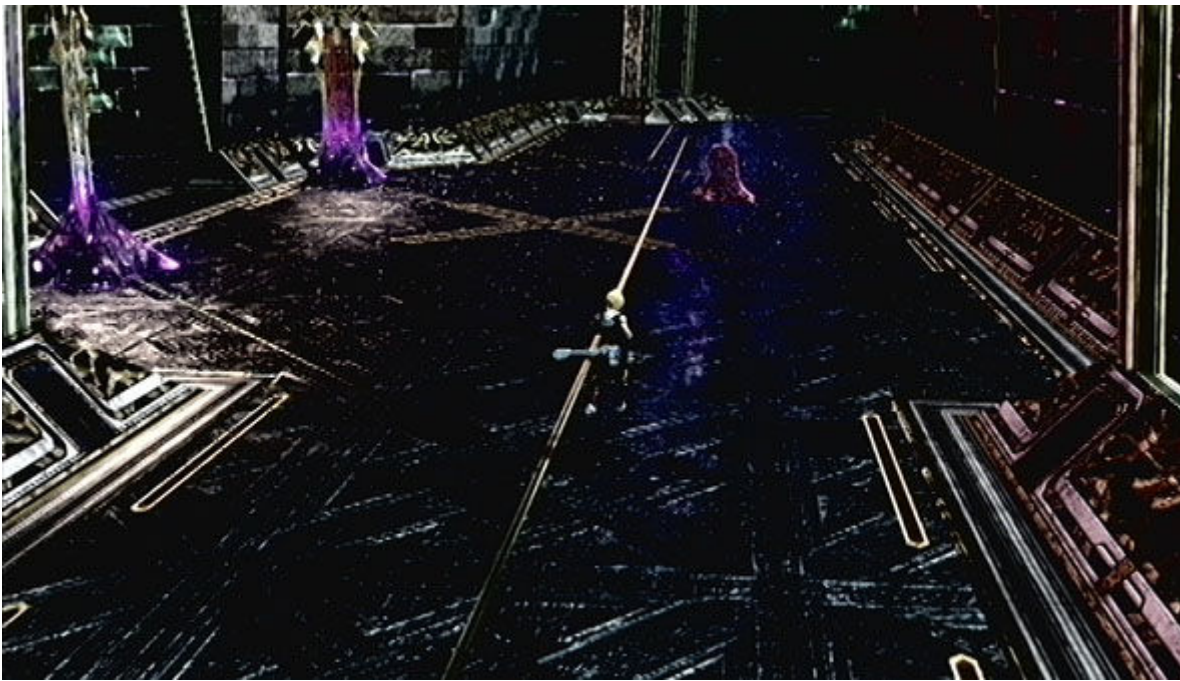
Tiiiiime stop! The first floor of the palace looks like you stepped into Mad World. Run up the stairs and around to the large pendulum. Step on it to get things going. Hop off on the other side, and then continue north on the upper level to the exit.



Area 2 is an asteroid field. The exit is in the west, but the teleporters connecting them mean you can't really take the direct route. On the first formation, take the northern warp gate. This will take you to a smaller asteroid with only one other gate (which you should take, of course). On the third asteroid you want to take the southwest warp gate, and from there, it's just a quick northwest jump to the exit.



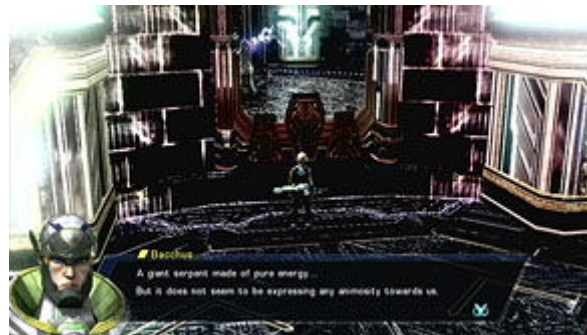
Area 3 is a large but fairly uncomplicated indoor region with a lot of loot and two exits. The exit in the north will take you to Area 4, and the one in the west goes to Area 5. You'll want to skip Area 4 and go west to 5 instead, because we're going to collect some goodies and get the Staff of Serpents, which is needed to go forward.



Area 5 is another frozen area. You can pull a Jesus and jog on over the water to the north. Get the chest with the ATK Boot skill manual. This is really powerful. We recommend teaching it to whoever your preferred attacker is and leveling it up (pretty cheap). Maxed out, this will give you a 1,000 point boost to your ATK stat, which should nearly double it if unless you're way over-leveled. Go south and up the stairs and use the fire ring to melt the ice on the pendulum and then ride it across.

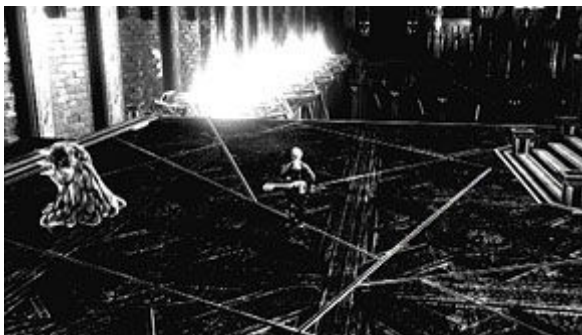


Area 8 is tiny, with a giant enemy roaming around. This is the Forsaken Beast. With your newly boosted attack skill, this guy will be a punk. Go north to the statue and examine it, and then check the mirror to the north. Check the statue one more time and the Staff of Serpents is yours. Exit west to Area 7.

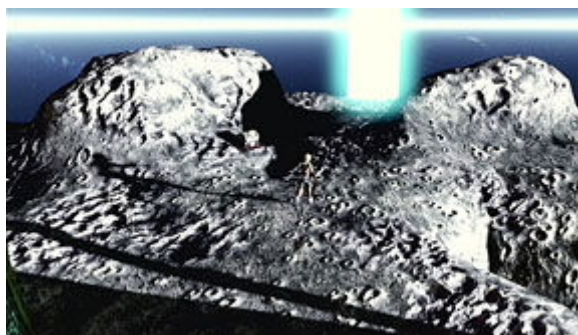
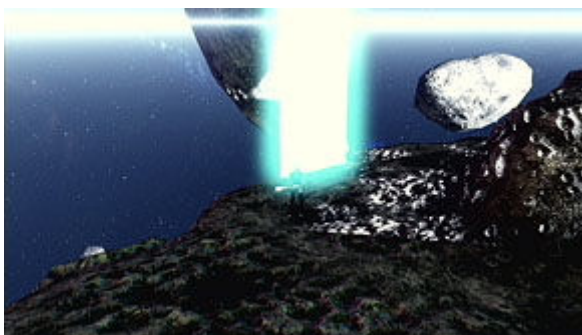


Palace of Creation (cont.)

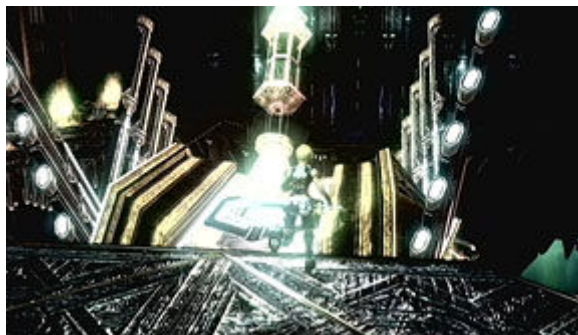
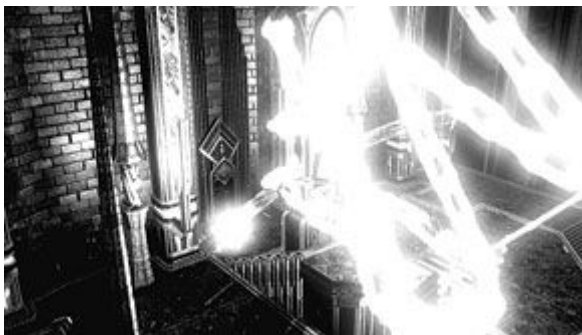
Area 7 is a frozen area and the stairs here will collapse if you walk on them. Loot the chests and make your way west and exit into Area 4.



Area 4 is another asteroid warp gate maze, but this time the gates only appear when you walk right near them, so walk the perimeter of each planetoid. In the northwest there's a good weapon for Bacchus, and from here you can reach the exit to Area 6 in the north. Area 6 isn't necessary, but it has some good loot as well as a heal point for some leveling. When you're ready to press on, exit east from Area 4 to the other Area 7 exit.



The staff will activate as you enter. Time will start, and now you can ride the pendulum across to the east side and exit to the audience chamber. There's a long overdue save point. This is the point of no return. Once you go further, you'll be locked into a long stretch of cut scenes and fights until the end of the game, so make sure you have some time blocked off.



The Apostle of Creation lies just beyond the door. Get ready for a fight. You'll want ranged fighters of this battle, with one melee fighter (preferably the one you buffed out with ATK Boost). The Apostle announces his attacks with a few verbose drops, but each one can correspond to a couple different attacks. Generally, it's a good idea to just run away when he's about to do a big move, and then rush in and mess his world up.



«	33	34	35	36	37	--	--	--	»
---	----	----	----	----	----	----	----	----	---

Palace of Creation (cont.)

You'll emerge in an area where the paths are invisible beyond a few feet in front of you. You'll have to feel your way around, and along the way you'll likely bump into the Grigori you already defeated. These fights can be avoided, but it can be difficult since it's hard to see and there's no map. These bosses are buffed up from their original stats, but they're still easier than the battle with The Apostle. After each fight, make sure to get into fighting shape again, because one way or another, there's more boss fighting ahead.



The fight with Satanail is an endurance match. It isn't difficult from moment to moment, but it's extremely long and takes pacing, as well as a rationing of supplies. There are two basic phases. In the first phase, he has four orbs in front of him that rotate. The lowest orb is the active one, and this will dictate which attacks he performs. He's completely invincible during this phase, but the orbs can take damage. You will need to destroy all four of them in order to move on. Use your best melee fighter to take swipes at that orb, and have the rest of your crew follow your lead by ordering them to "Gang up on all foes." Watch out for the yellow orb especially and try to kill it first, since it doles out annoying status ailments, including turning you into a pumpkin. This phase of the fight is still very easy, as Satanail is slow and not very aggressive.



Once all the orbs are destroyed, the battle changes completely. Now Satanail will be vulnerable to attacks. He's not much threat at a distance, but up close he has a couple of very powerful attacks that can easily drain the entire life bar for most characters. You want to avoid getting in front of him because of this. He's pretty weak against blindsides, but trying to perform them makes you somewhat vulnerable to his attacks, so you may find it not that effective. You'll want to

have a single melee fighter active, and use him to deal the bulk of your damage. The rest of the team should fan out and distract him. As we mentioned, this is an extremely long battle, but after a few minutes you should get a hang for how to tread water and wear him down.



And that's it for Star Ocean: The Last Hope. We hope you had fun. But don't trade in that disc just yet! There's a massive bonus dungeon left if you save after you win. You'll be back at the last save point, but this time the two doors leading east and west are open. The one to the east is a one-way teleport back to the Calnus, and the one to the west is the Undying Dragon. If you beat this baddie (he's not that hard after what you've been through) you'll have access to this super-challenging bonus dungeon. Enjoy!

