



Introduction

Tales of Vesperia has finally broken the 360's Japanese RPG curse as the first proper sequel to a popular JRPG series exclusive to the series. You couldn't ask for a better game to do the honors, with the series reputation for rich puzzles, deep combat, and memorable characters. Vesperia is one of the series' finest, with a sprawling adventure that packs a 50 hour quest with enough bonus material to keep players busy for long after. Saving Tierca Lumereis is a long and troubled road, and IGN is on time with a detailed guide full of more than 500 images to take you through the entire journey.

In this Tales of Vesperia strategy guide, you'll find:

- **COMBAT BASICS** // Tips for excelling on the battlefield, from combos to battle tactics.
- **WALKTHROUGH** // We take you all the way through the game without ruining the story along the way.
- **SIDE QUESTS** // Fun adventures to keep you occupied along the way.
- **GIGANTO MONSTERS** // Locations of all the most fearsome monsters in Tierca Lumereis.

Guide by: Travis Fahs

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The graphic is a promotional banner for IGN Insider Extras. It features the IGN logo and the text 'IGN INSIDER EXTRAS' in a bold, blue font. Below this is a small screenshot of a character in a game environment. The main text describes the exclusive access to extra guide features, including downloadable PDF guides, PSP-formatted guides, and video tips. A 'JOIN TODAY' button is located at the bottom right.

Tales of Vesperia Combat Basics

The combat system in Tales of Vesperia is one of the deepest in the genre, despite outward appearances that it might be a button masher. While there are some exploits and cheap tricks, there are layers of both strategy and technique that take time to master.

Melee

Your party leader is going to be your main damage dealer, and mastering this realtime action-based component is going to be the first part of making yourself effective. Yuri is the obvious choice for this role, but Karol and Judith can be effective melee strikers in different ways.

Controls are strictly 2D, a throwback to earlier games in the series. You will form a plane with the enemy you are targeting and it will control much like a fighting game. It's important to consider the way these planes of movement can intersect though. The nature of the controls makes it very easy for enemies to converge on you and attack from two angles, while you can only attack from one. Similarly, two of your melee attackers can converge on one enemy for a major advantage. Be conscious of this advantage and stay on the right side of it by using the free run mode and picking your targets wisely.

As we mentioned earlier, there are different characters with different play styles. While Yuri is a well-rounded striker with power and speed, Judith is an extremely effective fighter for players skilled with combos, and in particular she's able to air juggle and double-jump (with the right skills). Karol, on the other hand, is much more stick and move. He's slow and he can't combo well, but he's good for players that like to balance offense and defense.

Tactics

You want to think carefully about how you select your formation and your party's AI. In addition to the basic action component, Tales of Vesperia's battle system has a strategic component that is easily the match of most JRPGs.

You can freeze the action and pull up the battle menu at any point by pressing the Y-Button. From here, you can command your team to perform a specific arte, configure shortcuts for different artes, use items, and you can hold LB and use the d-pad to change tactics.

Tactics are fully customizable on a per-character basis along several criteria, including item usage, role in combat, and use of artes. You can designate a character as a support character, have it play aggressively or defensively, and determine whether it will use ranged or close-combat tactics. This is very useful, and your formation should consider these behaviors. Take the time to customize these strategies, as the defaults don't have much balance.

You can also go into the artes menu and disable certain artes. This feature is not discussed in the game's tutorials, but it can be important, especially in boss fights. If you notice your character using spells that are ineffective in that battle, or wasteful, or if you simply want to emphasize other spells that are more effective, you can edit which spells will be in active rotation and which won't. If you disable a spell, you can still order it to be used manually, but the AI will not do so on its own.

Combos

The combo system is pretty straight forward. Every time you connect a hit and the enemy doesn't block, he will be stunned for a moment. If you connect another hit within this time, it's a combo, and if you continue this, your opponent won't have an opportunity to defend.

A basic Yuri combo string consists of three normal strikes (of any type) and an arte at the end. After this, Yuri will have a recovery time, which will allow the enemy to recover. Different skills allow you to string more hits together in different ways. Solo combo skills are valuable. Yuri and Judith are both capable of complex combo strings that require timing and finesse. You won't be able to do much at first, but as you get new artes, try to find ways to juggle your enemies to offset your recovery time and keep the combo going.

The easiest way to combo, however, is teamwork. If you can time attacks between multiple characters well, you can keep a combo going indefinitely. This is pretty simple if you have a second player working with a strong melee character, but if you're going solo, the best way to do it is working with timing spells with Rita or Estelle. Casting time takes a while so it's tough to learn to do this continuously, but it is possible.

It should be obvious, but anything beyond basic combo skills really require being proficient with the "manual" control mode instead of "semi-auto," so the sooner you get comfortable with that the better.

Skills, Equipment, and Items

It's not enough just to be able to string a combo. Consumable items are indispensable for every major battle. The flow of battle is crucial in Tales. If you can keep your party strong, your enemy will fall quickly, but if you lose your momentum, it can be very hard to recover. It's important to keep your party in top form before the start struggling rather than trying to pull back later.

There's a time delay after using an item before another can be used. There are skills that change this time, as well as a skill that allows you to use items on other characters. After you choose to use the item in the menu, the character will not actually use it until he stops moving, so using items while in a vulnerable position is a problem.

Tales of Vesperia Walkthrough

Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

01	Zaphias
02	Zaphias (cont.)
03	Zaphias (cont.)
04	Zaphias (cont.)
05	Deidon Hold
06	Quoi Woods
07	Halure
08	Halure (cont.)
09	Aspio
10	Shaikos Ruins
11	Shaikos Ruins (cont.)
12	Shaikos Ruins (cont.)
13	Ehmead Hill
14	Capua Nor
15	Capua Nor (cont.)
16	Capua Nor (cont.)
17	Capua Torim + Caer Bocram
18	Caer Bocram (cont.)
19	Heliord
20	Dahngrest
21	Keiv Moc
22	Keiv Moc (cont.)
23	Ghasfarost
24	Ghasfarost (cont.)
25	Ghasfarost (cont.)
26	Ghasfarost (cont.)
27	Ghasfarost (cont.)
28	Atherum

29	Atherum (cont.)
30	Nordopolica
31	Nordopolica (cont.)
32	Weasand of Cados
33	Weasand of Cados (cont.)
34	Mantaic + Sands of Kogorh
35	Yormgen
36	Yormgen (cont.)
37	Yormgen (cont.)
38	The Manor of the Wicked
39	Mt. Temza
40	Mt. Temza (cont.)
41	Phaeroh's Lair
42	Egothor Forest
43	Myorzo + Baction
44	Baction (cont.)
45	Hearacles
46	Hearacles (cont.)
47	Hearacles (cont.)
48	The Blade Drifts of Zoephir
49	The Blade Drifts of Zoephir (cont.)
50	Zaphias Castle
51	Zaphias Castle (cont.)
52	Zaude
53	Zaude (cont.)
54	After Zaude
55	After Zaude (cont.)
56	Erealumen Crystallands
57	Relewiese Hollow
58	Relewiese Hollow (cont.)
59	Northeast Hypionia
60	Northeast Hypionia (cont.)
61	The Ancient Tower, Tarquaron
62	The Ancient Tower, Tarquaron (cont.)

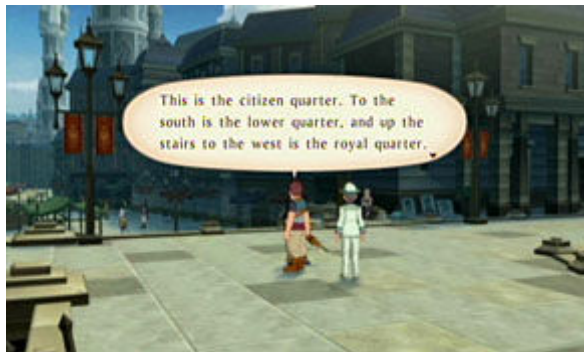
Index	01	02	03	04	05	06	07	08	>>
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Zaphias

Once you get control of Yuri, head up to check out the commotion at the fountain.



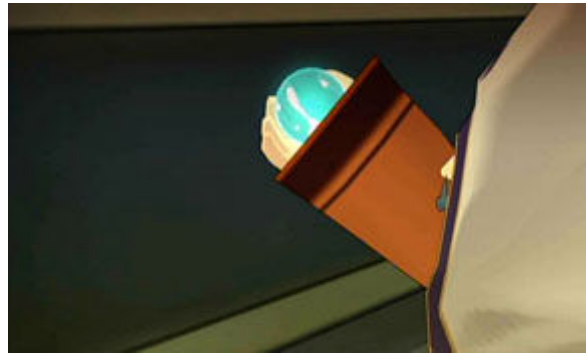
Head up again, up the big stairs into the Citizen's Quarter. Hang a left across the bridge from here.



Past the guards there will be a fork to the left. This is the mansion you want to reach. You can't get in the front door so go around the left side and enter through the window.



Go upstairs and then check the door on the left. You'll see a scene. Now head downstairs and out the door (but check the tables on the bottom floor before you do. They have goodies).



You'll have to fight some guards, but you don't have to win this fight, so don't waste too much effort or use up your healing items. It's not that difficult a fight, but the reward for beating it is slim. Afterwards, you'll be thrown in jail.



Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Zaphias (cont.)

You'll find yourself in jail, but someone will slip you a key so you can head right out the door. There's a save point to use. Check your cell for an Apple Gel. Now head left past the sleeping guards, and get your possessions from the chest. Exit to the left.



You'll have to fight a guard in the next area. The rest can be avoided, and should since you're likely on short supply at this point. The big hallway leading back has a cape that might be a little helpful. Head up the stairs and then left up another flight, eventually exiting all the way in the top left corner.



You'll have another fight with a pair of guards here, but you'll meet Estelle, who will join your party after you win. This fight is pretty simple, but since there are no supplies around, a defensive strategy is best. Lots of projectiles and savvy blocking will make life easier.



Exit up down the long hallway. You'll find yourself in a hall with some patrolling guards. Hang to the left side and go all the way down and up the stairs at the end. The guard up there is hard to avoid, but if you must, you can lure him down the stairs away from his post. There is a chest with a life bottle and you can exit on the left.



In the next room there's a save point and chest with an Apple Gel. Move down. There's a hall off to the left with a chest containing 200 Gald. Further down Estelle will point out Flynn's room. Go in.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Zaphias (cont.)

This is where you fight Zagi, the first boss. If you don't have any Apple Gels saved up the first part of this fight can be very tough, as Zagi is very, very aggressive. Keep him on his toes with solid combos, and play defensively. You only have to take part of his life off before Estelle will join the fight. From this point, things get a lot easier, as Estelle can heal you.



Proceed down and exit left. You'll come to an area where you can see down below. Go around to the left and exit. Just a little down the hall here is Estellise's room. She'll get changed and officially join your party. From now on the fights will be larger, but with the additional support they won't be too much more difficult.



Head all the way up, exit left, and then come all the way down the hallway and exit at the bottom. You'll come to that Goddess statue you've heard so much about. Check it out, along with the chests in the corners.



Pull the statue left to reveal a passage. Climb down.



You'll find yourself in a sewer. You'll have a mandatory fight with a large group of enemies, but they're little punks. Downward strikes will do the trick. Afterwards you want to gradually work your way down. There is plenty of treasure along the way, most of it guarded by enemies, and a few behind boxes you need to pull out of the way. The exit is all the way south.

Index	01	02	03	04	05	06	07	08	>>
-----------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------------

Zaphias (cont.)



Back in daylight you can go left from the gate where you knocked out the guards to reach a save point.



Head down, tracing your way back through the citizen's corner and back to the lower quarter. After a scene, head down and right to exit.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Deidon Hold

You're outside now. You want to start to hike north. You can stop at the caravan to rest if you like. A bit further north is Deidon Hold.



After a brief tutorial, head for the gate. You'll watch a pretty lengthy cut scene.



On the other side of the gate, you can find a vendor off to the right where you can stock up on Apple Gels and Life Bottles. Off to the left you can trigger the next event. After that you can leave town.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Quoi Woods

Head due west from Deidon, along the mountains. You'll come to a conspicuous bit of forest. This is Quoi Woods.



All the way right there's a chest with an Apple Gel, but you want to take the path up and hang a right where it forks. This will trigger a little event and you'll set up camp.



There's a save point and you can continue to the right. The path is long and winding, but linear. There are chests with Hard Mail and a Cape before you reach the next event. After this there's a chest and it's just a few steps north to the exit.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Halure

As you step out from the woods, Halure should be visible a bit to the north, marked by a large tree.



Estelle will run off when you enter the town. You can head left to catch up with her.



Now head up. You'll catch up with Karol. You can then head all the way up to the tree. You'll need a panacea bottle. Go to the store in town. He wants you to fetch three ingredients.



Grab Karol, waiting for you to the right of the bridge, and then talk to the mayor, standing in front of his house, near the entrance to town. Now leave and go back to Quoi Woods.



Index	01	02	03	04	05	06	07	08	>>
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Halure (cont.)

Back in Quoi Woods, retrace your steps back to the save point. You'll collect the Nia Fruit.



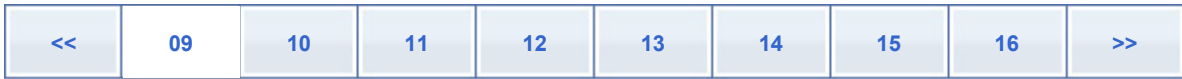
Keep tracing the path back and you'll be confronted with the Eggbear. It has 12800 hit points and it can be very powerful at close range, so good blocking is a must and ranged attacks can help.



Now head back to Halure. Go to the store clerk. He'll let you synthesize a Panacea Bottle.



Now go to the tree and watch the fun. When you're done you can talk to the mayor and then head out.



Aspio

Aspio is just a hair north and east. It's carved into the side of a mountain.



Try to go through the front gate. The guards will turn you away. Off to the left you'll find an odd looking root. Examine it to reveal a Wonder Chef. Now check out the door.



Inside the library there's a shop and an "Inn" of sorts so you can get yourself together, as well as a save point. You can exit up the stairs to the right.

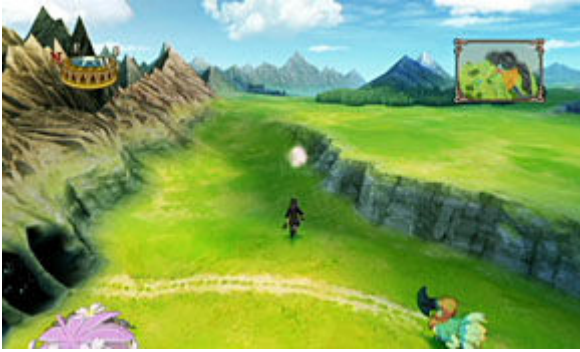


Once outside, head right, down the stairs, to the small house along the cliff wall. Karol will get you in. Once inside, inspect the pile of books on the floor. You can leave after this. There's a funny scene if you inspect the dresser on the top floor, though.



Shaikos Ruins

The ruins are just a bit east. They're pretty hard to miss.



Head forward and to the left a bit. An event will reveal a secret passage.



The path here is linear, with a few chests along the way (a new cloak and some boots, notably). Eventually you'll reach a core and you'll receive the Sorcerer's Ring, an old Tales mainstay. Use it to activate the blastia by shooting it.



Follow the newly revealed path. Those sentinels are really not much trouble. You'll eventually come to a blastia (above right) which you should activate with the ring.



<<	09	10	11	12	13	14	15	16	>>
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Shaikos Ruins (cont.)

This reveals a nearby bridge to another core to activate (and a chest). This core will, in turn, activate a nearby set of stairs. If you follow these stairs and head down, you can shoot another blastia that will reveal a path to a chest containing a Long Sword. The stairs ahead are also accessible from this area.



In the next area you can go all the way left to get a Great Axe. The save point is to the right. You can continue right from here and around the corner. Look for the Blastia on the left (it's easy to miss). Now continue around the path across the new bridge and shoot the next blastia. Sentinels will deploy. Defeat them and a path to a Stiletto for Estelle will open up.



You've probably noticed the giant golem by now. On either side of him there is a core to activate. This will open the path so you can reach him. Unsurprisingly, you'll have to fight. The Goliath had 19200 HP, and no notable weaknesses. The biggest threat is a hard-to-avoid beam attack. Sidestep or block it you can.



<<	09	10	11	12	13	14	15	16	>>
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Shaikos Ruins (cont.)

Now it's time to leave. On the way out you'll encounter the thief and rescue him from some wimpy enemies. Now it's time to go back to Aspio.



You can go through the front gate this time. Head for the Mordio estate. After the conversation, leave.



You'll need to make a quick stop in Halure. Talk to Rita by the tree. On the way out you'll have to fight Bocos and Adecor again. This is really just an Over Limit demonstration. The fight is very easy.



<<	09	10	11	12	13	14	15	16	>>
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Ehmead Hill

Your first stop is just a bit to the west. If you played the demo, you'll recognize this stage. You'll also know to be prepared for a brutally hard fight ahead. Make sure you're ready before you walk forward to trigger the event.



The woods here isn't too tricky. There are some branching paths that lead to treasure, so take the time to explore. To the left, you'll find the Francisca, a very good axe for Yuri. You'll eventually come to a save point, just before a boss. Just above there is a chest with a good sword for Repede. A bit south of this area you can find a Scarf for Rita, too. That's about all the good loot. Go save.



Get ready for a hell of a boss fight, just left from the save point. This is a tough fight, and some leveling will help if you're below 16 or so. His weakness is fire, so you want to wait for an opportunity to use your Over Limit and spam Yuri's Destruction Field attack as fast as you can while it lasts. This will be incredibly devastating. You also want to take care to take out the smaller enemies first, as it will make it much easier to concentrate your efforts on Gattuso. Rita's fireball is also great here. It's generally advantageous to attack him from behind when you can, since his best attacks are all frontal. You can use the flowers to stun him as well.



A bit off to the right you can find the path to the oceanside cliff.



When you're done, move down the left side of the cliff. There's a path off to one side with a clearing with three chests. All the way down is the way out on the other side of the roadblock. Head left to exit.



<<	09	10	11	12	13	14	15	16	>>
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Capua Nor

Capua Nor is a bit of a hike. The enemies here are largely humans, and they're more difficult than what you're used to. Keep heading west and take the low road and you should find the port town soon enough.



Once in town, you'll part ways with your party. Down an alley off to the right you'll get jumped and have to fight. Keep your distance and try to isolate each one of these guys.



Afterwards, head for the inn where Rita and Carol are waiting, to the right of where you came into town. Also notice the conspicuous ducky to the right. Go into the inn, and go into the room in the rear on the left.



Head across the bridge to the magistrate's mansion. Talk to some people for clues about the monster hunt (the man in the inn offers a good one) and then leave town.



Capua Nor (cont.)

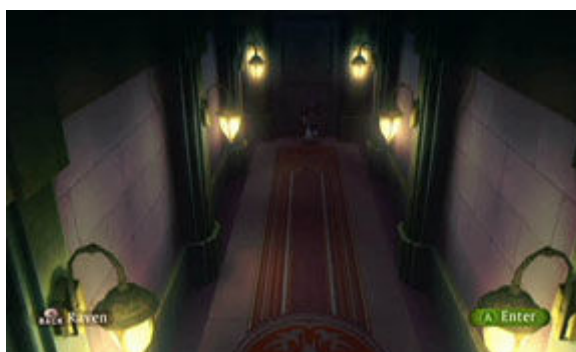
The Rhygbaro is lurking in the forest on the highland just east of town. You can see it's head sticking out above the trees. It's an easy fight, especially compared to that last boss. Now you can head back to town.



Go to the back room of the Inn again. After this approach the mansion to trigger an event, and then go around the side and talk to Raven.



There are monsters in here. You can go through a couple rooms and you'll rescue a child. Get the Gladius in the chest and then exit right. Down the hall there's another room with a Kotaro in a chest. Fight monsters until you get the Small Key.



Go back to the room where you rescued the kid, and exit up. You'll come to another room, and fighting monsters will give you another key. Now you can go back to open the left door in the central room.



<<	09	10	11	12	13	14	15	16	>>
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Capua Nor (cont.)

You'll come to a different-looking room, where you'll meet Ragou. After the event, exit up.



Once you're back outside, save at the save point and check the chest. As you step toward the water you'll chase down and board the ship. You'll fight a few wimpy sailors.



You'll have to fight Zagi. He's reasonably difficult, but he's weak to fire again, so Over Limit spamming Yuri's Destruction Field is very effective and can take off about half his life right off the bat. He's also alone, so having your teammates programmed to keep their distance will hurt his ability to fight the party effectively.



<<	17	18	19	20	21	22	23	24	>>
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Capua Torim

In the town, head for the Inn and go to the back room on the right. After this go talk with Raven. Now exit the town to the left.



Caer Bocram

Head into the valley surrounded by cliffs to the north of Capua Torrim. You'll have to approach it from the east, and on the north side cliff face in the middle, you'll find a small, inconspicuous town. This is your destination.



Inside town look for an odd blastia that looks like an old cast iron stove. Inspect it, then go off to the left. You'll come to a staircase on the ground that opens a staircase. Go down.



There's a switch down here you can activate with the sorcerer's ring. Once activated go up and do the same thing to the Warp Blastia. Now you can use it to take you in one of three directions.



Before you do that, search the two buildings on either side. Now warp forward. Go into the building on the left. Search it, and go upstairs and go out the door. You'll come to another Warp Blastia you can activate. Use it to warp to the left (which will actually take you forward).

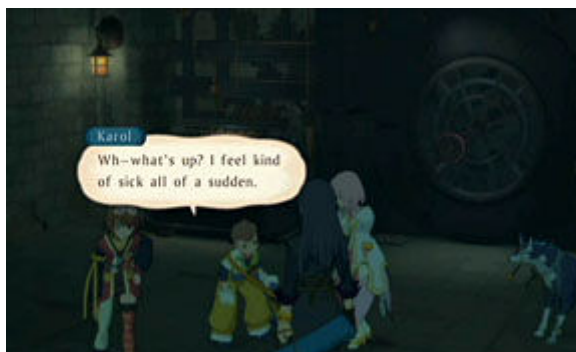


Caer Bocram (cont.)

You'll find an event just to the left. All the way right you can reach a building where the second clue is hidden. Backtrack a bit and go into the room with the warp on the roof. Use it to go forward.



A building here will have the third clue on the top floor. Now you can head back to the building where the second warp was. Go down to the bottom floor, and down the spiral staircase.



Approach the machine to the left. If you got all three clues you'll get the event. You need to use your clues to solve this. Look in your valuables section of your inventory. The three clues read "Light," "Sky," and "Sphere." I'm sure you can think of at least one noteworthy sphere of light in the sky. Input "sun" into the machine.



Boss battle coming up. It's Yuri alone against the Dreaded Giant. It's weak against fire and wind so spamming fire attacks works again. Play defensively at first. Your allies will join in one-by-one, fairly quickly. Once you've pulled together, the giant is easier to dominate. Staying behind him helps a great deal.



Once you win, head back outside and head back toward the entrance. You'll be stopped along the way.



<<	17	18	19	20	21	22	23	24	>>
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Heliord

Go outside and go left to find Flynn. Talk to him.



As you approach the Inn nearby you'll have another fight with the two stooges. You know the drill by now. After you're done, go back to the Inn and stay the night.



Now, go back to the Chevallier's HQ, and go to the back room to rendezvous with Flynn and Estelle. Afterwards go outside to check on the blastia.



After the event you'll talk to Estelle. When you're done, go see Karol out in the hall. Afterwards you can go back to the room. Afterwards go out to where the blastia is for a lengthy event. Now you can leave for Dahngrest.



<<	17	18	19	20	21	22	23	24	>>
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Dahngrest

You can find Dahngrest a bit to the west, across one bridge.



Once you get to town, head for the center of town for a big event. Afterward, retrace your steps. You'll fight a couple battles against ordinary enemies.



You need to repair the barrier now. Head all the way to the left part of town. You'll have to fight a bunch of those creepy hooded guys, but they're really easy now.



Now you need to go to the Union HQ. It's pretty hard to miss, just up from the town square. After you talk there, exit town to the far left of town.



<<	17	18	19	20	21	22	23	24	>>
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Keiv Moc

The forest is just a bit west. Just look for the part of the forest sticking above the other trees.



In the forest you'll meet up with Raven, who will join your party. Go up the big tree root. Keep going all the way left on the high road. Eventually you will be forced to go down. Just ahead from here is the save point.



Up ahead there's another big root. Once again, move all the way left. You'll come to another save point.



<<	17	18	19	20	21	22	23	24	>>
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Keiv Moc (cont.)

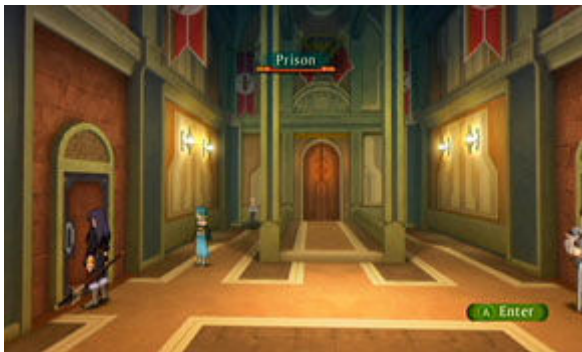
There's a boss fight here, with a giant scorpion called the Gigalarva. The same boss fight techniques you've been using are still solid here. Over Limit and Destruction field are deadly, and strafing and attacking from the sides will help to avoid taking damage. He's a durable boss, so this will be a long fight, but his offense is weak, so it's not terribly difficult.



After the fight, go back to Dahngrest, and visit the HQ. The Don is waiting for you in the back room. Also note the Wonder Chef to the right of the door. After the event, head out to the town square. You'll part company with the rest of the party.



Now go back to the HQ and take the door on the left down into the dungeon. You'll talk to Flynn. Afterwards, go back outside, and toward the town square to reunite with Karol and Estelle. Rita is just to the right of there.



<<	17	18	19	20	21	22	23	24	>>
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Ghasfarost

Following a lengthy and dramatic series of cut scenes, you'll find yourself atop the tower of Ghasfarost. You'll have to fight a large group of soldiers. They can gang up on you, and if you lose you'll have to sit through a lot of scenes again, so play defensively and don't lose.



After more scenes, you'll meet Judith. You're in a large room at the bottom of the tower. On the right is a small room with a save point. On the left you can recover your weapons. In the back on the left there are a couple chests. When you're ready, hit the switch on the right side of the room to activate the stairs and go up.



On the second floor there are enemies milling about. Grab the Battle Suit and Crescent Axe from the chests, as they are pretty good pieces of gear. On the bottom wall you can find the exit to go out and rendezvous with some of your friends.



Climb up the ladder on the right hand side. Go inside and you'll reach a puzzle with a gear. Shoot it with the sorcerer's ring.



Each of the three tiers above also has a gear you can shoot with the ring. When all the gears are turning, a staircase on the top floor will drop down.



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Ghasfarost (cont.)

The next area is similar, but each gear unlocks the way to the next. After you get two gears going you can also reach the pinwheel on the bottom floor, which is actually a Wonder Chef. This will also let you turn more gears on the bottom floor, which will lower a barrier on the second floor to get to two more, which in turn will lower the final barrier on the top floor to get the last two. Go up the stairs.



This is the last segment of the gear puzzles. On the third floor there is a gear you can knock down below. On the second floor off to the right there's a gear to activate. From here the sequence is pretty obvious; each gear reveals the way to another.



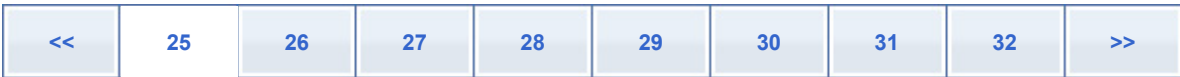
Now you'll come to a save point. There are lots of chests with good stuff here, and an elevator on the top floor that will take you to the roof. Be prepared for a fight before you go up.



Barbos is pretty tough, and he spawns a lot of henchmen with him. There are four green orbs around the battlefield. Target these first. Destroying them will stop Barbos from spawning more henchmen. After that, take out the witches and soldiers and keep your distance from Barbos himself. When he's the only one left you can gang up on him pretty effectively and he'll have a difficult time defending himself.



After you've one, you can head back to Dahngrest. You can't enter from the side of the river you're on, so cross the bridge to the south and then head over.



Ghasfarost (cont.)

Once in town, approach the crowd. After the event, head to the inn and rest for the night.



A lot of stuff is about to go down, and you'll even get a nice anime cut scene. Afterwards, leave town. Once you start walking it will trigger an event. You'll have to head back to Heliord. Along the way another event will pop up.



This is a campfire scene, like you may remember from other Tales games. Talk to everyone, and when you're ready to sleep, talk to Repede twice.



Once you reach Heliord, head for the inn and stay the night. You'll wake up. You can find Judith outside the inn just a bit to the left. Talk to her.



Ghasfarost (cont.)

In the morning head for the blastia off to the right. After the event, talk to the guard by the off limits area. When you're given the choice, choose "Karol" for a sheer humor value, though it doesn't really matter (Judith's get up is worth seeing, too).



Go to the shop in the inn. The keeper will tell you about a dress he can synthesize from common ingredients, that you almost certainly already have (if you don't, some battles outside of town will turn them up). The plan to distract the guard should go off without a hitch.



Now you'll have to pick someone to dress as a knight. It doesn't matter who. Go to the HQ on the right and head in to reunite with Rita. Afterwards it's time to head into the work camp.



Down and right a bit you'll find the men you're looking for.



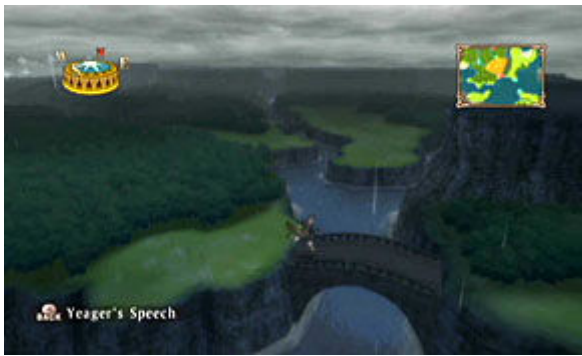
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Ghasfarost (cont.)

You'll have to fight Yeager and three Red Eyes. It's not a difficult fight compared to the last few. Just take out the Red Eyes fist and then gang up on the creepy German. No real weaknesses or exploits to speak of.



When you win you will exit to the map automatically. Head east, and eventually you'll come to an event. After this point you'll find Torim very close by to the east.



Once you're in town, go stay at the inn. You'll have another sequence where you can talk to everyone before going to bed. Rita is in the room next door, Repede is just outside the inn, Estelle is looking dreamily into the ocean outside, Raven is at the dock, and Judith seems to be hard to find. Go to exit town to the left and you'll run into her. Once you've talked to everyone, you can talk to the clerk at the inn to go to sleep.



In the morning, head down to the dock. You'll see an event involving Kaufman. You can go talk to her on the dock. When you're stocked up and ready to go, talk to her again to set out.



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Atherum

Sail just a little ways southwest and you'll run into the mermen you've been hearing so much about. They're weak to wind and fire, so Destruction Field and Azue Edge/Azue Wolf are effective. Not a terribly difficult fight.



Keep heading south. When everything gets foggy and gray you'll encounter the Atherum. You'll have to pick two more partners. Estelle and Rita seem good for balancing out the party, but choose who you like. Also, you can shop if you talk to Kaufman. Save and when you're ready, board the ship.



Once you're on deck, look for a chest with a trident, and climb up to the crow's nest for a bunch of goodies. Up the stairs on the left is an Ogre Sword, an excellent weapon for Yuri. The way ahead is down the stairs on the right.



Down the hall, you'll notice enemies that can only be seen in the mirrors along the wall. You'll go down a few more halls like this before coming to a larger room with a set of stairs. There's also a door to the right leading to a room with a seal bottle. Take the stairs.

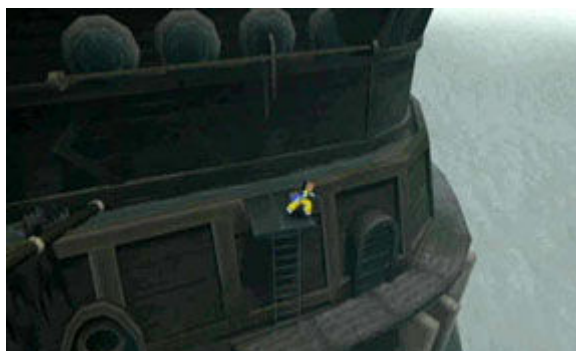


Atherum (cont.)

This room looks much like the last. There's a room off to the right with a Takemikazuchi for Repede. The room on the left just has a trapped chest. There's also a bow near the bottom of the stairs. Go up one more floor and through the door on the left. This will trigger an event and you'll resume control with the three remaining party members.



You can save and shop if you have to, and we'd recommend it. Climb up the crow's nest and down the broken mast. As to reach the bottom there's a door to a room with a couple chests, but the way ahead is all the way on the right. Go down the hall to meet up with everyone.



Now that the party is back together, save, regroup, and exit left for a limit bottle, then come back and go up the stairs. To the right in this room you'll learn about the story of this ship. Check the red box after the conversation. Afterwards you can go up the ladder for a Holy Symbol, or through the door on the left to go ahead.



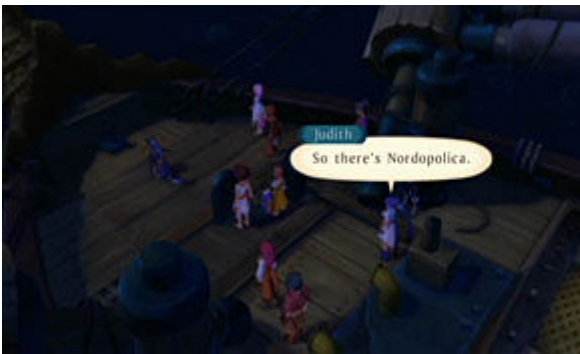
You'll find yourself outside, near the wheel. On the top left part of this ledge, you can climb down. Keep going down and return to the ship.



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Nordopolica

Nordopolica is just a little southeast of where you are. You'll know you have the right place because an event will pop up when you sail near it.



Once you get off the ship, head up the stairs to the coliseum. Inside, go off to the right and up the stairs. Talk to the guard on the left. Afterwards, go downstairs and stay at the inn.



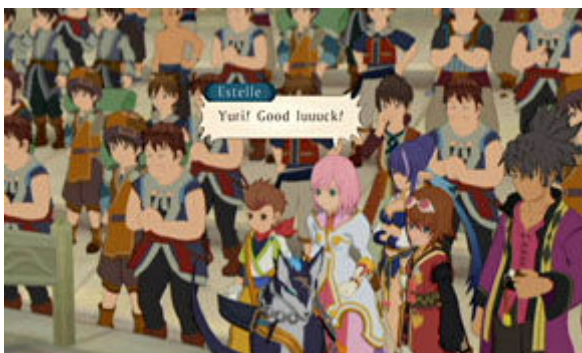
In the morning, go back upstairs and you'll see the Duke. Then go outside and head toward the dock for an event. Now, go back into the coliseum. Ragaey is near registration desk at the bottom of the stairs.



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Nordopolica (cont.)

Tournament time. This is, as you'd expect, just a series of one-on-one fights. You'll start out with a soldier, a bandit, and a warrior. Since they're one on one fights, defensive play is very easy. Run in with a good combo and then block or run. The final fight is with a knight. It's a bit more challenging than the others, but if you just pitbull with your over limit; it's pretty easy.



After fighting the champ, you and the whole party while have to face off against Zagi again. This is quite easy, really. Since Zagi depends on close range attacks, ganging up with Judith and Yuri to keep him from attacking while Rita or Raven play back line support, and Estelle heals.



You have to play clean up and kill the easy monsters milling about. When you're done, leave town.



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Weasand of Cados

Head west a ways on the right side of the mountains, and look for a cave entrance.



Once you enter the cave, you'll have to fight a few Red Eyes. This path is very linear, with a few short branches leading to treasure. Eventually a low branch will lead to a large monster. It's a boss, so be ready.



The Hermit Drill is weak against water, so Rita's Splash is helpful. It's strong against earth, wind and light. He's really deadly up close and difficult to combo, so over limits and limit duos are your best bet to do some serious damage. Watch out when he's in his shell and only attack him from the back. His bubble attack is his most powerful. Get good at dodging and running and timing your critical blows. If you get too beat up in this fight you might want to go out and save or even resupply, since the dungeon isn't done yet.



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Weasand of Cadus (cont.)

After this fight you can collect some of the treasure you can now reach, but the way ahead is back up and along the left fork. When you reach the next area, there's a low road guarded by an Eggbear with a couple chest (a weapon for Judith, notably), and the way ahead is the high road. You'll watch an event, and then come to a save point.



If you take the path up from the save point, you can get a weapon for Repede. If you go all the way right, there's a Spine Ripper for Yuri. The winding path leading left has the Silver Circlet, and the one leading to the upper right is the road ahead. It will take you to another save point (the kind that heals you).



As you'd expect, the boss is just ahead. Pteropus is a large cloud-like bat. Hit him hard when you first get the chance. It's much easier to get your licks in right away. He'll eventually change form to a bunch of bats. Focus on the Leader Bat (select your target to see which is which). If you take him out quickly, the rest of the fight isn't too bad as you clean up the rest of the bats.



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Mantaic

As you exit after the boss fight, you'll see an oasis town right near you. You can't miss it. This is Mantaic. As you enter, notice the Wonder Chef hiding in the cactus near a guard (there's also a Wonder Reporter hiding in the tree next to him).



You'll need to talk to everyone. Raven is by the market, Karol is outside of the inn, Rita is inside the inn, Estelle is by the lake, and Judith will meet you if you exit town to the left. Now, go back to where Karol is and you'll see an event where you reunite with the others. Afterwards, stay at the inn. In the morning go down to the lake to fill your canteens and head out, exiting to the left.



Sands of Kogorh

This stage is a huge open area. Head all the way forward along the left wall, and then follow it around to the right. Hit the cacti with the sorcerer's ring along the way to keep your water refreshed. It will periodically turn from day to night, and the monsters are different at night. Combat is really easy to avoid here if you're a pacifist. Eventually you'll be able to exit up to the next area.

Note

If you need a Frost Stone to synthesize Limit Trio fighting the night enemies here will be your only chance until much later, and you will not have a chance to fight these enemies again until much, much later.



You'll stop off in an oasis with a healing/save point. The next area is much like the last, but you'll find the kids' parents in the upper left instead of exiting at the top. After the conversation, a save/heal point will appear. The exit is a little to the right of here on the top. There's also a Giganto Monster in this area, but it might be a little out of your league at this point it's doable, but maybe not worth draining yourself right before another boss.



It's boss time. The outbreaker is a little tricky. His resistance and weakness reverse themselves during the day and night cycles. During the day he's strong to fire and weak to water. At night it's the other way around. Over Limit spamming of Destruction Field at night is helpful, and Rita's Splash is great during the day.



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Yormgen

You're in a new town, in an inn. There's a Wonder Chef lurking near the foot of your bed. Go outside.



Up the hill a bit, there's a wooden deck. Step up onto it to talk with the woman standing there. Afterwards, head for the house at the top of the hill and go in.



Everyone will split again. Raven is on the path to the left, Karol is on the deck by the lake, Estelle and Repede are near the inn, Judith can (as usual) be found if you try to leave town, and Rita is at the Sage's residence. When you talk to Rita also make sure to search the top left of the room for a Strange Mark. When you've talked to everyone, stay at the inn. In the morning you can leave town.



Now it's back to Mantaic. You can skip Kogorh this time and just stay on the map. Mantaic is just a bit south.



Yormgen (cont.)

You'll watch a scene when you return to town. Afterwards, go stay at the inn. That night, go visit Flynn, down by the lake. When you're done, head out of town, and go back to Cados.



The monsters are a bit different now. You'll fight knights and their steeds, as well as some of the old monsters. Other than that it's an uninteresting retread through the dungeon. Keep on retracing your steps until you reach Nordopolica. (Also, if you like you can turn right back and go back to Mantaic for an optional scene that will result in a new Arte for Judith).



Head for the coliseum, go resupply and save at the inn and then stay the night. That night, go up to Belius' room and meet with her.



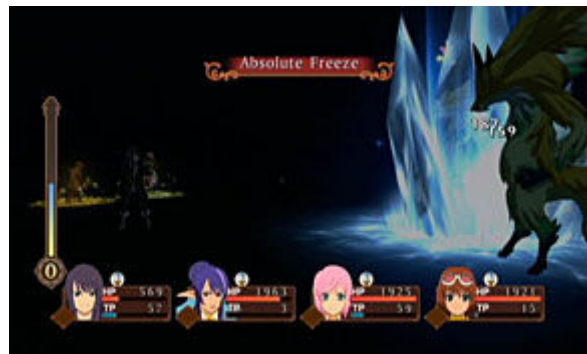
Afterwards, you'll find the coliseum crawling with the Hunting Blades. Head downstairs and out to the coliseum field. You'll have a mini-boss fight with Ogre, but it's no biggie.



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Yormgen (cont.)

Now it's the real boss. It's been a bit since the last save point so this one hurts to lose. Crushing Eagle is very effective, so abuse that when you Over Limit. After a while, the lights will go out and Belius will split herself up with a shadow decoy. Don't attack the shadow. Have you party concentrate on the real deal while you go around and light each of the four torches with a fire attack (destruction field works). The shadow will disappear and you can resume kicking ass.



Afterwards, make haste for the harbor. After a lot of chatter, you'll have another scene where you need to talk to everyone. Raven is waiting at the top of the stairs, Rita is at the helm, and the rest are around the deck. When you're done, go back to the door to rest.



Sail back to Dahngrest. Approach it from the north, and weigh anchor on the beaches near Ghasfarost. Enter town and go stay at the inn (and check out the new shop in there as well). In the morning, Karol will leave the party, and you should exit to the left.



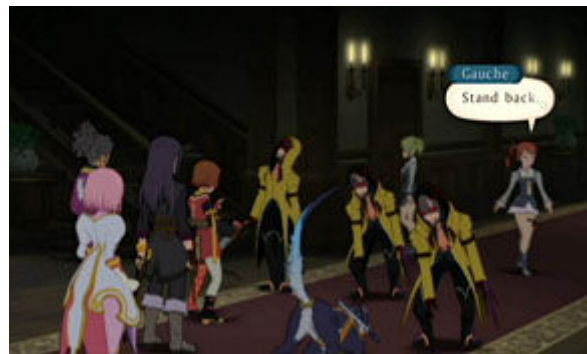
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The Manor of the Wicked

Trek west, toward Kiev Moc, and then hang a right (north) across the bridge, and look for a mansion on a raised plateau. This is your destination.



As you enter the mansion, you'll be forced into a fight. Once you head inside, you'll have to fight another. These yellow jackets are no joke, but stay on the crossbow guys and they're not so bad. Inspect the suit of armor in the corner for a good armor for Yuri. You can explore the rooms on the lower floors for some items, but they're almost all defended, and none of them are really great, so if you just want to head right upstairs, it's not big deal.



There's a save point on the top floor. The rooms here again have some odds and ends, including a good weapon for Karol on the near right side of the main hallway on the right. At the end of the hall, there's a door where you'll find Yeager and the Don. You'll be forced into one more normal battle. When you're done, head back to Dahngrest.



Go to the center of town to meet up with Don Whitehorse. When that's done, go to the left of the town square to meet up with Karol, near the tavern. You can then find Estelle between the inn and the shop. Rita is by the exit on the right side of town. After that, you can leave.



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Mt. Temza

You need to get back to the desert. Hiking from Nordopolica isn't very efficient, but luckily a new water route to Yormgen has opened up. Go there and stop off in the town to resupply and prep yourself for the journey.



Head east from Yormgen and turn north to reach Mt. Temza.



There are some branches off the main path that lead to treasure, but if you just stay straight on the path you can reach the winding road up the mountain. At the top you'll reach a bridge.



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Mt. Temza (cont.)

There's a save point by the ruins. There's another bridge that leads ahead (notice the chest with the staff on the near side). The path stays pretty linear here as well, and the next save point is a healing one.



There's a boss fight now. You have to take on Nan and Tison. Nan is the weaker of the two, and the spellcaster, so focus on her first. You can pitbull her pretty well and finish her off without even much help from the rest of the party. With Nan out of the way, Tison's not so bad, since you can gang up on him and combo to keep him from dealing too much damage.



Just inside the cave, you can find Ba'ul. Afterward, you'll find yourself on the Fierta, and you'll have to talk to everyone. Estelle, Karol, and Raven are on deck, and the rest are downstairs. Check on Judith last.



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Phaeroth's Lair

Now that you've been given the ability to travel by air, head for the rocky protrusion in the middle of Kogorh. You can enter directly from the air; you don't need to land.



This is not a dungeon, and there is no fight. The excursion is just story development.



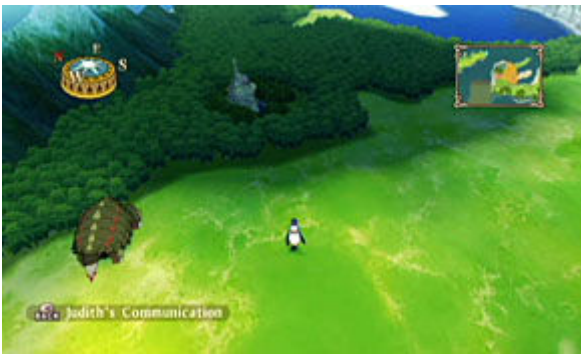
Afterwards, it's a quick stop off in Aspio. Change your party leader to Judith and talk to the Krytian in the town square. After that, go to Rita's hut. Now you can leave. This is also a good time to just explore if you like.



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Egothor Forest

Egothor Forest is on the continent southeast of the one you're on. It's dead center longitudinally, on the north side of the southernmost continent. Enter on foot.



Get the axe for Karol off to the left near the start. You'll run into some Imperial Knights not far down the road. After this, head up the hill and take the upper bridge. Go up to the blastia at the top.



After all that, backtrack a bit, and then take the lower bridge across. You'll come to a cave. Go in. On the other side, take the winding road to the right, down to the save point.



Take the high road to the next blastia. You'll have to fight a few battles against the usual knights.



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Myorzo

There is a building with a save point and a free place to rest if you need it. The elder's house is in the back on the left. Go there. After that go to the empty house with the save point. After the conversation, go outside and head out the main gate. Go back into town and search around and then go back out.



You need to stop off in Yormgen again. This is just a story reveal, so we'll spare you the details.



Baction

Fly eastward toward where Egothor is. A bit further east from here, a cutscene will trigger while you're in the air. You'll automatically land and enter Baction.



Go inside. This dungeon is tough just because you don't have Estelle with you and consumables go quick without her. It might be better to avoid combat until you reach the healing save point. You want to work your way down, so take the ladder in the top right of the first room. Go left from here and Karol will begin mapping the area.



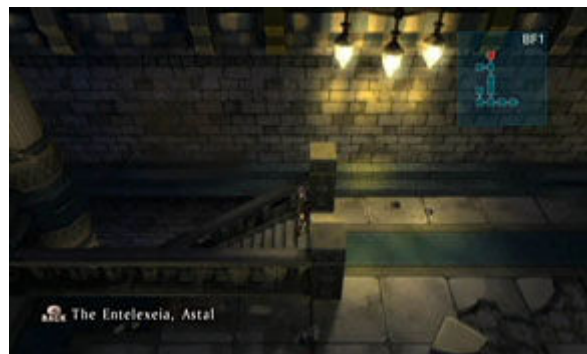
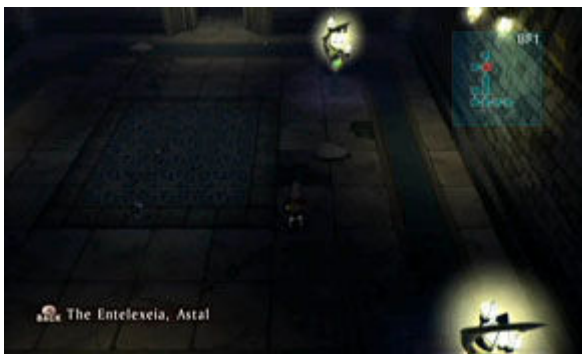
Go left two more rooms, and then go north. You'll be in a hall with a blue save point. Since this can heal you, this is a good base if you want to go around and do some leveling up. Since you don't have Estelle, level grinding is a bit harder otherwise.



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Baction (cont.)

From the save point, go forward into the next room with the lamps you can light with the sorcerer's ring, then keep going north and take the stairs down to the next floor.



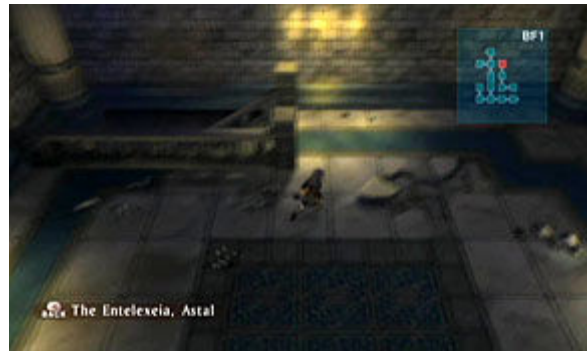
On the B2F, go left and down twice and examine the stature. Go down one more time to reach another blue save point.



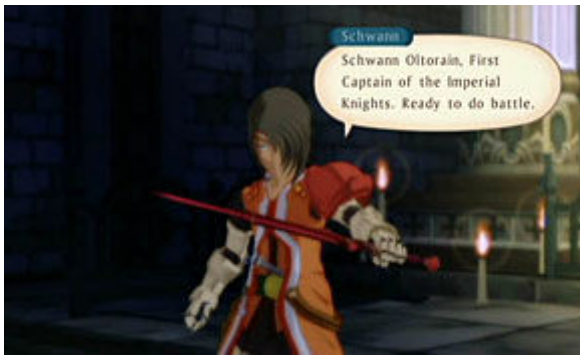
Now, go all the way south, and all the way east until you see the royal guard protecting a strange door. Fight them, then go through the door (north), and then west, north twice, east twice, and then keep following the path until you reach the stairs up.



A couple rooms ahead of here, you'll find a dark room with holes in the floor. Light the torches to make it easier to see as you find your way around to the north end without falling. You can do this without lighting the torches if your screen is bright enough. The stairs back down are just past here. You're almost to the final save point, just a couple more rooms ahead. Prepare for battle and proceed.



The fight with Schwann isn't too tough, but he can be really dangerous when he OLS, so when that happens, order your party to back off and bait him to chase you around until it wears off. Other than that, gang up on him. He's pretty easy to combo on so you can keep him tied up that way.



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Heraclis

Once you're out of the dungeon, fly toward Zaphias. Off the coast to the west of the city you can see the Heraclis in the water. As you approach them, it will trigger an event. You'll board the Heraclis.



Go right on the wooden planks at the bottom of the steps for a good weapon for Judith. Make your way left, and then down the stairs. From here just keep going back and forth down the steps until you reach the door at the bottom to go in.



You'll be granted a Sorcerer's Ring upgrade, which can open the doors along the walls here. Go to the end of the path and down the stairs. Keep going until you find a control panel to start moving the blastia, and activate it. Go through the big double doors to the right of this.



Now you'll get a nice pan of the area showing the save point down below. Make sure after going down the first flight of steps you snag the Rose Whip for Rita in the room, as it's a great piece of gear. You don't need to go down to the save point, unless you just want to stop off and save and come back up. The real way ahead is off to the right. It leads outside, and you can work your way up the stairs and come back in at the top.



Once you're back inside upstairs, you're going to have to solve a multi-part puzzle. Take the path around to the ladder and push the box over to the left, into the next area. Shoot out the barrier and push it off the ledge to destroy the blastia down below. Go down the stairs and you'll see a walkway blocked by a yellow forcefield. Shoot the nearby blastia with your Sorcerer's Ring to lower it. That's two down.



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Hearacles (cont.)

Now climb down the ladder below the staircase. A little to the left there's an area with a raised platform you can climb up to. There's a robot milling about up there and a chest with a weapon for Karol. Go up there and walk toward the ledge so you can shoot at the boxes going by (if the boxes aren't moving, then you missed our advice above about the control panel to start them going). Shoot one down to hit the blue blastia and lower another barrier.



Now you need to go all the way left and climb down. If you go down further you should be able to see the white blastia. Line yourself up right and shoot another box onto that one (above left). If you take the ladder near here all the way down you can see the green one, but the panel nearby doesn't do anything yet. Go back up to the walkway where you've been lowering forcefields and you should now be able to reach the terminal. Use it, and then return to near where the green blastia is. Push the box onto the platform, and then use the panel to raise it to the upper level. Climb up there and push it off the ledge on the left side (above right). That should be all of them.



At the end of the walkway, there's a blue save/heal point. Get ready for a boss fight. Zagi hasn't changed all that much, but he's got a lot more hit points now. As usual, your best shot is to gang up on him. Have Judith and Yuri combo the hell out of him and throw around a limit bottle or two and he'll be done in no time.



Now you need to get to the engine room. There's a shortcut. Go down the latter beneath the stairs near where you destroyed the yellow blastia, and go down on the right hand side, and take follow it to where you can exit down. You'll come out near where you activated the control panel to make the boxes move. Now you can go back through the double doors and down to the save point.



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Hearacles (cont.)

The well-guarded door on the right leads to the engine room. The next room has a big conspicuous door, and that's your destination. In the control room, just go to the top of the stairs.



Now you need to escape. Go back down and use the panel to leave. Use a Holy Bottle if you want to avoid combat while retracing your steps.



You'll head to Capua Nor, and you'll regain control in the inn. Go outside. After the event, go back in, and talk to your party.



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The Blade Drifts of Zoephir

Head for Ehmead Hill, and hang a left along the narrow strip between the mountains and the water. This will take you to the Zoephir Drifts. Work your way along the icebergs until you get to the part where you can enter the dungeon.



This icy stage is almost self-explanatory. Fire spells are helpful, and the path is quite linear. There are spots where the path will collapse and open a new way elsewhere. It's almost a self-completing puzzle. The chests are all out in the open as well. There isn't much advice we can give. Eventually you'll get to a blue save point. Get ready for a fight.



For the first part of the boss battle you'll be stuck with Karol. Just run away, but remember to let up on the left trigger periodically to allow the events to trigger. This time will give you a chance to feel out this guy's patterns, and after a while the party will join in. This isn't an easy fight; he had a lot of HP, and he's difficult to combo on, plus your only healer is still Raven, and he's no Estelle. You'll probably have to burn up some gels to get through this one, so hopefully you stocked up in Capua Nor. If you strike its fin when it dives below the ice you can incapacitate it and also earn the secret mission for this fight.



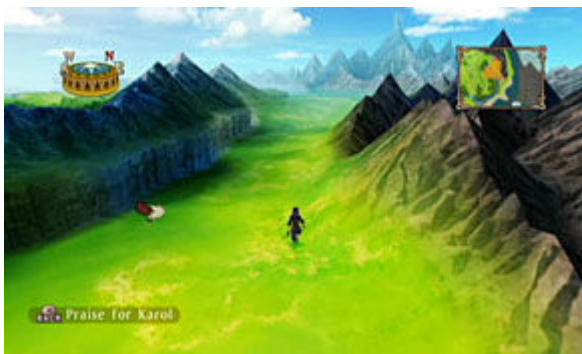
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The Blade Drifts of Zoephir (cont.)

You're not quite out of the woods yet, so maybe go back to the save point and regroup. Keep moving right and taking the low road until you get to the exit.



You still have a long trek before you can get inland again. Stop off in Halure and stay at the inn. Head out, talk to Ioder, and then go back to the back room at the inn. Yuri will walk out on his own. Go to the exit of town. You'll talk to Ioder again, and then leave.



Now you need to cut through Quoi woods, traveling with just Repede. When you get to the save point, you'll find an event. Keep going and head for Zaphias (it's pretty hard to miss on the horizon).



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Zaphias Castle

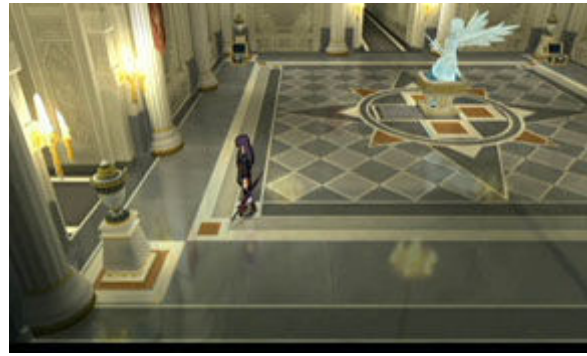
Go left and up to the castle through the main gate. The castle is still a lot how you remember it. Go right from the main entrance hall, and down the hall. You'll come to an event, and resume control in a room with a save point. If you search the little kitchen area on the right, your HP and TP will be restored. You can exit back to the hall through the door on the left.



Go down the hall, left and back down, just like last time you were here. Keeping going left and up and down the halls until just before you reach the goddess statue. Go right at the last turn before the statue and there's a little courtyard area with a lot of plants.



Just beyond here, there's another save point and some big stairs leading up to a giant double door to the audience chamber. After this event you have a puzzle to solve. Go back to the last room (the one with the save point) and exit to the right on the top hallway. At the end of this hall there is a statue with a picture of a new moon on the floor and a lowered pair of wings. Shoot this with your sorcerer's ring. Now you need to find the one with a quarter moon. It's left of the room with the big goddess statue. As you activate it, the moon on the wall will fill to one quarter.



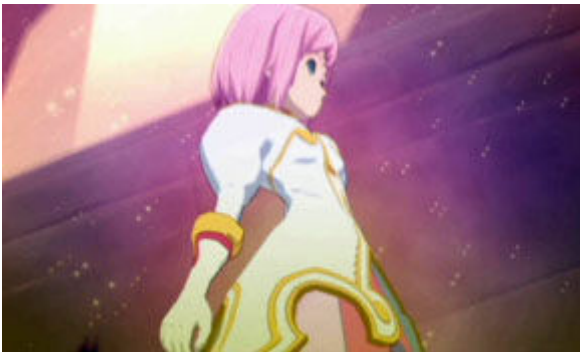
The half moon (the third in the sequence) is down the hall on the left side of the room before the audience chamber, symmetrical to where the first one was. To get to the last one, go back one room to the green courtyard area, and go right, down, and keep going right until you get to the room with a lot of stairs. The glowing room visible down the hall has the last statue (full moon). With the moon full, you'll hear a chime, and you can go back to the audience chamber and shoot the orb in the door to open the way ahead.



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Zaphias Castle (cont.)

Just beyond here is another save point and a long path up to the boss fight. The first phase of the boss fight is pretty basic. The main thing is just don't wear yourself out. Stay on her and don't give her much chance to fight back.



The second part of the fight is one-on-one, and your opponent is every bit as powerful. She has magic attacks and is brutal up close, so this can be a tough fight if you make it one. The easiest way to win is just to keep your distance, and use single over-limits (don't blow a duo or a trio, there's no point) to spam Azure Edge projectiles at her. She won't be able to do much as long as you keep doing this. Use a limit bottle or two if your meter wears down. It's a cheap strategy, but it works, and losing this fight means sitting through 10 minutes of crap again, so it's best to just go with what works.



After the fight, the castle is a much calmer place. You need to rally the troops. Karol and Repede are in the dining hall where they were keeping the lower quarter refugees, Judith is in the courtyard area, Rita and Estelle are hiding in the room with the statue with the full moon, and Raven is chilling in the cell where you first met him downstairs to the right of there. In the room right of the main entrance hall, there's a man in an orange vest and hat. When you've talked to everyone, see him and stay the night. In the morning exit east of Fortune's Market in the Citizen's Quarter where everyone is waiting.



Recommended Side Quest

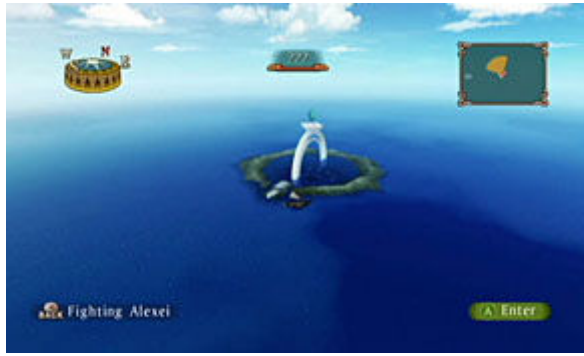
If you want to access the bonus dungeon on your first play through, you must do this quest before you go to Zaude. Go to Phaeroh's Crag, and check out the anomaly at the top. It will take you to Old Yormgen. Go to the sage's house. It looks like the sage is in, so go chat him up. Afterwards talk to him again and choose to stay the night. That's it. Nothing will happen now, but this will allow you to access the bonus dungeon later.



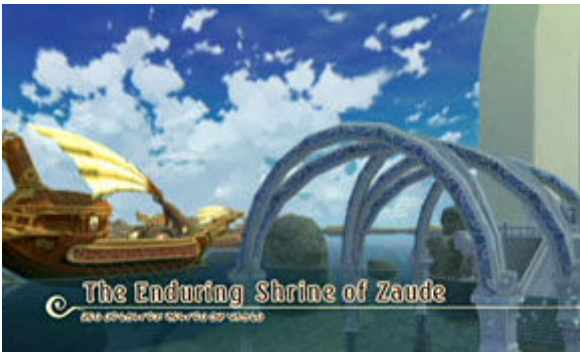
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Zaude

Zaude is smack dab in the center of the map, in the middle of the ocean. There will be an event when you fly near it. This time is a good one to go do side quests and ready up. Be prepared.



When you start this stage, go to the right, past the save point, and enter through a vent on the side of the building.



Inside, there's a puzzle to contend with right away. You'll see a red orb near the start, and a place for another orb ahead, but the orb itself is missing. Take the left path around and search the chest to get the orb you need. Now go seat it where it should go. Shoot it with the sorcerer's ring afterwards to flood the place with water.



Swim over to the broken staircase by the other blue orb. You can now reach this platform, which is right by a staircase to take you to the next floor. On the north side of the room up stairs, there's a door to enter a hallway with a blue save point. Use it and keep on going through the next set of doors.



Boss time, again. Yeager's back. He has two forms. The first one is the usual. Just keep on his ass and he won't have a chance to bite back. Halfway through he'll really unleash. Most of his pattern stays the same, but he learns an insta-kill move that really be a pain. It's important to monitor your party's health, as it's really difficult to catch up if you start dropping too many members. Scatter when he OLS, and try to double team him as much as you can with a good melee character (Judy and Yuri are a deadly team as always). The achievement for this battle is a little tricky. You'll need to break his guard and have Raven perform Rain on him.



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Zaude (cont.)

Beyond here, there's a Giganto Monster. He's completely optional, and probably on the high end of what you're capable of handling, so you may wish to skip him for now. The battle is quite the endurance match. Fight it or skip it; it's up to you. Hang a right through the large door on the side, and down the hall.



You'll come to a large room, where you can see a red orb, and off to the right, there are some stairs leading up to a blue orb. There's a pedestal block by it. Push it down off the ledge, and then go down and move it one space left and keep pushing it down, so it's to the left of the one floating in the water. Now shoot the blue orb to raise the water. The block you moved will complete a path leading around the lower side of the room. Take it over to the red orb, and stand on the *left side* of the platform it's on. Shoot it from here, and you'll land by a door on the left side of the room.



Go left down the hall, across the upper pass in the room where the Poseidon was. Notice the pedestal for the orb, and keep going on. When you get to the big two-story room on the left, go down to the bottom floor. There are a few movable pedestals, including one with the orb to raise the water. Push the leftmost pedestal right a few spaces into the water, and then the one with the orb left and down so you can shoot it from the pedestal in the water. Stand on the pedestal in the water and shoot to raise the water and you should be able to reach the island on the top floor that's blocked off by the barrier. There's a chest there with the red orb.



Go back to the upper walkway in the room where Poseidon was, and place the red orb in the statue. Shoot it and the big door will unlock. Now make your way back down to the bottom floor. Go through the big door. There's going to be a piddling fight against a few guards. Just past them is a blue save point. Prepare for the fight with Alexei. Emphasize defense and make sure you have the Magic Guard skill equipped.



The battle with Alexei begins deceptively easy. He has over 300,000 hit points, but since he's fairly easy to combo on, and he holds back early on, you can get this over with quickly. Once his life is half gone, you'll have to be really careful when he uses his Over Limit. His Mystic Arte can nearly fully wipe out your entire party if they have less than full health. You'll need to use your Magic Guard (you have to have this skill equipped before going into battle; Use it by holding X and pressing the left analog toward the attack) so brace yourself and expect him to use it. If you guard properly, you'll survive, and if you knock him down right after it's over, you'll earn the achievement for this battle.



After Zaude

Go outside and just a little up the road to reunite with Estelle. In the morning head north a bit and you'll exit town automatically.



Take off for Aspicio, and go to Rita's hut. After you talk with her, head to Dahngrest. Go back to the HQ to see the next event.



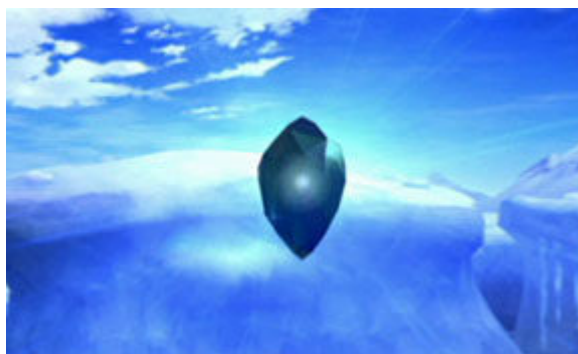
Now it's back to Zoephir. You must enter from the west, or you won't be able to reach the aer krene. The monsters are different, and a bit harder, but tracing your way back to where you fought the boss isn't too hard.



After Zaude (cont.)

Save when you get there. There's no boss fight, but there is a mini-game and even though it's easy, it's better to be safe.

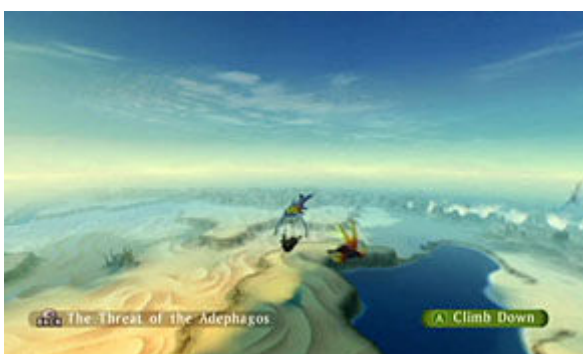
The mini-game is like a rhythm game. Just tap the button prompted with the correct timing.



After your business here is done, you need to go to Nordopolica. Outside the city, you'll see the Daybreaker and Nightbreaker around. Spam the Daybreaker with water attacks and the Nightbreaker with fire. Take them out one at a time. It's not too hard.



We've got ourselves a good old-fashioned elemental hunt now. You can take the next few parts out of order, but we'll go from easiest to hardest. Fly over the Sands of Kogorh. You'll see Phaeroh flying around. Get close to him and it'll trigger an event, after which you'll have the power of Efreet.



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Erealumen Crystallands

Find the new crystalline island in the north. It's northwest of Zoephir and northeast of Heliord. Go into the protruding crystal formation in the center.



This dungeon is yet another that is tragically thin on the kinds of puzzles the series is known for. It's very, very linear, and you'll occasionally come to crystalline obstructions that can be broken with the Sorcerer's Ring. There's a part where you need to shoot a larger crystal over to form a bridge. Not far past here you'll run into Nan and a save point.



There's a lot of good loot in this area. Round it up and head north to find the boss. There's a blue save point to recoup just before you get there.



Gusios is a tank, but he's weak to air and fire attacks, which is useful for Yuri. It's actually not that tough a fight. He's not as much of a frontal attacker as the other monsters of his type. If you hit his tail and make him rear up on his hind legs, you can hit him in the chest and knock him over, which will land you the achievement for this battle.



You can exit out the way you came, but if you take the long path leading right you can find a Giganto Monster called Fenrir. He's no harder than Gusios, so you should be well equipped to take him down. When you're done, you can leave the dungeon.



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Relewise Hollow

Fly over to the rocky area in the southeast. On the eastern side, about halfway down, you can see a small different looking area. Approach this on foot and enter.



Start working your way down. At the first fork in the road (a T-intersection) go left. The right way leads to some treasure you can't access yet. At the next fork you can head right for a bow for Raven or keep going down to advance. Eventually you'll come to a spot that will trigger an event.



After the event, you'll find yourself by a blue save point. Go right from here. There is a lot of good treasure around here, so you might want to explore a bit, but hang a right at the T-intersection and continue down to move on. You'll come to a save point by a cave.



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Relewiese Hollow (cont.)

Head into the cave to meet up with your target.



Most of this fight is pretty reasonable; about on par with the other recent bosses, but the strength against light attacks takes Estelle out of commission as an offensive player, so make sure she's set to just heal. Try to hit her right when she slams the ground to do her earthquake attack; this is the secret mission for this boss. Once you get further down, make sure to boost protection every way you can. She has a deadly attack that she may perform later in the battle that can knock your whole party way down. It's not as bad as Alexei's Mystic Arte, but it's not much fun to get hit by all the same.



You can head out after this, but make sure to check the chest in the cave before you do, as it's got a pretty nice jackpot for the taking. When you leave, head to Capua Nor. Once you've done your shopping and regrouping, stay the night at the inn. After the cut scene, go to the back room of the inn. When everything has quieted down, leave down.



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Northeast Hypionia

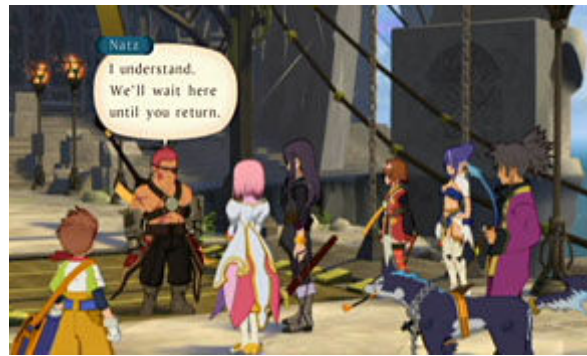
Now you need to go to Northeast Hypionia, east of Baction. When you fly into the right airspace, you'll trigger an event.



You're going to be thrust immediately into a fight. This is an interesting one. It's a marathon fight with more and more enemies spawning. You won't have a healer in your party, nor any ranged attackers, so you'll need to rely on consumables to get through. Most of the enemies aren't terribly tough, so it's mostly a matter of smart movement and watching your party. After you've killed most of them, the Wrath Nail, a large Eggbear-like creature. As long as you finish off the others before moving on to this guy, he should be easy to gang up on.



After the battle, take off for Dahngrest and go to the HQ. In the back room, you can find Harry. After this, stop off in Nordopolica and talk to Natz.



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Northeast Hypionia (cont.)

Head back to where you fought the monsters with Flynn, east of Baction. You should be able to see the new city nestled in the mountains. When you get into town, go find Flynn and talk to him. Make your preparations and then go meet him by the entrance.



You'll have to fight Flynn. You can win or lose, but beating him is really just a matter of preventing him from healing. If you play it very aggressively, spend your OL throughout the battle and don't give him a chance to cast, he'll be done before he knows what hit him.



Go talk to the man outside the inn to spend the night. In the morning, head out for Tarquaron. It's where Aspicio used to be.



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The Ancient Tower, Tarquaron

Once you head in and get the nice pan of the interior, make your way to the right, across the light bridge, and then up the stairs into the next area. Make your way down and left from here and exit to the next area, which is a gray, stone area with a staircase upward.



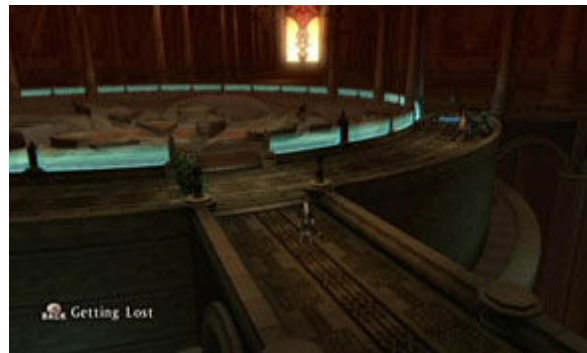
It's a long way up with no monsters. When you get there, you'll find yourself in an outdoor area with some crystals you can destroy with your ring. Hang a left at the top of the stairs past the first crystal, and work your way around until you come to a long walkway forward.



There's a huge stairway up the side of the building, this time with enemies. You'll need to make your way all the way up to the top, and then go in the door on the left hand side.



Inside, you'll be in huge room with a circular area with a forcefield around it. Enter the circle, shoot the balls into the hole into the center. When all the balls are down, it will open up again, and you can exit right and go out the door to find a blue save point.



Up the stairs and inside, you can find Zagi. Again. To get his secret mission, you have to wait for him to do the Blastia Bane, and then knock him down afterwards (Azure Edge is the easiest way to do this). If you're at level 55 or so, this fight shouldn't be much harder than the last couple times you dealt with him.



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The Ancient Tower, Tarquaron (cont.)

Take the left path from where you fought Zagi, up and out. You'll work your way down and back up, and then take another door off to the right into a cave-like area full of what appear to be stone ruins.



The blastia in this area each open a new path. Some of these will be very obvious, and others will be elsewhere in the level. You're going to have to keep retracing your steps and finding the new paths until you have all the blastia activated, and then truck down the center path. You'll come to two final blastia that will open the way to a blue save point and an intimidating stairway to the sky.



Duke is waiting for you, and you're going to have to cross swords. It's not that tough of a fight, and if you've ever played a JRPG before, you can probably guess why. The key here is just to try to burn through quick without wasting too many consumables.



His second form, on the other hand, is a jerk. Like Alexei, he has a nasty Mystic Arte that he'll use that can nearly wipe out a healthy team. Your best chance is to strike back with your own Mystic Arte, assuming you too the time to learn it. If not, this is going to be a rough fight. Ranged attacks might be your best bet, as you can prevent him from casting and avoid his nasty close-range hits.



Tales of Vesperia Side Quests

Nam Combanda Isle

One of the must-visit places outside of the main quest is Nam Cobanda. This island is off in a small island in the Northeast. It's a lot of fun and games. You can play mini games like poker or a shooter with Ba'ul, play the obligatory Tales quiz game, and mess around with skit and music players and view sequences you've reached already. There's a lot of fun to be had here, so make sure to pay it a visit.



Dragon Races

On later re-visitation to Myorzo, you'll be able to talk to the boy off in the right side of the city who will challenge you and Ba'ul to a race. This is a fun little mini-game, where you have to fly around from ring to ring as fast as you can, and try to reach 10 before your opponent. Winning all three races will land you Krone's Dew.

The Spa at Yumanju

This outdoor bath house is nestled in a forested area in the west. If you visit here periodically, you'll have the opportunity to pay ludicrous sums to enjoy a hot bath. It'll be 300,000 Gald for your first visit, before doubling to 600,000. These scenes are very entertaining, and enough visits will earn you a new costume, but other than that, this money pit won't net you much.



Sorcerer's Ring

Through the course of the main game, you'll build your ring up to Level 3, but you'll come across obstructions in some dungeons that can't be destroyed with this. That's because the real maximum level for the ring is five. Return to Myorzo sometime after your initial visit there and speak with the elder to get the Abyssion sword. Take this to the aer krene (it looks like a stone formation) nearest to Nordopolica, and use to get in. When you reach the cave in the center, you'll get the upgrade. You can visit another aer krene after this for the Level 5.

Warehouse Work

You'll probably have noticed warehouses in many of the town that never came into play for much of the game. If you visit these later in the game (post-Zaude) you'll be able to talk to the men outside of the warehouse to play a Sokoban-like puzzle mini-game to earn some treasure.

Restaurant Work

In Dahngrest, there are two taverns. Visit the Sagittarius later in the game and talk to the woman behind the bar to take on a job as a server. It helps to have a pen and paper ready for this game.

Special Events

Periodically it helps to go back to old towns, talk to some of the locals and spend the night at the inn. There are two many of these events to list, but many of them will earn you new artes or items and they generally require little more than showing up in the right place. For instance, staying in Dahngrest enough times in the second half of the game will lead to Karol learning a new skill from Harry, and a later visit to Mantaic will lead to a new arte for Judith.

Tales of Vesperia Giganto Monsters

The Giganto Monsters are abnormally large creatures that lurk in dungeons across Tierca Lumereis. They're not bosses; they're completely optional, and have no secret mission associated with them. They do open the path to unique treasures, however, and they're a great way to build experience. Because they are so strong, you often won't be equipped to take them on when you first encounter them, so consider their level and come back later. You can also run from any Giganto that is too much to handle. These are in their recommended order from least powerful to most powerful.

Hermit Drill

It's blocking off a lower path in Weasand of Cados. This is the easiest Giganto, at only level 34.

Medusa Butterfly

You can find this roaming the last segment of the Sands of Kogorh, before where you fought the boss, in the lower left part of the area.

Pterobronc

Later in the game, after you have Ba'ul, return to Mt Temza. You can find him in one of the craters near the beginning.

Chimera Butterfly

You probably noticed this guy in the distance in Quoi Woods. You can reach him once you get the Level 4 Sorcerer's Ring to burn some bushes blocking the path.

Poseidon

He's in Zaude, before the boss fight. He takes up half the room, and he's impossible to miss.

Fenrir

Find him in the Erealumen Crystallands, off a long path to the right of where the boss is. He's no harder than the boss of this stage.

Brutal

After you complete the Zoephir stage, look for him a little north of Deidon Hold. Don't bother with the rhino thing he summons.

Griffin

He's on the continent north of Desier, on the field.

Brucius

The most powerful Giganto. He's in Egothor forest, not too far from the save point.