

# Wild Arms Alter Code: F

## Any% Route Notes

### Settings

- Battle Speed: Turbo ターボ
- Cursor: Memory 記憶

### Prologue

Note: Time starts as soon as you press X to start Rudy's prologue.1

### Rudy's Prologue

#### Surf Village

- Mayor's House
  - Heal berry in barrel left of mayor room
  - Bombs

#### Berry Cave

- Bomb Crate for **Tiny Flower**
- F7: Bomb Crates by exit, Chest for **Gella Card**
- F6: 10x Gimel Coins

#### Boss: Rotting Beast 250HP

If health < 20, Heal berry

Shoot first, 1BS/Lock-on Boosted-shell, shoot when BS runs out

## Jack's Prologue

- Room after first Pyramid switch, Hanpan chest for **2x Gella Card**

## Boss: Atlachnacha 310HP

If health is < 31, heal berry

Attack once, speedfang, ACC Speedfang till dead (Should take 3)

## Cec's Prologue

### Sealed Library

F7: lite torch's 1,3,5

F13: code NTSC-U: "Guardian Blade"

Guide for NTSC-J Password:

Switch to Katakana and enter this password: ガーディアンブレード

### Boss: Nelgal

- Att twice
- (If you counter then inertia Cancel into heal. Still do 2 attack+Heal)
- then heal (ヒール) yourself for 50FP
- Material to finish



## Lolithia's Coffin and Invasion

### Surf Village

Items

- **Revive Fruit** at balcony

### Adlehyde

(S): Support Magic

(O): Offensive Magic

### Magic Guild:

**Dissolve:** Fire

**Bind:** (S)Quick (wing wing)

### Ruins of Memory

Enter passwords: "Fulcani" "Keeper"

NTSC-J Password

Hiragana: ひぎにつうずもの





Katakana: フルカネルリ

### Items:

- 7000 gella
- Ambrosia
- Crest graph 4
- Seal #2

### Lolithia's Coffin

Recruit Emma(2nd option 3times, then 1st), grab revive fruit

### Items:

- F4: Snipe Bullet (cart), Crest Graph
- F10(W side with Tiptoe blocks): Get Emma Chest: (4000G)
- F16: Use hanpan to get Alter Part and 3xHeal berry
- In Valve room, turn Counterclockwise 2x

### Boss: Magtortus 500HP

Rudy: Use Boosted Shell/Lock on BS

Jack: Speed Fang/ACC Speedfang  
Cec: Quick Jack, Water Gem or heal

## Adlehyde

### Magic Guild:

Bind: [O]Spectre(geo, muse) Lightning(Wing, Muse); [S]Shield(geo, geo)

Sleep at Inn

### Demon Invasion

Speedfang, snipe Bullet, Spectre

## Adlehyde Castle

Items from people that were saved

### Under Adlehyde Castle

Items:

F9(room before the last): Revive fruit (in crates)

## Muscle Quarter Knight (Berserk)

Boss: Berserk aka Muscle Quarter Knight	
Rudy	<ul style="list-style-type: none"><li>- Snipe Bullet and Lockon BS when able</li><li>- Revive who dies.</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st: Lucky Card Cec.</li><li>- Use Speedfang/ACC.</li></ul>
Cec	<ul style="list-style-type: none"><li>- Lightning Always</li></ul>

Exp from Berserk = 100+Damage done to him

## Guardian Temple

Talk to Johan (Chancelor)  
Get CEC.

Crest graph in Exhibition grounds

### **Magic guild:**

Dissolve: Lightning

Bind: [S]Escape(wing fray) [O]Fragile(Fray muse)

Donate 12000 gella to get the **item scope**

### **World Map**

Items: (S of Adlehyde by Curan Abbey)

- Amnesia Res. 2
- Lvl Apple

### **Mountain Path**

F3: Grab Strike Buddy

F5: MS and 5x Earth Gems

F8: Hanpan for Gella Card

F9: Grab the 3 chests with Lucky Card, 1500 Gella, and Revive fruit

### **Read sign on the way out**

### **Milama Village**

Talk to girl in 1st house, Get Radar, Stuff toy

Talk to innkeeper

### **Guardian Temple**

Clock to 3:30

F4(Far W exit): Right chest for Ice Gems

F7: Lucky Card and Gella Card

F10: S 1500 Gella Chest

Have:

Rudy choose Grudiev (1st)

Cec. choose Moor Gault(2nd option)

Jack choose Fengalon(Default)

## Guardian Trials

Boss: Grudiev

Rudy: Just use BS/Lockon

Boss: Fengalon

Jack: Use Speedfang/ACC

Skip cutscene...

Boss: Moor Gault

Cec.: Use Freeze Gems

## Mount Zenom

### Baskar Village

Shop:

Buy **MS 4**

Talk to the chief

### Mount Zenom

F2: 5x Fire Gem chest

F7: Outside before boulder, **Gella Card**

F7: Tracker chest

F9: Grab duplos

### Muscle Quarter Knight (Berserk) Rnd 2

Boss: Berserk aka Muscle Quarter Knight Rnd 2	
Rudy	<ul style="list-style-type: none"><li>- 1st turn Use Lucky Card on self</li><li>- Use SC Snipe/Lockon BS</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn Lucky Card on Cec.</li><li>- Use Speedfang/ACC.</li><li>- If Cec was killed first turn, revive her.</li></ul>

Cec	<ul style="list-style-type: none"> <li>- 1st: Shield</li> <li>- 2nd: Fragile or revive</li> <li>- 3rd: Defend</li> </ul>
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Exp from Berserk = 250+Damage done to him

## Caging Tower

### Baskar Village

Talk with Chief to reveal EP1

### Saint Centaur

Shop:

#### Buy:

- 5x Antidote
- 5x Medicine
- 5x Toy Hammer
- 5x Peppy Acorn

#### Arms Meister:

- Sell Gella Cards
- Upgrade Power 2 lvls (make sure to have 1K left)

Talk to man in central building

World Map Items:

5x Potion Berries

## Caging Tower

F2: Get Wirehook

F4: S 2 chests for Lucky Cards and Gella Cards

F6: 2000G & Dark Break 2

F7: Hanpan chests

### Boss: Night Gaunt HP: 780

**Rudy:** BS/Lockon BS

**Jack:** Speedfang/ACC Speedfang



**Cec.:** Quick Jack, then Spectre / heal if attacked with magic

Boss: Night Gaunt x3 HP: 780	
Jane	- Use Force Carrot on Cec.
Jack	- Speedfang/ACC Buddy Strike
Cec	- 1st: Shield - Use Material earth (Default Cursor)

### Saint Centaur

3x Force Carrots.

MS #5

Holy Man Sorrow

Book for location

Grab Chests in EP3

### Port Timney & The Wedding

### Port Timney

Bomb crate for Def UP 2

Talk to Bart

Talk to Wilbur

### Desert Hunt for Phantom

Boss: Phantom HP: 1800	
Rudy	- 1st turn: Use Force Carrot on Cec. - Use Snipe Bullet/Lockon BS
Jack	- StrikeBuddyACC - If you don't think Phantom will die turn 3 and don't have enough to ACC turn 3 and 4, then don't ACC turn 3 just Speedfang
Cec	- 1st turn: Use Fragile

	- Use Material <a href="#">Water</a> Summon
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### Port Timney

Bomb big crate beside Inn for **Moon Stone 2**

Use Flower on Bart

### Sweet Candy

Valve order

- R valve to the Clockwise
- Middle valve to the Counter Clock
- L valve to the Clock

### Disguise Wedding

So Cec.'s got to choose these answers to get good Alimony from Bart

Answers:

- 2nd(You move forward)
- 3rd(Cecilia and Bartholomew)
- 2nd(52)
- 2nd(Raise the glass with right hand)
- 3rd (Old Moon)
- 1st(Sweet Candy)
- 2nd(7th question)
- 1st(Crystal Flower)
- 1st(Small Flower)
- 3rd(9 questions)
- 1st(Lucadia)
- 1st or 2nd

Boss: Zed HP: 2000	
Rudy	<ul style="list-style-type: none"> <li>- 1st turn: Use Lucky Card on self</li> <li>- Use BS/Lockon BS (can also use Sinpe Bullet which has more ACC but less ATT)</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- 1st turn: Lucky card on self</li> <li>- SpeedFang/ACC</li> </ul>
Cec	<ul style="list-style-type: none"> <li>- 1st turn: Use Lucky Card on self</li> <li>- 2nd turn: Use Fragile or Heal if Cec was attacked by Zed</li> <li>- Use Quick on Jack and heal whoever gets low</li> </ul>

Magic Staff Cat

## Gento Soen & Ghost Ship

### Sand River

F2: Grab the Crest Graph and Alter Part  
Leave and reenter at then end

### Ship Graveyard

Chest Surprise Guard.  
Start Puzzlebox quest  
Bomb Crate for Force Carrot.

### Arms Meister:

Sell Gella Cards, Elemental Resist Skills (Don't sell Def Up 2), and Moon Stone  
Upgrade Damage (lvl4)

### Magic Guild:

**Bind:** [O]Graviton(wing geo)

### Menu:

**Skills:** Cecilia with Def Up 2, Jack with Surprise Guard, Rudy with Amnesia Res. 2

### Gento Soen

F11: grab the chest next to the crystal for a Lucky Card (Optional)

Boss: Gigamantis x2 HP: 1200	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Use Lucky Card on Cec.</li><li>- Snipe Bullet Mantis B</li></ul>
Jack	<ul style="list-style-type: none"><li>- Force Carrot cec.</li><li>- Strike Buddy Mantis A</li></ul>
Cec	<ul style="list-style-type: none"><li>- Use Graviton on Mantis A</li></ul>

	- Use Graviton on Mantis B
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Receive Flash hit (Light Summon)

## Ship Graveyard

### Menu:

**Skills:** Cecilia with HP Up 2

Use Bracelet

Enter Harbor and talk to Bart

## Ghost Ship

Boss: Captain Geist HP: 2600 Hatred Soul HP: 80	
	1st Turn: Manual Turn order: Cecilia, Jack, Rudy
Rudy	<ul style="list-style-type: none"> <li>- Snipe bullet Geist</li> <li>- Snipe Bullet (Or lockon BS if you were countered)</li> <li>- Snipe or Lockon</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- SpeedFang/ACC</li> </ul>
Cec	<ul style="list-style-type: none"> <li>- Quick Jack</li> <li>- Fragile Geist</li> <li>- Spectral when Geist has no souls</li> </ul>

## Cheese

## Ship Graveyard

Beach Chests

Talk to Beach guy and bald guy on the way out

## Rosetta Town

Talk to mayor

## Secret Garden

Mega berry in barrel inside

Floral Arts outside

## Elw Dimension Teleporter

Arnica Herb

## Rosetta Town

Talk to Mayor

Leave to get Jane

## World Map

Sail to aldehyde continent.

18900,19600 to uncover PB5

## Puzzle Box #5

Strategy:

Pull W Gblock

1S, 4E

Pull E Gblock

2S, 5W, push 2N

Push E Rblock

1E

Pull Yblock

1S, 7W

Chest for PS FP Advance

## MP Repair wealth

Get MP Repair from Rat monkeys

## Adlehyde

Arm Shop

Sell MP Repair

Upgrade Rudy

- Bullets to 10
- Attack to max

Donate 588,000 to Mayor

Item Merchant:

Buy:

- MS6
- Crest Graph
- 3 Up HP 1
- 3 Up Def. 1
- 3 Up Res. 1
- 3 Amnesia Res. 1

Menu:

Equip:

**Rudy**

- Amnesia Res. 1 & 2
- Up HP 1
- Up Def. 1
- Up Res. 1
- Fp Advance

**Jack**

- Amnesia Res. 1
- Up HP 1
- Up Def. 1
- Up Res. 1
- Floral Arts

**Cecilia**

- Amnesia Res. 1
- Up HP 1
- Up Def. 1
- Up Res. 1

### **Magic Guild:**

Bind: [S]Retaliation(Geo, Wing)

### **Volcannon Trap**

### **Volcannon Trap**

F4: Crest graph, Alter Part, and Duplo chest for Regeneration Equip it to Cecilia

F5: Lucky card x2 with Han

### **Menu:**

**Skills:** Cecilia with Regeneration (Unequip Res Up 1 if needed)

Boss: Zed HP: 3400	
Rudy	<ul style="list-style-type: none"> <li>- 1st turn: Use Snipe</li> <li>- Lockon Gatling Raid</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- 1st turn: Lucky card on self</li> <li>- 2nd turn: Lucky Card on Rudy</li> <li>- SpeedFang/ACC</li> </ul>
Cec	<ul style="list-style-type: none"> <li>- 1st turn: Use Fragile on Zed</li> <li>- Heal</li> </ul>

### ***Jane Time***

F8: After Activating switch, Grab both chests for Potion berries and Duplo

F12: Fire Break 2

### Berserk Round 3

Boss: pre - Berserk

Rudy: Def

Jack: Def

Cec.: 1st turn use Shield. Defend for the rest

Note: If anyone gets Forgetful(Amnesia). Use a Toy Hammer the 3rd turn, not the 2nd.

If luck is decent. Don't attack first turn

Boss: Berserk HP: 3200	
Rudy	<ul style="list-style-type: none"> <li>- 1st turn: Defend if Lvl 21, else Snipe Bullet</li> <li>- Lockon Gatling Raid</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- Defend, attack if Gatling doesn't one shot</li> </ul>
Cec	<ul style="list-style-type: none"> <li>- 1st turn: Fragile</li> <li>- 2nd turn: Shield</li> </ul>

### WOMD

## Giant's Cradle

Use Blue and red orb. Get Emma

F13: S Chest for Resist Up 2

F15: NE lucky Card exit

F16: Grab S chest for Force Carrot x2

## Epitaph

## Court Seim

Talk to Jane's Dad

## Barrier Shelter

Get Cart and leave

## Epitaph

F14: 2 edge chests for Lucky Card and Duplo

F9: NW chest Alter Part and FD Axel Smash

F3: EN: "Human"      JP: Hiragana - ひと

F3: EN: "Sky"      JP: Hiragana - そら

F19: Before Chest, equip Def UP 2 on Cec.

Boss: Boomerang HP: 3000	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Defend or Lucky Card who is low</li><li>- 2nd: ACC if you can.</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Use Shield</li><li>- 2nd turn: Fragile on Boomerang</li></ul>



## Barrier Shelter

### Court Seim

Upgrade Gatling Raid,  
Rune Drive on Nicholli

### Dinner Party

Talk with everyone then Jane then Mag.

Boss: Alhazad HP: 3000	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Use an Elemental Gem against Bastis A</li><li>- Lockon Gatling Raid Alhazad</li></ul>
Jane	<ul style="list-style-type: none"><li>- 1st turn: Use elemental Gem against Bastis A</li><li>- 2nd turn: Elemental gem Bastis B</li><li>- 3rd turn: Heal</li></ul>
Magdalen	<ul style="list-style-type: none"><li>- 1st turn: Use Elemental Gem on Bastis B</li><li>- 2nd turn: Gamble if can or just Punishing Evil on Alhazad</li></ul>

## Barrier Shelter

F5: Use hanpan to get MS8.

F6: Magic Staff the Dog for

Boss: Land Anemone HP: 4000	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Lucky Card self</li><li>- Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Lucky Card self</li><li>- 2nd turn: Defend</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Lucky Card Self</li><li>- 2nd turn: Fragile</li></ul>

After Cutscene, change party order to Rudy, Jane, Cec.

Die Fighter: Snipe bullet and Spectre

Boss: Alhazad HP: 4000	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Lockon Gatling Raid</li></ul>
Jane	<ul style="list-style-type: none"><li>- 1st turn: Use Force Carrot on Cec.</li><li>- 2nd turn: Follow me! (あたしに続いて)</li></ul>
Cec.	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Material Earth</li></ul>

## [PhotoSphere](#)

### [PhotoSphere](#)

F8: Press them in this order:

- SW
- N
- E

Exit E

F9: Scene then exit SE.

Boss: Lolithia HP: 5800	
Rudy	<ul style="list-style-type: none"><li>- Lockon Gatling Raid</li><li>- Defend</li><li>- Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Heal or Speedfang</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Use Fragile</li><li>- 2nd turn: Defend or heal</li></ul>

Here's the order to step on the switches:

- C
- W
- N
- EV
- SV

F19: Menu

Equip Rudy with Res. up 2

Note: This fight is Random, Mother could not revive any Amadeus ever so you could take an onslaught of attacks. Adjust your strategy accordingly.

Boss: Demon Mama HP: 6800 Amadeus HP 500	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Lockon Gatling Mama</li><li>- 2nd turn: Defend</li><li>- 3rd turn: Lockon Gatling</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Speedfang Left Amadeus</li><li>- 2nd turn: Potion Berry if needed it, else speedfang left Amadeus</li><li>- 3rd turn: Potion berry whoever needs it</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Fragile Mama</li><li>- 2nd turn: Heal (prob Rudy) if needed</li><li>- 3rd turn: Defend (or heal)</li></ul>

## Dragon Shrine

### Adlehyde

On the way out talk to the chick in the red skirt by the exit to learn the location of the **Devil's Playground**

### Rosetta Town

Get Alter Part at X:10400 Y: 11600

Get Dragon Scale from Mayor

### Magic Guild:

Bind: [S]Command Replay(Fray Geo) [O]Dispel(Geo fray (attack magic)

Skip cutscene

### Dragon Shrine

F3: Middle Chest **Jump Boots Tool** and Left Duplo chest **HP up 3**

F2: Hop down one level and Jump on the switch to open the doors. Exit NE

F4: OPt. Revive Fruit and Lucky Card

F6: Chest by E exit Force Carrot

F14:

(From N to S)

Rotate VL1 CounterClockwise once  
Rotate VL2 Clockwise once  
Rotate VL3 Clockwise twice

F13: Exit N. Warning Waifu alert

Boss: Lady Harken HP: 5400	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Lockon Gatling Raid</li><li>- 3rd turn: Defend</li><li>- 4th turn: Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Defend</li><li>- 3rd turn:</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Cast Shield</li><li>- 2nd turn: Cast Fragile</li></ul>

## [Fallen Sanctuary](#)

### [Rosetta Town](#)

[Buy](#) > 31 teleport Gems

### [Teleport to Baskar Village](#)

Board the Ship and sail to 23600, 1000 for Migrant Seal

Head E from Baskar to 22000, 3000 to discover PB#7

### [PB#7](#)

Formula Cut, turn off movies

### [Court Seim](#)

kid in Inn

### [Forgotten House](#)

Giants ocarina

## Now Teleport to Court Seim

### Shining Star

Ocarina, grab **shining star**

## Teleport to Court Seim

### Fallen Sanctuary

F3: Wind Staff Tool

F4: Blade Pulse

F7: Duplo chest-Def Up 3, Revive fruits opt.

F9: Gold N, Blue E, Red S, Radar for hidden space

F10: Boss Alert. Before going N,

**Equip Cec. with Defense Up 3,**

Also check and equip Amnesia stuff.

Boss: Boomerang HP: 6500 Mad Luceid HP: 800	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Lockon Gatling Raid</li><li>- 2nd turn: Def</li><li>- 3rd turn: Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Strike Buddy Lucied</li><li>- 2nd turn: Heal whoever was attacked.</li><li>- 3rd turn: ACC Blade Pulse</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Use Quick on Jack</li><li>- 2nd turn: Defend</li><li>- 3rd turn: Defend</li></ul>

## Demon's Lab

### Demon's Lab

F4: Tiny Flower

F8: Potion berries

F10: HP up 2

F17:

### Equip

Cec., Unequip Def UP3, equip FP Advance

Rudy with HP up 2.

Top off his Health

Boss: Lady Harken HP: 6400	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Snipe Bullet</li><li>- 2nd turn: Defend (Or use 2nd snipe bullet if you have one) (If Rudy wont get LockOn turn 3 then use BS or another cart. One thats not slow though)(Also make Manual Order Jack, Rudy, Cec.</li><li>- 3rd turn: Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Potion berry whoever needs it</li><li>- 3rd turn: Speedfang (if Jack doesn't have ACC, use Manual order Cec. Rudy, Jack)</li><li>- 4th Turn: acc Speedfang if needed</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Quick Jack</li><li>- 2nd turn: Shining Star Retaliate</li><li>- 3rd turn: Fragile</li></ul>

F1: Re equip FP Advance on Rudy.

### Gate Generator

Boss: Diablo HP: 6800	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Lockon Gatling Raid</li><li>- 2nd turn: Defend (reload)</li><li>- 3rd turn: Lockon Gatling Raid (or just Gatling Raid without lockon)</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Speedfang</li><li>- 2nd turn: Potion berry whoever needs it</li><li>- 3rd turn: Def</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Fragile diablo</li><li>- 2nd turn: Cast Shield</li></ul>

	- 3rd turn: Def.
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Enter password "Password" (JP: in Katakana - パスワード )

Boss: Zeikfried HP: 6600	
Rudy	<ul style="list-style-type: none"> <li>- 1st turn: Snipe Bullet [Manual Order: Cec., Rudy, Jack]</li> <li>- 2nd turn: Lockon Gatling Raid [Manual Order: Cec., Jack, Rudy]</li> <li>- 3rd turn: Snipe Bullet</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- 1st turn: Potion Berry on Rudy</li> <li>- 2nd turn: Axle Smash</li> <li>- 3rd turn: ACC Axlesmash</li> </ul>
Cec	<ul style="list-style-type: none"> <li>- 1st turn: Fragile Zeik</li> <li>- 2nd turn: Cast Shield</li> <li>- 3rd turn: Protect</li> </ul>

## Sinner's Studio (Elw Dimension)

### Adlehyde

### Secret Garden

### Elw Dimension Teleporter

### Tarjon Village

### Forest Prison

(there is a good chance to get an ambush here. If you are on JP just remember the **2nd option** is to continue with a Gimel Coin

F1: Exit N

F2: Exit W

F4: Drop off the bridge to the N. Exit S

F5: Exit W  
F6: Exit W  
F7: Exit N  
F8: Exit W.  
F9: Drop off the ledge to the W, exit N.  
F10: Exit W.  
F12: Exit N.

## Sinner's Studio

## Life Flame

## Forest Prison

F12: Exit W  
F11: Use the Freedom Key. Exit E  
F12: Exit E  
F10: Exit S  
F9: Exit S  
F11: Drop off to the S, Exit W  
F10: Exit NE  
F9: Hook across. Exit E  
F13: Exit N  
F14: Life Flame acquired.  
F13: Exit W  
F9: Drop off W, Exit N  
F10: Exit W  
F12: Magic staff the Ape and choose yes. Now exit Forest Prison

## De La Metalica

## World Map

## Teleport to Curan

## Curan Abbey

ID Card



## Forgotten House

## De La Metalica

F5: exit via following doors (note the roman numerals on the floor):

(XII door),

(IX door),

(VI door),

(III door),

(XII door).

F7: exit NE

F8: Exit NW

F9: Exit NW

F10: Exit NE

F11: Exit NE

F12: Obtain Hell Scream.

## Cat Fight

## Sinner's Studio

Equip Cecilia for fight (HP UPs and Resist Ups)

Boss: Elizabeth HP: 4400 (You can also use a Lucky Card this fight since its sort of free)	
Cec.	<ul style="list-style-type: none"><li>- 1st turn: Force Carrot</li><li>- 2nd: Graviton till it hits</li><li>- Finish with correct summon</li></ul>

With Rudy.

## Choose 3rd Option (Lock On Active)

## Gemini's Corpse

### Elw Dimension Teleporter

Radar, Lvl Apple

### World Map

If doing Map Glitch, grab Migrant Seal in Desert under Pandemonium at X:22800 Y:22800

### **Magic Guild: (Check if you need to)**

Bind: Command Replay(Fray Geo) Dispel(Geo fray (attack magic)

Grab Ice Crystal with Protowing

## Gemini's Corpse

F4: Grenade

F3: Toss Grenade at Switch and Run back up the Stair case and Exit E

Try to take Gimel to gain back HP and MP

Requip party

Equip Jack with FP Advance

Boss: Zakauba x8 HP: 2900	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Force Carrot Cec.</li><li>- 2nd turn: Antidote whoever needs it the most/heal</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: ACC Blade Pulse</li><li>- 2nd turn: Either Heal or ACC Blade Pulse</li><li>- 3rd turn: Defend or heal</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Antidote Rudy (Could try Command Replay on self here</li><li>- 2nd turn: Ice Crystal</li><li>- 3rd turn: Ice Crystal</li></ul>

## Pandemonium

Now teleport to Adlehyde

### Adlehyde

Check you have proper magic

Teleport to Ship Graveyard

### Ship Graveyard

Gemini Part

### Pandemonium

Boss: Turask HP: 9000	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Lockon Gatling Raid</li><li>- 3rd turn: Lockon Gatling Raid</li><li>- 4th turn: Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: ...</li><li>- 3rd turn:</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Dispel Turask</li><li>- 2nd turn: Fragile</li><li>- 3rd turn: Command Replay Rudy</li></ul>

Go to the console and enter password: "Glumzamber" グラムザンバー

Jack

> **Rudy**

Rudy time

F20: 3x Mega Berry

> **Cec.**

Cec. Time

> **Jack**

Jack Time

> **Rudy**

Rudy Time

> **Jack**

Jack Time

> **Rudy**

Rudy Time

> Party

Boss: Demon Prophet HP: 8200	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Lockon Gatling Raid</li><li>- 2nd turn: Lockon Gatling Raid</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Defend</li><li>- 2nd turn: Speedfang or Axle Smash</li><li>- 3rd turn: Potion Berry Cec.</li><li>- 4th turn: normal ATT.</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Fragile</li><li>- 2nd turn: Spectral</li><li>- 3rd turn: Shining Star Heal</li></ul>

## Arctica Castle

Equip Jack with Regen, HP Ups, Def Ups

## Arctica Castle

Boss: Elmina HP: 6800	
Jack	<ul style="list-style-type: none"><li>- On 1st, 4th, 7th and so on turns, she'll use Reflex(Counter form) on self. If she's attacked during this turn, you'll get countered. On 3rd, 6th, 9th and so on turn she'll be using Harken Tempest</li><li>-</li><li>- This is merely a slugfest, where all that counts is: don't attack (or heal), attack, guard, don't attack (or heal), attack, guard, and so on. Use Lucky Card on Jack if you want</li><li>-</li></ul>

## Ka Dingel

### Adlehyde

Get location of Devil's Playground

### Devil's Playground

Buy MS

### Ka Dingel

Menu as soon as you enter.

Requip Party. Make sure Rudy has FP Advance

(Note: Rudy needs to be at least Lvl 38 for a possible 1 turn)

Use a **Level Apple** on Rudy if he's not 34

Boss: Boomerang HP: 7800 Mad Luceid HP: 1000	
Rudy	<ul style="list-style-type: none"><li>- 1st turn: Lockon Gatling Raid</li><li>- 2nd turn: Lockon Gatling Raid</li><li>-</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Use Lucky Card on Rudy/ Potion Berry</li><li>- 2nd turn: Heal whoever was attacked.</li></ul>
Cec	<ul style="list-style-type: none"><li>- 1st turn: Fragile Boom (command Replay for 1 turn</li><li>- 2nd turn: Def. Heal Amn.</li></ul>

F4: SW2, SW3, SW3, SW1, SW1.

F6: N chest for 2x Lucky Cards

F7: Place the blocks like this...

	NORTH DIRECTION				
	1	2	3	4	5
--	----	----	----	----	----
A			BL5		
--	----	----	----	----	----
B			BL4		

BL - blue block

```

--|-----|-----|-----|-----|-----|
C | BL1 | BL2 | BL3 |      |      |
--|-----|-----|-----|-----|-----|
D |      |      |      |      |      |
--|-----|-----|-----|-----|-----|
E |      |      |      |      |      |
--|-----|-----|-----|-----|-----|
F8: N chest for 3x Tiny Flower

```

F11: 2x Potion Berries

F12: Grenade Gem.

F13: SW1, SW3, SW2, SW2, SW3.

F17: SW1, SW2, SW4, SW3, SW4, SW4.

F22: 3x Force Carrot

```

          NORTH DIRECTION
      |  1  |  2  |  3  |  4  |  5
--|-----|-----|-----|-----|-----|
A |      |      |      |      |      |
--|-----|-----|-----|-----|-----|
B |      | OBS |      | OBS |      |
--|-----|-----|-----|-----|-----|
C | BL3 | BL4 | BL2 | BL5 | BL1 |
--|-----|-----|-----|-----|-----|
D |      | OBS |      |      |      |
--|-----|-----|-----|-----|-----|
E |      |      |      |      |      |
--|-----|-----|-----|-----|-----|

```

BL - blue block  
OBS - obstacle

F26: Grenade Yellow Gem

F27: Another puzzle.

SW1, SW1, SW3, SW3, SW1, SW1, SW2, SW4.

F30: N Chest 2x MEGA BERRY.

Boss: Alhazad HP: 7000 Note: (This Fight is free)	
Rudy	<ul style="list-style-type: none"> <li>- Defend</li> <li>- (Manual turn: Rudy, Cec., Jack) Lockon Gatling Raid</li> </ul>

Jack	<ul style="list-style-type: none"> <li>- 1st turn: Full Carrot Cec.</li> <li>-</li> </ul>
Cec.	<ul style="list-style-type: none"> <li>- 1st turn: Use Command Replay Rudy</li> <li>- 2nd turn: Material Earth</li> </ul>

F33: SW5, SW2, SW1, SW3, SW2.

## Malduke

F5: Arc Nova.

F8: Guitar Tool

### Green Crystal

F13: Left chest on both sides, MIGRANT SEAL (17th), AMBROSIA. Kizim Green

### Red Crystal Trial

take \*Purple Crystal N\*

Take \*Green Crystal NE\*

take \*Yellow Crystal W\*

Take \*Orange Crystal E\*

Take \*Red Crystal NW\*

F19: SE chest PS Regeneration.Kizim Red.

### Blue Crystal Trial

Punch Pillar as fast as possible

F28:

- Hook W
- Change Staff on N
- Tinder on E

F29:

- Use Wind Staff NW pillar,
- Hanpan NE pillar,
- Bomb line outer pillars

F26: Kizim Blue

## MAKE SURE CEC. HAS FP ADVANCE EQUIPPED

Boss: Berserk HP: 14000 Note: (This Fight is free too)	
Rudy	<ul style="list-style-type: none"><li>- Gun Claymore</li><li>- Lockon Gatling Raid</li><li>- Lockon Gatling</li></ul>
Jack	<ul style="list-style-type: none"><li>- 1st turn: Force Carrot Rudy</li><li>- 2nd turn: Heal if Rudy was Countered (Revive if anyone was hit with Meteor Strike)</li><li>-</li></ul>
Cec.	<ul style="list-style-type: none"><li>- 1st turn: Shining Star Retaliation</li><li>- 2nd turn: Recast Retaliation on whoever needs it</li><li>- 3rd: Fragile</li></ul>

F12:

### Equip

Rudy > FP Advance

Check rest of party skills



Boss: Zeikfried HP: 11000 Note: (This Fight is free too)	
Rudy	<ul style="list-style-type: none"> <li>- Lockon Gatling Raid</li> <li>- Lockon Gatling Raid</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- 1st turn: Defend (Or could lucky Card someone)</li> <li>- 2nd turn: Axle Smash Zeikfried</li> <li>-</li> </ul>
Cec.	<ul style="list-style-type: none"> <li>- 1st turn: Fragile Zeik</li> <li>- 2nd turn: Defend</li> </ul>

Boss: Motherfried HP: 9600 Note: (This Fight is free too)	
Rudy	<ul style="list-style-type: none"> <li>- Lockon Gatling Raid</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- 1st turn: Ambrosia Rudy</li> </ul>
Cec.	<ul style="list-style-type: none"> <li>- 1st turn: Command Replay Rudy</li> </ul>

## [Zeik Tuvia](#)

Boss: Zeik Tuvia HP: Haha Note: (This Fight is free too)	
Rudy	<ul style="list-style-type: none"> <li>- Attack</li> </ul>
Jack	<ul style="list-style-type: none"> <li>- Defend</li> </ul>
Cec.	<ul style="list-style-type: none"> <li>- Retaliation Rudy</li> </ul>

GG

