

Useful and useless information

Escaping battles - Always have your fastest 3 characters in the front row for battles (not 100% sure but escaping is based on AGL and LVL of front 3 characters)

Text Mashing - You can mash with both X and O button to advance text faster than just mashing X

Movement - Shortest distance to next area is always best as in some areas you can skip encounters entirely

Attack Damage - Attack damage is all frame based (on selecting the enemy) and changes every 2 frames

Item Drops - Also based on the 2 frames selecting enemy but only on the killing blow

Setting - Auto dash on, text speed normal, other options whatever prefer

Timing - Starts on confirming name and ends on last hit of astral

Encounters - Always run away fighting is never faster

Route

INTRO

- Name ryu whatever you like
- When you get control of nina walk behind cray

BOSS - KHAM

- Dragon transform and use frost strike 2 times and attack once.
- You don't want to see Mystic fire
- As with all of Fou-Lu fights you want to hope for a counter to save a turn

MAP BEFORE SARAI

- Go into ? on straight part of course for shorter distance to travel later on

SARAI

- When Nina ask you a question answer I don't Know (3rd option)
- go to tavern feed old dood steak and wine
- go outside inn (right of entrance) give guy 123 zenny for info.
- On map walk between Sarai and ? to find Guy
- Back to tavern and wait till bartender is all the way to left side to talk to him
- Powerfood from cupboard after talking to blackmarket guy

SANDFILLER VALLY

- Select to the left to move the wheel
- When digging go to centre to get ship parts, 2 steps up and 1 step left for molotov and corner of wooden square (sage staff)
- fight a mage goo and learn burn for ryu(defend with ryu only, nina attack).

SARAI RETURN

- if nina < 200hp heal
- go to tavern

BOSS - JOH

- Equip sage staff
- just use sever 4 times 5th turn attack (forth turn joh does nothing)

CHAMBA

- talk to old dood up top, after cutscene go into house by old dood
- talk to guy cooking (1st option leave and re enter) (on PC or PS2 FDS only)
- go into inn talk mole across from where you rest, rest then leave
- then talk to guy outside house.

NORTH CHAMBA

- Try and keep movement tight and close to corners to try and skip an encounter
- grab 300 zenny in chest on the way.
- Garb the moltov with Ershin

BOSS - SKULLFISH

- 1st turn - nina heal on SF, Ryu moltov, ershin attack
- 2nd turn - nina heal, ryu moltov, ershin attack
- 3rd on ryu def

KUROK

- Take off ershin armor and red cape and switch her with cray in battle
- Get Ryu and Nina to apprentice under Rwolf. ??????

DAM

- Go down to bottom lvl (don't walk on the mud) and talk to guy under hut thingy, then guy with rubber ring to get key.
- Go back the way you came and close the dam #1.
- Go up the ladder and across lowered dam #1, go up ladder get chest(short sword) and then go down the stairs and close Dam #2, then out the way you can and go across dam #2 to the cave to go down to the bottom lvl and give key back to rubber ring guy.

!

- select 2nd option

KYRIA

- Fall down the hole the cat is walking around.
- Fish head in bookshelf next to bird.?????
- talk to bird.
- select options 2,2,3,4,1.

- sell powerfood, short sword (anything else you don't if you want to be safe to buy healing items).
- buy 12 moltovs (if wanting to be safe rest buy ammonias and healing herbs)
- Go to woods.

WOODS

- if using safe strat get 13 apples from tree at start.
- go left before exiting to boss area to grab the wisdom seed.

BOSS - MAMAN (3600)

- moltov with nina, ryu and ershin 4 turns
- Best outcome if only Cray is alive and Maman dies 4th turn

safe strat

- (Every turn Ershin throws an apple at maman
- 1st turn - Ershin throw apple at maman, ryu moltov, nina moltov.

Back to KYRIA and go through passage

PASSAGE

- Get 500z chest.

SYNESTA

- go into house next to where you came out of the well, talk to nun and leave.
- go catch Chino.
- hide and seek
 - #1 in house playing with car
 - #2 back opening near house you just exited
 - #3 behind marlocks
 - #4 upstairs inn
 - #5 entrance
 - #6 stairs by entrance
- then back to house and find chino at the guarded stairwell.
- Optional: In cellar grab raptor claw in room next to chino
- Trade for a steel bat for cray

BOSS - KAHN

- 1st - nina use ginsing on cray, ryu trans to aura, cray attack
- ryu hwa, nina sever, cray atk

HIDEOUT mini game

- Try to make stoll go to the left

- Easy way - block way on 1st way up with 2 barrels and follow bandit with 3rd to blocked area.
- Fast way - block first path way and then make go stroll up blocked path left side(back up right side).

SANDFLIER WHARF

- Mini Game #1 - place one barrell and 1 vase break the rest
- Mini Game #2 - move fucking crates on boats shit mini game is shit

BOSS - KHAFU

- transform to dragon, and use frost strike X5
- Hope for counter to save a turn

CAUSEWAY TEMPLE P1

- rest in house behind shop

BOSS - YMECHAF

- 1st turn - cray ginsing himself, ryu burn, nina sever
- cray attack, ryu burn, nina sever

CAUSEWAY TEMPLE P2

- Use shiny elevator to 1st floor and leave.

ASTANA

- Talk to grey guy up the stairs

AQUADUCT

- Grab ginsing from 1st chest.
- talk to lift guy.
- go around on the plank and up the ladder X2 and out.

LUDIA

- leave house and go north to hall

WYCHWOOD

- Switch to ershin before jumping over to the tree.
- Back tree for nina

BOSS - SPARROW

- sever X2(3)
- Feeding time can put any status effect on nina
- Confusion a good waste of time

WARRENT

- go to elders

BOSS - KAHN #2

- You want to get a combo with scias and someone else for the 1000 damage combo to get una ?????
- Nina gensing on scias, scias shiningblade, ryu burn
- scias Shiningblade, nina sever, ryu burn

GOLD PLAINS #1

- Hit L1/A 3 times to turn slightly north east(as picture below)



- Just turn just before end to see Tarhn's camp
- use molotov's on random enc

GO BACK TO WARRENT

- talk to elder
- go and get UNA (above elder hut) master ?????
- Pick up manly clothes room next to elders ?????

GOLD PLAINS #2

- Go south east (as picture below)



MT GLOM

- Pick up fire ring first room
- get enc before moving platform room
- Optional: vitimins from moving rock area
- Leave via ladder in smiths house

FAIRY LAND

- Make sure nina is lvl 11
- If nina has died to more than 2 bosses kill off ershin
- BOKTA - rejuvenate twice
- CHKOM - heal rejuvenate combo
- NMAGO - heal rejuvenate combo
- KYO - heal rejuvenate combo
- UDY - Magic

- give nina wisdom seed and heal nina and scias

BOSS - FANTAM (5000)

- Heal rejuvenate combo

GO BACK TO MT GLOM

LUDIA

- Just attack guards with shining blade

TARHN'S CAMP

- Talk.

GOLD PLAINS #3

- East to big rock again, go around and continue east.

SHRINE

- Move green light near stairs and yellow then go back upstairs round to doorway.
- Optional: go behind the tent and grab the chest with amonias

AHM FEN

- go makes snake come back around.

WYNDIA

- Switch to nina at head of party.
- Go up ele.
- Optional: Grab wisdom fruit in 1st room after guards and soul gem in 2nd room
- Talk to guard, then to king.
- Sell wisdom fruit and trade bitter for scias

KASQ WOODS

- Learn Last Resort for Bilboa, when trying to learn only try for 1 turn
- give ryu scias armor before exiting.

WYNDIA UNDERGROUND

- Grab Healing herb in wind tunnel.

PUNG'TAP

- get the homing bomb
- Get the fightingrobe in the tower equip to nina
- make sure Nina is at lvl >14
- Equip nina with fighting robe and cray with manly clothes

Grunts - ryu burn, nina cyclone, cray rock blast

ICE PEAK

- Pick up Icicle in cave

CHEK

- Go into the only house on the right.

ERSHIN'S MIND

- stop rotating platform on 4th stop

BOSS - PILLARS(1400 each)

- 1st - ryu icicle, scias shining blade vs wind, nina cyclone
- 2nd - scias shining blade, ryu burn, nina cyclone

CHEK

- Sell rings got from pillars
- Trade mace for cray
- talk

SONNE VILLAGE

- go to leave, then go to forest

BOSS - PAPAN

- auto

CHEK

- talk to Ershin
- leave chek

SINCHON

- bottom path then top

MT YOGY

- get inside

BOSS - MARL

- dragon trans and eraser X5
- then leave

CHEK

- Equip ershin with homing bomb, armor and red cape

battle #1 - auto

battle #2 - auto

GO BACK TO CHEK

MOUNTAIN PASS

- Go through

BOSS - IGHY

- kill off ryu

SONNE

SANCTUM

SOMA FOREST

CHEK

- go to house again
- talk to deis

MT RYFT

SHYDE

- Talk to puppet girl/teaching girl and get shift

! area above DAM

- Talk to mud dragon

Chek

- Abbes master on Ryu, Ursula, nina
- Una master for scias

SINCHON

- fight bots exp boost [combos x8 for max exp] fight 2 group of x2 or x3
- (kill Ershin and cray)

- Put nina, ryu and ursula into the front row battle position
- teleport back to MT Giga

MT GIGA

- grab fire gem

CHECKPOINT

- Give Cray Ursula's armor then give back right after
- Auto battle
- push wagons

SHIKK

- go to tavern

FANE

- go in bottom cave
- then top cave

SHIKK

- mini game - jump over and push off edge
- Ghost fight - Ursula molotov and nina rejuvenate/kyrie

- Mice - Ursula fireblast

BOSS - KAHN #3

- Scias shining blade, ursula inferno, nina typhoon

ISLAND OF FIRE

BOSS - GLEBE

- Scias shining blade, ursula inferno, nina typhoon

go rest

IYP

CROSSROAD

- give furry thing apple

JUNGLE

PABPAB

BACK TO IYP

- talk to guy in hut thing
- then talk to zig and sail purple flag and get mozweed

PABPAB

SALDINE FLATS

- Get the moontears on 2nd map(safety item)
- stuff happens

IMPERIAL PALACE

BOSS - KAHBO

- change to piest and frost strike
- Again you want a counter to save a turn

BOSS - KAMYU

- change to piest and frost strike
- Again you want a counter to save a turn

use wisdom fruit

BATTLE

- change to Tyrant and Dark wave

KOSHKA

SHAN RIVER

CHIQUA

- talk to fish guy

KOSHKA

- talk to guy with hat

EN JHOU RUINS

CHIQUA

- talk to fish guy and give gem

RIVER

PAUK

- Buy wolf skin 2 equip on ryu and nina
- Mini game - get the brown chicken in coop asap (can be big time loss)

TOMB

- Behind Won-Qu pick up Ambrosia

BOSS - WON-QU (32000)

- 1st - Ursula fire magic, nina Typhoon, ryu d tran wyr
- 2nd - Ursula fire magic, ryu hwaja, nina Typhoon

INSIDE TOMB

BOSS - I AND II (10000 each)

- **DO NOT COMBO 1ST TURN**
- Put wolfskin and titan boots on scias
- Scias shining blade on II, ryu to kaiser, then ursula inferno on I

MUKTO

WORLD MAP

- Before going down to highway touch Astana to shift back later
- go down path

HIGHWAY

- Ursula in front

ASTANA

KWANSO

- equip dragon sword to ryu

ASTANA

- Buy 15 soul gems
- Get the diana dress behind place where elena is staying

CHEDO

- Buy diana dress ((optional) blessing staff for nina and mist armor for scias)
- buy amonias and vits if you want to be safe

BOSS - A-TUR (42000)

- 1st - Ursula fire magic, ryu d tran wyr, scias Last resort
- 2nd - Ursula fire magic, ryu hwaja, scias SB
- If sanctuary or scias dies Ursula inferno, ryu hwaja, nina typhoon

IMPERIAL PALACE

- rest in back room
- Get key off of bookcase with er shin

BOSS - DRAGONNE (30000)

- 1st - Ryu d tran wyr, Ursula fire magic, nina Typhoon
- 2nd - Ursula fire magic, ryu hwaja, nina Typhoon
- **Don't pick up the blue seal after fight**

INNER PALACE

- Left room rest and get super vitamins
- Right room get wisdom fruits for safety if you want

BOSS - FOU-LU

- def for 4/5 turns
- if ryu hp < 1000 heal
- Need over 800 hp to survive white out

- Say "I Don't Know" to the first 3 questions and then "You're Wrong" to final

BOSS - TYRANT DRAGON (60000)

- Ursula and nina equip with soul gem (and re-equip when one breaks)
- tyrant 's elemental pattern is earth, water, wind, water, earth, wind, repeat
- 1st - ryu d tran wyr, scias last resort, cray heal scias
- 2nd - Ursula inferno, ryu hwaja, nina typhoon
- 3rd - Ursula inferno, ryu hwaja, scias SB
- 4th - Ursula inferno, ryu hwaja, scias SB
- 5th - Ursula inferno, ryu hwaja, scias SB
- 6th - Ursula inferno, ryu hwaja, nina typhoon
- 7th - Ursula inferno, ryu hwaja, scias SB

BOSS - ASTRAL DRAGON (60000)

- Re-equip soul gems when they break
- 1st - Cray wisdom fruit ryu, ryu d tran wyr, scias shinningblade
- 2nd - nina moon tears, ryu hawja, scias SB
- 3rd - nina wisdom fruit scias, ryu hawja, scias SB
- Ursula inferno, ryu hwaja, scias SB
- If sanctuary or scias dies Ursula inferno, ryu hwaja, nina typhoon
- Heal ryu with ambrosia when dragons about to die