

Tales of Symphonia 2 Speedrun Guide {New Game+}

-Created by Lotus_RT, December 2018; most recent update made on September 18th, 2023

- **Note that some parts in this guide can be improved further**
- **If you have any questions/feedback that you'd like to ask/give me pertaining to this guide, feel free to send me a message mentioning this guide on Discord.**

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- **What you need before starting:**
 - **A Light Elemental monster with an A.Atk stat of 9999**
 - *Refer to this guide on how to do it:*
<https://docs.google.com/document/d/1SN3q4fZIOwc2AS2Kqsn8BvxcgJUZOBft91pBoR8HJOw/edit?usp=sharing>
 - **1 other monster with a very high A.Atk stat**
 - *Element doesn't matter for this monster. You need to use 1 Unison Attack in the run, and it's against Lloyd in Chapter 1.*
 - **2 other monsters in your party**
 - *Stats and Elements don't matter much for these two monsters. You will only use one of them, and you will only use that one for a few encounters in the game; most of which are in Chapter 1. Their other use is that they help take up monster space; see next point.*
 - **No more spare monster space available**
 - *This makes it so that you just have to press 'O' (PS3) or 'B' (Wii), and select yes to part ways with Imp and Wolf in Chapter 1. Plus, it prevents further pact screens from appearing as well.*

- **Every option other than Maximum HP, ½ EXP, Combos, and 2x EXP selected within the grade shop**
 - *This might sound risky/silly, but it's actually better to choose the Minimum HP NG+ Bonus for this run over Maximum HP. This will make it easier for you to get out of the inescapable + unwinnable fights in the game by letting the enemies in these cases kill you faster (Garuda 1 in Chapter 2, Richter 1 in Chapter 5, and Brute 1 in Chapter 6 are these fights). This can save up to 30 seconds for each one as a result, saving as much as 1:30 in total.*

- **The 'Unknown' difficulty selected in your chosen file**
 - *This has heavy implications in Chapter 1, especially notable within the Lloyd fight. It lets you gain EXP very quickly with the 10x EXP NG+ Bonus. You'll be running from any regular encounter anyways, and you'll be having 5x Run Away effects to make those escapes incredibly fast. For the required fights, you'll be dealing a lot more damage to the enemies in them, especially with your monsters. This means that most of the required fights in the game will take as little as only 10 seconds to finish.*
 - ***Explanation for Run Away: This is a skill that is found on the Feather Boots, and one that Marta can learn naturally. Each Run Away cuts the amount of time it takes to escape from non-forced encounters in half, and also stacks multiplicatively.***
 - **0x Run Away escape time: 10 seconds**
 - **1x Run Away escape time: 5 seconds**
 - **2x Run Away escape time: 2.5 seconds**
 - **3x Run Away escape time: 1.25 seconds**
 - **4x Run Away escape time: 0.625 second**
 - **5x Run Away escape time: 0.3125 second**

● Luin

- Switch Emil's title to any title that gives P.Atk
 - Walk out of his room for a scene. Leave the house for another scene.
 - Now make your way to the statue of Lloyd; select 'Don't Swear'
 - Go towards the mayor's house and talk to Richter; head back to the left, and then up towards the other Luin Entrance
 - After a triggered scene, leave and head to **Lake Sinoa Cave** (UP)
-

● Lake Sinoa Cave

- Stall out the first encounter with Lucrezia, then take out Lucrezia in the second encounter with Marta and your monsters.
 - Leave and head back to **Luin** (Down)
-

● Luin

- Go left and then just head to the mayor's house and talk to him
 - Go to the item shop downstairs and buy 4 Boots.
 - *Synthesize them all to Leather Boots*
 - *Synthesize all of them into Feather Boots*
 - Equip 2 of the Feather Boots to Emil.
 - Synthesize 4 Lord of Chaos statues. Equip 2 Lord of Chaos statues to each of the first 2 monsters in your party
 - *This gives 2x Speed Cast 2 for your Monsters as well as extra TP in case they don't already have 999 TP.*
 - Head back to **Lake Sinoa Cave** (Up)
-

● Lake Sinoa Cave

- Go through tutorials
 - *Make sure you choose to **Stop Richter** after getting through the Polwige tutorial.*
 - *You should change your artes in the Vortex fight to however you are most comfortable playing through the game. This way you won't have to change your Artes again throughout the run.*
 - *It is important to have your Unison Attack Gauge full by the time you take out the Wolf. This lets you use an immediate Unison Attack against Lloyd.*
 - **It is important to WIN the fight against Lloyd here. It allows you to immediately get leveled up into the upper 40's - lower 50's. If possible, let Marta go down in this fight. This comes into play in Chapter 2 if it can happen.**
 - *This is where a Light Elemental monster is especially important to have; the Major element in the elemental grid will always start as **Light** in the fight against Lloyd. You can defeat Lloyd immediately with 1 Unison Attack if your Light Elemental monster does not cast Photon.*
 - ***You only need 1 Minor Light Element in the grid for your monster to not cast Photon (they cast Divine Saber in this case, and cast Wrath of God if there's at least 3 Minor Light Elements in the grid). If your Light Elemental monster does cast Photon, then reset.***
 - Go down to the locked door, then burn the poster, and then exit
-

● Tower of Mana

- Dodge any enemies, then head back to **Luin** (Down)
-

● Luin

- Adjust skills; give Emil Ability Plus, Ability Plus 2, Add Combo 1, and Add Combo 2. Give Marta just the Run Away skill for now. Equip Marta with the other 2 Feather Boots here.
 - *If Marta did not go down in the Lloyd fight, give her all 3 Speed Cast skills here as well.*
- Head to the Mayor's House to trigger the fight against the Vanguard enemies.

● Vanguard

- Nothing special here, just beat them.
- After the fight, just head to the fountain plaza for some scenes and events, as well as the eventual battling of Martel Knights and then Magnar. Nothing special against the Martel Knights battle, just kill them.

● (Magnar)

- Nothing special here, just beat him
 - After fight head up to the entrance for a scene; after talking to Dida and Moll, go to the Mayor's house for another scene
 - Go back to where Dida and Moll were, then go to **Asgard** (Down)
{End of Chapter 1, split here}
-

● Asgard

- Head to the middle of town for a scene
- Head to the mayor's house at the top of the other side of town to trigger and skip an event.
- Head to the open cavern
- Go to Linar's place and skip the confrontation with Colette
- After the scene with Marta, go through the scene in which the little boy gets blown away, then go after him; this will trigger the fight with Hawk, Athos, and Porthos.

● (Hawk, Athos, Porthos)

- Nothing special here, just kill them
 - Go to the Mayor's house and talk to the Mayor and Colette.
 - *If Marta went down in the fight against Lloyd in Chapter 1, switch Emil and Marta around so that Marta is the lead, then switch Emil out for your third monster. Otherwise, just switch Marta out for your third monster.*
 - Investigate the Stone Dais to trigger the unwinnable fight against Garuda. In the forced Garuda fight, let Garuda keep attacking you until it kills you. Make sure you are set to Manual Mode for this fight so you aren't guarding against its attacks.
 - *It's important to NOT have the Recover Skill equipped. Garuda can deal two doses of damage to you with its Screw Driver and Fire Bolt artes, which lets it kill you faster. If Marta went down against Lloyd in Chapter 1, a critical hit from Screw Driver is all you need to have in order to end this fight.*
 - Switch your party order back to what it was before the Garuda fight. In addition, change your difficulty to Normal. After that, leave and go to **Hima** (Up)
-

● Hima

- Head up the hill for the forced fight against **Skrophorion**. There's nothing special to do for the fight, just kill it.
 - Leave Hima and head back to **Asgard** (Down)
-

● Asgard

- Head to the gate area for the Garuda mini game. Try to avoid the chests if you can; you don't need the stuff in them.
 - *The first attempt of this minigame can be difficult, as there are more wind gusts from Garuda to move around. Be careful, as each failed attempt can cost you upwards of 20-30 seconds.*
- Upon the success of the minigame, you will fight against **Garuda**. There's nothing special about it, you just need to beat it.
- After the scenes, **head to Linar's house** for another scene. Then, head to the inn.
- Leave and head to the Gated area for another **Garuda** fight

● (Garuda) 2

- Nothing special here, just beat it
 - After the fight and scene enter the Red portal to get to Underground Ruins
-

● Underground Ruins

- Head downstairs for a scene. After the scene, take the first right then head straight till you see the Ring Machine. Change rings so that you have the Wind Element.
- **BELL ORDER IS 1,3,2,4**
- Head to the right to trigger a scene; head to the far right and fight the Clay Golem there.
- After the fight, go through the door, then go left and then up to fight a 2nd Clay Golem.
- Go through the door; go right, then up to fight a 3rd Clay Golem.
- Go through this door and just follow the path to fight the regular golem at the end.
- Move forward; follow the path & Examine the note on the wall. Move up for a scene, keep moving up, then Examine the Statue.
- Next to the statue select **East,South,East** to open the pathway. Move towards the last room.

● Wind Master Prime

- Nothing special here, just beat them. A Unison attack can help get rid of **Wind Master Prime** faster if you have the proper elemental monsters, but it's not required.
 - If your arte set includes Phoenix Rush, equip the Ventus skill and then leave Underground Ruins.
 - *TIP: A pathway opens up after defeating Wind Master Prime that you can use the Sorcerer's Ring on to save a lot of time backtracking.*
 - Back in Asgard, head to the Mayor's house and talk to the mayor. Then leave; after Colette leaves the party, leave Asgard and go to **Hakonesia Peak** (Down)
-

● Hakonesia Peak

- After the scenes and the event, head up to leave Hakonesia Peak faster. From there, go to **Palmacosta** (Down)
-

● Palmacosta

- Head towards the church for a scene with Richter
 - Talk to Marta in the pub
 - Now head to the Governor General's Office and talk to Mrs. Dorr.
 - After Richter's attempted ambush, head down to leave Palmacosta; go to **Dynasty Ruins** (Down).
-

● Dynasty Ruins

- Go to the right to change the ring's element to Light; then head up stairs for the fight against **Alice, Athos, and Porthos**.

● Alice, Athos, and Porthos

- There's nothing special here, just beat them.
- After the fight, use the ring on the left object to open the door and go through the door; continue moving right for a scene.
- After the scene, take the middle path; head all the way to the right, then up the ladder. Use the ring on the switch, then head right and switch the ring element.
- Head back to the left to burn the moss off of the box. Head back to the right, and switch the ring element back to Light. Then, push the box down.

- Use the ring on blue switch
- Use the blue switch again and head back towards the room's entrance. Take the bottom path and push the block rightwards into the water.
- Keep heading to the right until you reach the final room
- Go up for a scene now head down the stairs and make your way to the end of the Ruins.

● **Manitou**

- Nothing special here, just beat it.
 - After the fight and scenes, go to Iselia
{End of Chapter 2, split here}
-

● Iselia

- Go to the shop, and buy a Longsword and White Cloak.
 - Synthesize the White Cloak into the Mage Cloak. Then Synthesize that into Windmill, and equip it to Marta.
 - *This will give Marta some extra damage with her spells.*
 - Synthesize the Longsword into the Echo Tracer, and equip that to Emil.
 - *The Echo Tracer is insanely good. Not only does it give Critical 2 to boost your crit rate further, it also gives Accelerate. Accelerate allows you to more effectively build up combos on the ground, and then continue the same combo further by floating the same enemy due to the decreased battle recovery time. This helps you gain a larger amount of Bonus EXP with each required fight. As a result, the Echo Tracer has heavy implications throughout the remainder of the run.*
 - Go toward the school for a scene then go to the mayor's house to the left and talk to the Mayor.
 - Leave the mayor's house after the scene, and then go upwards to the field. Use that to go to the **Martel Temple** (UP)
-

● Martel Temple/Iselia

- Head into the temple, talk to Dirk, then head out of temple
 - Leave and head back to **Iselia** (Down)
 - After the scene, leave Iselia and head toward **Iselia Human Ranch** (Down)
-

● Iselia Human Ranch

- Go through the first few scenes and fight the Hirsutas. Get the key before descending.
- Change ring element to Blue Lightning, and power up the generators. Go to the room leftwards and pick up the Elevator Card. Then go back and use the switch and turn the breaker on.
- Go right, then up, then further right, and then down to reach the elevator. Use the ring to power it on, & go to Basement Floor 3.
- Use the lift and change Switch 1 (*green*). Proceed to change switches 2-4 (*teal*), switch 6 (*purple*), and close the #1 valve.
- Backtrack accordingly and use the latter to descend and push the platform across the water. Afterwards, close the #2 valve.
 - Do NOT change Switch 2; it is slower. Use the green lift and change Switch 1 when backtracking.
- Backtrack to where Switch 6 is, then use the lift to descend. Change Switch 7 (*white*) and go across the pipes to push the other platform across the water. Then, ascend the white lift.
- Use the button to open the door near switches 8 (*dark blue*) and 9 (*light blue*); this will be useful when backtracking out.
- Change Switch 8 and 9. Using the dark blue lift, change Switch 10 (*orange*). Use the following purple lift to then open the door above. After that, change Switches 11-13 (*purple*) accordingly.
- Proceed through the door. Use the ring to enrage monsters and power up generators to open the doors towards the final room.

● Gerichtslinde & 2x Hirsuta

- Nothing special here, just kill them.
 - After the fight, make your way out and go to **Iselia** (UP)
-

• Iselia

- Once you're back, head to the school. After the scene and event, leave the school and find Marta. After that scene, head back to the school and go talk to Raine.
 - After talking to Raine, head to Pepe's place and then go leave Iselia, proceeding to the **Triet Ruins** (Down)
-

• Triet Ruins/Triet

- Head into the ruins for a scene with Genis. After that scene, leave the Triet Ruins and head to **Triet** (UP)
- Now go to the lake to fish; get fish in the green bar to proceed.
 - *The timing for this can be pretty precise. Be careful, each failed attempt can cost upwards of 10-15 seconds.*
- After the scenes, leave Triet and go back to the **Triet Ruins** (Down)
- Go into the temple for a scene. After the scene, head right to leave the room and head up to get to the next room
- Push the Block to the other block and light the torch. Then go on the other side and light the torch.
- Head back to the room where you pushed the block. Go upstairs and push the block down. Then leave and head to the middle room. Walk over the blocks and light the torch to trigger a scene. Go through the blue portal after that.
- Go up, then to the right for the first set of stairs and proceed to Ignis' Core and a boss fight.

● **Bartek & 3x Jabbers**

- Nothing special here, just kill them. You can use a Unison Attack against Bartek if you are able to get a monster to cast a spell on it, but it's not required.
 - After the fight, leave the Triet Ruins and make your way to **Izold** (Down), going through each scene as they appear.
 - *If Marta went down in the Lloyd fight in Chapter 1, use this chance to give Marta all 3 Speed Cast skills.*
 - You'll have to eventually fight 1 Jabber and **Schizos**. There's nothing special with either of these fights, just kill them. After that, just go through each of the following scenes.
{End of Chapter 3, split here}
-

● Izoold

- Just make your way to the smoked box for a scene. After the scene, go to the harbor and talk to the sailor by his boat
 - Now make your way up and talk to the Prison Guard. Then go inside for another scene.
 - After that scene, leave and head to Berg's House (*the house next to the Katz*) and talk to Berg (*the guy laying down*)
 - Leave Izoold and go to **Camberto Caves** (Down)
-

● Camberto Caves

- Go all the way up, and then to the left. Use the ring on the giant mushroom and then defeat **Gamelion**.
- Change the ring's element to Water, then go to the next room.
- Use the ring on the flower already in the river, and then on the lily afterwards. Repeat this process for the other river flower further down.
- Use the ring on the non-bloomed flowers where the floating islands are to open the path.
- Use the upper path first to backtrack and change the ring's element to Light. Go back after that to watch the scene and then proceed to the final room.
- Go all the way to the end of the cave and watch the corresponding scenes. After them, use the ring on the rosemary to trigger a boss fight.

● Amanita, 2x Marcoids, 2x Stinkhorns

- Nothing special here, just take them out one by one. Your monsters can easily finish what's left.
 - After the fight, use the same path that you took to change the ring's element to Light.
 - Step on the switch to lower the bridge and head all the way down to the exit and make your way back to **Izold** (UP)
-

● Izold

- Make your way to Berg's house and cure him. After the scene, make your way to the jail where Regal is at. Talk to Berg directly outside afterwards, and then go near the inn and talk to Regal.
 - Make your way to the dock for a scene
 - After the scene, there are 4 people you need to talk to in order to proceed further.
 - *The sailor at the other part of the dock*
 - *The little kid by the house*
 - *The sailor with white hair near the inn*
 - *Berg, who is located at the beach.*
 - Go to Berg's house and talk to Berg. He'll give you the special bait for the Jellyfish.
 - After you get the special bait, leave Izold and go to **Triet** (UP)
-

● Triet

- Make your way to the lake, then fish up a Jellyfish.
 - *Like how it was in Chapter 3, you need to be careful in the execution here. Each failed attempt can cost 10-15 seconds.*
 - After fishing, just leave Triet and head back to **Izold** (Down)
-

● Izold

- Go to Berg's house and talk to him. Then go to the harbor and defeat **Nazdrovie**. There's nothing special about this fight in NewGame+, just kill it.
 - After the fight just talk to the sailor to go to **Flanoir**.
-

● Flanoir

- Head to the right for a scene
 - After that, just head to the left for another one with Regal. Then head up the stairs to your right
 - Now head inside the church for a scene with Decus
 - After a couple more scenes, leave & go to the **Temple of Ice** (Up)
-

● Temple of Ice

- Go to Raine and Genis for a scene. After the scene, leave and head back to **Flanoir** (Down)
-

● Flanoir

- Back in Flanoir, make your way to the Equipment Shop and buy a Battle Plate.
 - Synthesize the Battle Plate into Power Drive, then equip it to Emil.
 - *Power Drive is risky, but also very good. Like the Echo Tracer, Power Drive has a lot of implications for the remainder of the run. It's beneficial for you as it not only boosts your crit rate further with another Critical 2, it also directly increases your P.Atk with P.Atk Increase 3. However, it's risky in that it decreases your max health by 30%, meaning that Emil's max possible health drops to 7000 while it's equipped. If you don't like the risk of using it, you can choose to skip this step. However, note that you'll be missing out on a lot of extra attack power should you choose not to go for this. Note that the decreased HP is a benefit in the unwinnable fights as well.*
- Then go back to the Accessory Shop and talk to the old man. After the scene, go back to the **Temple of Ice** (Up)
- Back in the Temple of Ice, walk up for the scene on Celsius' Tear. After the scene make your way up the stream to your left and go into the cave
- Make your way down and switch the ring's element to Ice. Create an ice block with the ring to cross the lake, and make your way to the spot where you attempt to freeze the lake.
- Walk on the water and just head up to the temple's altar to trigger a boss fight.
- **2x Mirka**
- There's nothing else special with this fight, just kill them.
- Go down after the fight to trigger a scene and another fight.

● Vanguard Fight

- Nothing special here, just kill them.

● Siren, Selkie, 2x Asrai

- This fight isn't too difficult, and you should try to get a big combo going on an Asrai or Siren if you can.
 - *Don't get too reckless though. Emil is the only human you have in this fight, and you have Power Drive equipped here; meaning your health is even lower. If Emil goes down, it's game over!*
 - After the fight go to the Ice Statue and move it once (*should be facing West*)
 - Make your way upstairs to the next Ice Statue. Make it face South after the scene that triggers.
 - Continue moving; go down the stairs to the next Ice Statue. Move it twice to make it face East and open the doors.
 - Go up to the door nearby and move to the right for a scene
 - After the scene, backtrack and leave the cave to trigger scenes. After scenes, leave Temple of Ice and go back to **Flanoir** (Down)
-

● Flanoir

- Make your way to the Accessory Shop and talk to the Mizuho Scout. Then enter and talk to Penguin Grandpa.
 - Now leave Flanoir and head to **Meltokio** (Down)
 - {End of Chapter 4, split here}
-

● Meltokio

- Head to the left for a scene. After that scene, try to go inside the Item Shop for another scene.
- Go back, then go all the way up the stairs for a boss fight.

● Helion and Aramis

- Nothing special here, just beat them as fast as you can.
 - After that, leave Meltokio and go to the **Temple of Darkness** (UP)
-

● Temple of Darkness

- Go to the 2nd room, and use the ring to light up all the lamps that you can. Light up the lamp from below, then go back up and proceed to the path that opens up.
 - *You should have 8 lamps lit up before proceeding.*
- Go all the way down the stairs in that next room to light up the bottom two lamps. Go back into the previous room; use the path that opens up there to change the ring's element to Darkness.
- Go back down the stairs into the area where you lit up the bottom two lamps. Use the ring to open up both paths, and then take the lower of those two paths to the huge stairs room.
- After a couple scenes, use the switch at the very bottom to open the wall that was closed off before.
- Backtrack all the way to that opened wall for a scene. Proceed through the wall and follow the path. **Before the Richter fight, switch Marta out for your 3rd monster.**

● Richter 1

- This fight is unwinnable. If Richter starts the fight by taunting, run up next to him, and attack him (*you're hoping he staggers*). He'll use his Mystic Arte which will help bring your HP down to 1. From there, change your battle mode to Manual and keep being in front of him to let him finish you off. This will let you proceed with the story.
 - *He's pretty consistent in starting the battle via a taunt & Mystic Arte. There is a chance he won't however, which will make it harder for him to kill you if he doesn't target you. Being in manual mode makes it easier for him to wail on you if he's targeting you, just as long as you're not guarding during that time.*
 - After the fight, switch your 3rd and 1st Monster positions in the party. Then backtrack all the way out of the Temple of Darkness, going through each scene that plays in the process. After that, leave the Temple of Darkness and go to **Meltokio** (down).
-

● Meltokio

- Head all the way upstairs and go to the right to get to Zelos' mansion for a scene, then head out for another scene
 - Head back down the main stairs for another scene
 - Now head back to Zelos' mansion and talk to Sebastian. After that go to the castle and walk in for a scene
 - Then go all the way down the main stairs and make your way out of Meltokio to go to the **Cape Fortress** (Down)
-

● Cape Fortress

- Just make your way forward & down the stairs to the cave area
- Make your way all the way down stairs for a scene
- Head to the right, then go up the stairs and head down to get to the next area
- Head right a bit for a scene. After the scene, head right and go upstairs, then go left and activate the gold switch
- Head back and go downstairs, go down a bit and go down those steps and hit the blue switch
- Head back up both sets of stairs and go left and hit the green switch
- Head back downstairs go to the path that just opened to your right and head all the way down and up to get to the next area
- Change your ring's element and then extinguish the flames in this order:
 - *3 *5
 - *6 *1
 - *2 *4
- Go to the red statue and examine it twice to open the blocked gate
- Now go through the open way to fight Decus. Within the event, choose the first option.

● Decus

- Try to get a big combo in this fight to get as much Bonus EXP as you can. Other than that, try to keep him combo'd and stall out the spellcasting of your monsters to finish him off. Make sure you can keep him staggered to prevent him from casting his Mystic Arte.
 - *If he casts his Mystic Arte, you will lose 15 seconds.*

● Richter 2

- Same as Decus; get a big combo in this fight to get as much Bonus EXP as you can. Other than that, try to keep him combo'd and stall out the spellcasting of your monsters to finish him off. Make sure you can keep him staggered to prevent him from casting his Mystic Arte.
 - *Alternatively, you can try to let Richter kill you, as winning this fight is not required. However, you'd be at the mercy of his AI, and he doesn't often start this fight with a Taunt into a Mystic Arte. Therefore you'd be more likely to lose time if you choose to go about it this way. Plus, not winning this fight means you'll be missing out on some attack power later on. And like Decus, if he casts his Mystic Arte, you will lose 15 seconds.*
 - Go down the stairs to the right into the next area for an event. Skip the event, then head down to exit that room.
 - Now backtrack all the way out of the dungeon for a scene. After that, leave the Cape Fortress and head to **Meltokio** (UP)
-

● Meltokio

- Just make your way to Zelos' mansion. After a couple of scenes head back to the entrance and go to the **Temple of Earth** (Down)
-

● Temple of Earth/Meltokio

- After the scene you will be back in Meltokio
 - After waking up leave the inn, then leave Meltokio and head to the **Temple of Lightning** (Down)
{End of Chapter 5, split here}
-

● Temple of Lightning/Sybak

- Skip the event that immediately plays upon entering Chapter 6. Leave the Temple of Lightning and head to **Sybak (UP)**
 - Go to the Equipment Shop and buy the Black Gauntlets
 - Synthesize Black Gauntlets into Dark Passage, and equip them to Emil.
 - *Alternatively, you can choose to equip “It’s good to be King!” and skip this step. Both that and Dark Passage give P.Atk Increase 2. However, Dark Passage improves your crit rate even further, and you don’t use items during battle in this run. As a result, you’re not going to make use of the Item Pro that “It’s good to be King!” provides. You can also choose to have both equipped for maximum P.Atk in the last 3 Chapters.*
 - *Also, not every version has “It’s good to be King!”. This isn’t an issue for those on the PS3, but is notable for those on the Wii. This is because not every version on the Wii has those equipment pieces that change appearance in battle.*
 - Go to the Imperial Research Academy for a scene. Afterwards, head left through the door and just continue going left for another scene.
 - After that scene, make your way out of the Research Lab and head to the inn to sleep
 - Then head to the middle of town for another scene
 - Now go to the Imperial Research Academy. Go upstairs and through the door up there and talk to Director Schneider.
 - Now leave Sybak and head back to **Temple of Lightning (Down)**
-

● Temple of Lightning

- **Back in the Temple of Lightning, change the ring's element to Blue Lightning.**
 - *Use the ring afterwards on the idle Ooze to skip encountering it.*
- **Go up the stairs and use the ring on the tri-colored lightning area. Head downstairs and use the ring to get rid of the Blue lightning and go through the door**
 - *When using the ring on the tri-colored lightning area, be sure to do this from the side. It's not only faster, it also prevents you from accidentally triggering an optional scene involving it.*
- **Go left and up the stairs through the door. Follow the dark pathway to the next area for a battle against Vanguard members. Nothing special with this fight, just kill them.**
- **Make your way to the open path on the other side. Try not to fall off the dark pathway and go through the door and raise the Lightning rod. After that, head back and fall off.**
- **After falling down, head to the 2nd ring changer to change the ring's element to Yellow Lightning. Then head to the dark pathway to the left.**
- **Use the ring on the yellow lightning that's blocking the door, then head back and fall down. Go upstairs and use the ring on the tri-colored area.**
- **Head back to the 2nd ring changer and change the ring's element back to Fire. Now head left through the dark pathway. Then head down through the door you cleared earlier.**

- **Head down the ladder and use the ring to burn the rope. Then go back up the ladder back through the door and head to the other side to get to the dark pathway there.**
 - *Be careful not to walk too far before burning the rope. If you walk too far, you will trigger an optional scene, which will waste 10 seconds. You can burn the rope without triggering that optional scene here, since the hitbox for it is very forgiving.*
- **After getting through the dark pathway, lower the Lightning Rod. Then head back to the dark pathway and fall down.**
- **Now head to the machine with the lightning rod on it and activate it. Go to the ring changer and switch the ring's element to Yellow Lightning (*examine it twice to do this*). Then make your way to the left and upstairs through the dark pathway.**
- **After getting through, use the ring to destroy the yellow blocks on the bottom right corner area. Afterwards, activate the machine and output lightning energy.**
- **Now head to the newly opened pathway to reach the 3rd ring changer and change the ring's element to Red Lightning.**
- **Go to the dark pathway on the right and fall down. Then head upstairs and use the ring on the final lightning. Go through the door for a scene & then make your way to the boss afterwards.**

● **Corduroy & 5x Were Bat**

- **Try to get a big combo to maximize Bonus EXP for this fight. Other than that, nothing special with this fight; just beat them.**
 - *If you plan on using Ravaging Tiger for the remainder of the run, equip the Tonitrus skill after this fight.*
 - **After the fight, use the gear lift to head down. Backtrack, leave the Temple of Lightning and go to **Sybak** (UP)**
-

● Sybak

- Head to the Imperial Research Academy and talk to Director Schneider upstairs for a scene. After that, leave Sybak and head to **Meltokio** (UP)
-

● Meltokio

- Head to the Elemental Research Laboratory (*located to the right and beyond the inn*). After the scene head downstairs and examine Rilena's notes. After that scene, head back upstairs.
 - Leave the lab for another scene. Then leave Meltokio and head to the **Temple of Earth** (Down)
-

● Temple of Earth

- Just head to the right and take the open way. Cross the bridge and then step on all of the rightmost platforms to make your way downwards
- Switch the ring's element to Earth, then just head left to exit that room and open the path.
- Now just continue down to open the path. Break the bridge and continue on through the portal.
 - *On the way through the path, there will be a Toadstool there. Do NOT use the ring to prevent the encounter! You can get around it with just optimal movement. If you stop for even a bit, you WILL encounter that Toadstool. If you encounter it, escaping the fight will cost you about 8 seconds in total.*
- Go to the altar, and then trigger the shaking blocks minigame.
 - *This mini-game isn't too difficult, and it's the same every time. Note: A single failed attempt can cost you 40-60 seconds!*

- Once you complete the minigame, go through the opened path and trigger the boss fight.

● Lookin x4

- Nothing too special here, just spam Phoenix Rush. Don't be too reckless here either; the Lookins can do some surprising damage very quickly with Dread Charge.
 - After the fight, ride the Lookins. You will go to [Toize Valley Mine](#).
-

● Toize Valley Mine

- Go left and jump to the next area. Go down the ladder, go to the right a bit and go up another ladder to go to an open pathway.
 - Just make your way to the right and keep moving forward.
 - Head down the stairs and change the ring's element to Explode.
 - Head back, blow up the rocks and head to the opened pathway to exit. Then make your way to [Altamira](#) (Down)
-

● Altamira

- Just make your way to Lezareno HQ
 - *Go all the way to the controls for the carrier. It saves about 2 seconds over just stopping in the middle.*
- Use the elevator to go to the President's Office for a scene
- After scene just make your way out of the company for a scene
- Now go to the inn. After the triggered scene, use the elevator & go to the 7th floor suite. Go through that door for another scene.
- Go back to the elevator and go to the 1st floor for a scene. Then head back to the 7th floor suite.

- After the subsequent scenes, head back towards the carrier, going through each scene in the process.
- Go up the elevator and head into the casino for the scene when Alice has Hawk arrest you.
- After the scene, switch Marta with your 3rd monster.
- Leave the room you're in to fight Hawk

● Hawk, 2x Vanguard Members

- Try to get a big combo to maximize Bonus EXP. Other than that, just beat them.
 - NOTE: Hawk can do a lot more damage to you than you might expect, to the point he may be able to bypass the Monster HP Recover Synchron Abilities (Breath of Rejuvenation and Halo of Life).

● Brute 1

- This fight is unwinnable. Switch battle mode to Manual and put your monsters to Hold Position. Let Brute wait on you until your health drops to 0.
 - Do not let Brute use Wolfdales. If he completes Wolfdales, you won't be able to stagger him because it gives the Over Limit effect. That's good normally, but he can use a lot of spells as well, and Brute is very slow at casting. And unlike Richter, he does not use his Mystic Arte in this fight. You need him to wait on you physically to maximize the speed in which he kills you.
- After the fight, leave the casino for a scene. After that, escape the city to activate a couple scenes and where Presea joins your party. Afterwards, go to **Altessa's House** (All the way down)
 - You can hold down on both the D-Pad and the Control Stick to increase the speed at which the location list scrolls here.

{End of Chapter 6, split here}

● **Altessa's House**

- After the scenes, go inside and talk to Altessa. Change the strategy of your monsters back to Attack Freely. Afterwards, leave Altessa's house to trigger a fight.

● **Magnar, 3x Vanguard**

- Magnar is a heavy character. You can't lift him into the air like you can with other bosses. Keep on the ground and wail on him till he and the other Vanguard Members go down. Try to get a big combo to maximize Bonus EXP for this fight.
 - After a couple more scenes, leave Altessa's House and go to **Mizuho** (Down).
-

● **Mizuho**

- Head to where Genis and Raine are for a scene. After that, go into Elder Igaguri's place.
 - After the scene, go talk to Marta on the other side of the village. Then head to the entrance of Mizuho to fight 4 Vanguard Members 3 times. There's nothing special about these encounters, just kill them.
 - *If the running boy NPC gets in your way as you're heading back to the Mizuho entrance here, you can clip through him by running into him in the same direction for about a second. This glitch is known as NPC Clipping.*
 - After the fights and the following scene, go to **Altamira** (UP)
-

● **Altamira**

- After clearing the next two scenes, walk up for another scene.
 - When done resting, leave the room. Go to the elevator and go to Basement: Passageway to Building Number Two.
-

● **Building Number Two**

- After the scene, press the button on the wall to open a door. Keep going right until you reach another door. After the scene that triggers, press the button and go through that door.
- Head to the left and down the stairs. Make a quick turn and go right into the door nearby to fight the Vanguard member and get the pass card.
- Leave and go left, then down to the next door to fight the Vanguard member in the security room.
- Now leave and head back upstairs. Take the pathway on the right and head up the stairs there. Use the ring to get around the Vanguard members there.
- On the first floor, go up and to the left for a scene, then through the nearby door and skip the following two events. Then kill the Vanguard members in the fight that ensues.
- After the scene, go to the door on the right side in the main part of the first floor to renew your pass card to D-Rank.
- Leave the room and head back to the Elevator on the right and go up to the 4th Floor
- Head to the left, skip the first door and go into the second door to renew your pass card to C-Rank.
- Head back to the elevator and go down to the 2nd Floor

- Head left towards the machine on the wall to renew your pass card to B-Rank. Head back to the elevator and go down to the 1st floor.
- Now go to the elevator on the left and go up to the 3rd floor.
- Go to the right towards the first door. Use the machine to renew your pass card to A-Rank.
- Head back to the elevator and go up to the 4th floor.
- Go left, press the switch on the wall to get into the elevator.
- Head right and go through the nearby door. There are 4 things you need to examine in that room. Do this right to left; make sure the one on top of the ladders is the one you examine last.
- After the scene, go to the nearby vent to trigger an event. Skip that event and go down the other vent.
- Fight the vanguard member nearby and go through the door after beating him.
- Leave the room after rescuing Marta and go further to the right to trigger the scene where Genis, Raine, and Presea rejoin your party. After that scene, go up to the President's Office to trigger a boss fight.

● Brute

- Just get a big combo on him to maximize Bonus EXP. Other than that, nothing special; just beat him.
 - *Try to finish him with 1 full combo if you can though. This will prevent him from using his Mystic Arte, which will cost you 15 seconds and can put you in a nasty situation.*
- After the fight and the following event, head down the stairs and go to the elevator to the right to trigger another boss fight.

● Richter 3

- **Same as Brute; just try to get a big combo in this fight to maximize bonus EXP. Other than that, try to keep him combo'd and stall out the spellcasting of your monsters to finish him off. Make sure you can keep him staggered to prevent him from casting his Mystic Arte.**
 - *Alternatively, you can try to let Richter kill you, as winning this fight is not required. However, like Richter 2 in Chapter 5, you'd be at the mercy of his AI, and he doesn't often start this fight with a Taunt into a Mystic Arte. Therefore you'd be more likely to lose time if you choose to go about it this way. Plus, not winning this fight means you'll be missing out on some attack power in Chapter 8. Plus, just like before, if he casts his Mystic Arte, you will lose 15 seconds.*
 - **After the fight, skip all the events that happen after.**
{End of Chapter 7, split here}
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● Altamira/Tower of Salvation

- Skip the event and go through the scene that follows. After that, leave the room for a scene with Marta. Head to the elevator and go to the 5th floor (*Brute's Room*). Then make your way to Brute.
 - Leave the inn and head to Lezareno HQ. Head to the Sky Terrace for a scene.
 - Now leave Altamira and head to **Tower of Salvation (Down)**
 - Skip the event, then go to **Martel Temple (UP) [10th Location]**
 - *You can hold down on both the D-Pad and the Control Stick to increase the speed at which the location list scrolls here. Just be careful not to go too far.*
-

● Martel temple

- Go up the steps for a scene, then enter the temple.
- Head to the right then go down the stairs. Fight the Golem.
- Push the block down the top hole in the 2nd column, then fight another golem.
- Push this block down the middle hole in the 3rd column.
- Fight another golem then push the red block to the nearest corner hole.
- Fight another golem near the top hole in the 2nd column.
- Head downstairs to trigger a scene, then push the block in the water. Go up the stairs then activate the switch.
 - *You will likely encounter the Crusader that's there. If you do, just escape from the fight.*
- Go back to where the seal was for a scene. Go through the two blue portals that follow, then just continue down the path towards the podium to trigger the scene with Verius.

- Then just make your way out of the temple for a quick fight, skipping every event that happens in the process.
 - Now leave and head to **Luin** (Up) [3rd Location]
-

● Luin

- Go through the scene that follows, then head to Emil's place for another scene.
 - Now head to the Lloyd statue. After that, leave and make your way to **Altamira** (Down) [28th Location]
 - *You can hold down on both the D-Pad and the Control Stick to increase the speed at which the location list scrolls here.*
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● Altamira/Otherworldly Gate

- Skip the event. After the scene that follows, leave Altamira and go to the **Otherworldly Gate** (Down)
-

● Ginnungagap

- Follow the path; when the path splits, go to the left to avoid the enemies. Keep following the path and use the lift at the end.
- Go northeast a bit, then use the ring on the 1st tree root.
- Go down, then use the ring on the 2nd tree root.
- Go to the red part to the left & use the ring on the 3rd tree root.
- Go up a bit and use the ring on the 4th tree root.
- Go back to the lift and go to the 3rd floor.

- Go right and use the ring on the 1st tree root.
- At the bottom, burn the 2nd tree root
- Keep going around to burn the other two tree roots.
- Go back to the lift and go to the Bottom Floor for a scene.
- Follow the path to make your way down for a scene and a fight.

● Alice / Decus

- There's nothing special about this encounter, you can kill both of them very quickly. Just don't let them use their Mystic Artes.
- After the fight and following event, head towards the left to the next area.
- Follow the path. When it splits, keep going down. Then go left all the way to the next area
- Move up a bit for a scene. Follow the path to save the other Heroes of Regeneration. After that scene, go up for a boss fight.

● Ladon

- Easy fight. You can beat it in under 10 seconds.
- Skip the event, and keep heading up. Go through the scene that follows, and keep heading up until you reach Ratatosk's domain.

● Richter Final

- This is also an easy fight to win. Skip the event that follows.

● Lloyd and Marta

- Change your battle mode to manual and let them beat you. Skip the events that follow.
 - *Power Drive comes especially in handy here. Lloyd and Marta will be able to beat you faster since you have 30% less health.*

● Ratatosk

- Easy fight; you can beat him in under 5 seconds.
{Timer ends when the screen fades to black after you beat Ratatosk}