

Hyperdimension Girl Quest Guide

Introduction

Some things to note first:

- There aren't any repeatable random encounters, so your resources are limited. Prepare accordingly, and save every penny you can.
- All the main CPUs, some Creators, and a few miscellaneous characters have H-Scenes.
- The game takes place 2 years after the original MGQ, some time after Cecil's MGQ fangame, and sometime after Cyberdimension Neptunia. If you didn't play one of these, don't worry - you will be told all you need to know when relevant.
- There's a NSFW toggle and vore toggle, which you can set when you start a new game, or through a special item always in your possession called "Special Options".
- The Monsterpedia is another item always in your possession, which is what you use to review the enemies you've fought. However, the Monsterpedia is *only* actually usable in NSFW mode.
- You get all of a boss' content when you finish the battle, with a few rare exceptions. So, you can fight seriously and win the real first battle, and look at the rest of the content later.
- You can't trust that your teammates will always be with you. If someone is going to get the best gear or get a booster, make sure it's Luka.
- Fights appear to scale based on who you have in your party. Having more people doesn't always mean the fight is easier.
- The game tells you if a major branch is coming up so you may take appropriate action.
- The Cave of Illusions doesn't have H-Scenes.
- There's a *lot* of choice in this game. Seriously. On the flipside, there's no in-game tree, so it might take some minor detective work to determine what ending you're going towards.

Now that that's out of the way, let's begin. The game will immediately ask if you want nudity, and if so, vore, activated. Choose what you will.

Ilias Village

Take note of the bed you start by - it serves the inn mechanism of healing your health and magic. The maps are also a bit big, so I recommend hitting Escape, going into Options, and switching the Auto-Dash to Dash as soon as you get control.

Head downstairs. You should spot a sparkle in the next room, covering a cabinet. You can use this to change outfits. At the moment, you only have one other outfit available - Luka's Casual clothes.

Head outside. Luka will hear a loud crash. The objective is past the south exit, but there's a few things we need to do first.

- You begin with **Magic Slimes (3x)**, **Herbs (3x)**, **1000G**, and basic starter equipment.
- Go to the west area with four buildings and three women. Interact with the jar and get a **Chipped Amethyst**.
- Head across the river and interact with the barrel north of a building. You will get a **Herb**.
- The building with the bag sign has a vendor, selling some basic healing items. You shouldn't need them yet.

That's it for the Village. Head towards the south exit. The guard will talk to you and give you a quick tutorial on the game's mechanics. When you're done there, keep going south into the mountains.

Ilias Mountains

Quite a few things to get here.

- Continue down the path, and you will spot a sparkle over a patch of grass. You will get **Herbs (3x)**.
- Continue until the path winds back east. Go off the trail to the north and loot the chest. You will get a **Chipped Sapphire**.
- Keep moving until you reach a bridge. The first Slime Girl will give you **Magic Slimes (2x)**. The Slime Girl on the other side will give you a **Magic Slime**.
- When you progress far enough, Luka will get anxious. Head west. Eventually, you should see a chest that gives you **100G**.

That's it for the goodies in this area. It should be enough for the upcoming fight. Head north and you should spot Neptune sleeping in some grass. Talk to her.

Whoops. Turns out she's here to murder you. Oh well.

Neptune

Neptune is no pushover.

- Your basic attack can barely scratch her - you need to use **Demon Decapitation** to do any decent damage. This also has the benefit of potentially lowering her defense, which you very much want.
- She has a very strong three-strike attack - **Critical Edge** - that can wipe out half your health. She likes to use this attack every 3 turns or so.

- If you ever reach half health (225 HP), immediately cast Meditation if your Magic is at least 20. You can restore your MP after the battle - you can't restore your items as easily.
- She can cast a buff with her attack power. Her improved **Critical Edge** in this state can consistently hit around half your health.
- If your MP gets very low, and you don't think you can take her out soon, use one of the magic slimes.

When you beat her, you will reach Level 2 and get **1000G**. You will also learn **Thunder Thrust**, your new best friend for the very early game.

After a short cutscene, Neptune will leave. There's nothing else to do here, so head back to the village.

Ilias Village and Overworld

When you enter, a guard tells you that trouble is going on in Iliasburg. Before we leave, though, return to the inn and use the bed. When you're done here, use the north exit.

You're in the Ilias Continent overworld now, though most of the continent is closed to you. To your southeast is the Cave of Illusions. You're not going to succeed in fighting anybody here, but there are a few easy pickings you can grab.

- An Improved Neptune is in the northwest room. Do not get too close or enter her line of sight.
- To the south is a chest holding a **Small Shield**. Equip it right away.
- North of the shield is a chest holding **500G**.
- In a chest south of Neptune is a **Life Giving Bangle**.

When you're done here, head north and cross the bridge. Head into the dirt field to the east and grab a **Defense Ring** from a rock. Equip it, then continue heading north into Iliasburg.

Iliasburg

We'll get to looting the place in a bit. Noire is holding an assembly, preventing any vendors from selling to you. Walk right into the crowd of people and talk to Noire. Noire will attack.

Noire

Compared to Neptune, Noire is a cakewalk.

- Open with **Demon Decapitation** - then use **Thunder Thrust** whenever you can. It has a small chance to Paralyze Noire. If Paralyze hits even once, the rest of the fight is a joke.

- Use meditation if you reach half health. She can't hit as hard as Neptune, but why take a chance?
- If you dedicate your SP to your **Thunder Thrust**, and your MP to meditation when needed, you should win this easily.

When you win, you get **1200G**. Noire runs away.

When the cutscene is over, you learn **Energy Tap**. You also get a notice about the upcoming route branch, but that won't affect us while we're in Iliasport. There's a few things to do while we're here:

- Head into the Inn. Move south and inspect the barrel to get a **Herb**. Now go upstairs and heal up. The cabinet is another object for changing your outfit.
- Head outside. Go north and interact with the sparkling jar. You will get a **Herb**.
- East of that is an accessories vendor. The stat boosts aren't very good, but you can sell the Chipped items you got here.
- North of the fountain are the consumables, weapons, and armor vendors. The consumables vendor sells Tier 2 healing items. The weapons vendor sells some decent items - get the **Edged Sword Patch** for **300G**. The armor vendor has one item for Luka - the **Enrikan Shirt**. Buy it for **300G**. Then equip everything you just bought.

That's it for Iliasburg. Exit the city. There are two major routes you can lock into shortly after you leave, described in the next section. Carefully consider which one you want.

Overworld

You can either go to Harpy Village or Iliasport directly. There are a lot of ways things can go different here, ultimately leading to the route you're on when you leave the continent. The routes depend on who you have in your party when you leave.

- I will split the routes into **With Cecil** (Cecil only) and **With MAGES**. (MAGES. required, Cecil optional). The two begin their plot-related divergence before you leave the continent.
- **If you want Cecil in your party**, immediately go north and attempt to cross the bridge. Cecil will join you. She's the protagonist of another MGQ fangame set in Lant. I find she's pretty good at healing at this spot in the game - unlike Luka who can only use healing skills on himself, Cecil can use her healing skills on anyone. **Otherwise**, stay away from the bridge until the Harpy Village questline is finished.
- **Regardless of route**, go to Happiness and Harpy Village, located due east of Iliasburg. Take note that Harpy Village and Happiness Village are so close that you might think they are the same location. Harpy Village is the tree just east of Happiness Village in the overworld. Head to Happiness Village first.

- **If you want the With Cecil route and want to skip the Harpy Village questline**, you can just walk right to Iliasport. This cuts into the resources you otherwise would have had, but you do get the option to talk to the townsfolk about the CPU that took over. When you're finished talking to them, leave, re-enter. [Take this time to finish up the Cave of Illusions I](#), which leads into the rest of Iliasport.

Happiness Village

Happiness Village doesn't have any easy pickings, but they do have a few vendors.

- There's a food stall just north of the entrance selling overpriced food. (Honey costs 7 times more than armor? Really?) **If you intend to bring MAGES. with you**, consider buying **Grapes** for **1000G**. This item will allow you to recruit an additional party member after you leave the continent.
- West of the entrance is a consumable shop.

When you're done, exit.

Harpy Village

Enter via the tree in the overworld to enter Harpy Village.

- From the entrance, move north and east. Then go up the ladder. Go across the bridge and go up another ladder. There is a chest holding a **Chipped Diamond**.
- When you grab the item, head back across the bridge and to the northeast, where there is a sign. It should tell you that you can walk left into the tree and pop out somewhere else. Do so. Continue to move around the tree until you reach the top, and move north to the other side of the tree.
- Noire is up here. When you get close, Noire will want to attack you, but she is interrupted by a hybrid. She and the hybrid retreat to a tower in the north.

That's all for Harpy Village. Go back the way you came and leave. When you enter the overworld, head north into Harpy Tower.

Harpy Tower

There are some goodies and a puzzle here.

- To your right is a blue chest in the corner. You cannot open it yet.
- Hop down the hole at the end of a series of hallways to your left.
- Follow the rather linear path until you find MAGES. crumpled in the corner. Your party will revive her. After a short conversation, she will give you a grapple gun, used for moving up through holes in the ceiling.

- Go back to the area where you landed on the floor. There is a hole northwest of the chest on this floor. Grapple up it. Open the chest in the room you enter, and collect a **Wind Barrier**.
- Jump down, head back around, go up the stairs, and stand in front of a giant hole. You should be able to jump across. Go up the stairs.
- Move all the way west and use the grapple gun to access a chest holding a **Blue Stone**. Go up another set of stairs to the east of a green wall patch.
- You will be on the same level as the boss. Move counterclockwise and grab the chest holding **700G**. You should be another chest just to the south. Open it to get a **Rejuvenating Drop**.
- When you feel you're ready, walk up to the boss. You will fight the boss by yourself.

Harpy Noire (First Fight)

She has a backup Noire with her, modeled after Noire's player character in 4GO. This fight is pretty easy for the most part, even though you have to fight solo.

- As usual, use **Meditation** to heal yourself and **Thunder Thrust** to attack. Once again, landing paralysis will make the fight pretty easy.
- I don't think it matters which Noire you attack first. I went after the Noire with a glaive first.
- Harpy Noire can cast **Mind Charge**, a very fearsome buff that lasts one turn. She will attack with a powerful wind attack next turn, shredding half your health. Make sure you've got some MP to heal up when it hits.

When you win, you get Level 3 and **2000G**. You will also learn **Demon Skull Beheading**.

Be warned: If you go up to the roof, you will need to beat the boss fight to leave again; leaving now has no such restrictions. There's a green chest in the boss room, but you can't open it. Exit the area, go back to Iliasburg's inn and heal. MAGES. will temporarily leave your party while you're outside Harpy Tower. Now that you're level 3, we can try out the Cave of Illusions.

Cave of Illusions I

We will need to finish off the improved Neptune and Noire now before we go any further.

Neptune (Improved)

She hits harder, but should be doable with the gear you've got now.

- For Luka, use **Demon Decapitation**, then use **Thunder Thrust** when the defense debuff hits. The Confusion from **Demon Skull Beheading** will be crucial. Use **Meditation** if your health gets too low.
- If you have Cecil with you, use **Cross Slash** to debuff Neptune's attack. Heal if needed with **Blade of Healing**. If the attack debuff hits, use **Quick Thrust**. Use **Rain of Blades** whenever it is available.

You get **2000G** for winning. You also get **Bamboo Sword** and **Magic Bunny Slime**. Give Cecil the **Bamboo Sword**, if she is present. Don't sell it; you can exchange it for something better later on.

- The chest to the southeast has a **Brigandine**.
- To the north of that is a chest holding a **Magic Bunny Slime**.
- Backtrack to the stairs and head southwest. There is a chest with a **Small Shield**.
- The chest to the west of the stairs has a **Steel Sword Patch**.
- Use the bottles in the northwest to refill your health and MP. Proceed to the next fight.

Noire (Improved)

Like the previous fight, this Noire hits harder. If you're on your own, this might take a few tries. Use the same strategy as before.

You get **3500G** for winning. You also get a **Mail Breaker Patch** and a **Life Giving Bangle**.

The chest nearby holds a **Goddess Necklace (2x)**. Equip the new sword on Luka. Also equip the **Goddess Necklaces**. Then, leave.

If you want to finish up Harpy Tower, go there and head to the roof. Otherwise, [go straight to Iliasport in the north](#).

Harpy Tower

Harpy Noire (Second Fight)

This one is going to take a bit.

- She likes to debuff your party's magic defense and launch her elemental skills at you. She also likes to give you some nasty status effects.
- If she casts **Stale Air** or **Mind Charge**, she's going to try to cast something nasty next turn. Have everyone **Guard** if she does either of these moves.
- For Luka, **Demon Decapitation** is your friend here. Harpy Noire is very tanky, and the debuff to defense will go a long way. When you apply the debuff, use

Thunder Thrust. If you have the MP and SP for it, **Demon Skull Beheading** has a very good chance of leaving the boss unable to really fight you for a few turns.

- If you have Cecil, use **Quick Thrust** to inflict a hit rate debuff. Otherise, have her help cast heals when needed with **Blade of Healing**. When she gets enough SP, you can try using **Rain of Blades**.
- For MAGES., use **Blaze**. If someone dies, she can use her **Chaos Revival** to bring them back.

When you win, you get **3000G**, and an **All-In-One Booster**, a powerful item that will permanently improve a party member's stats. Cecil, if she is in the party, will reach Level 2, learning **Tap Reserves**, **Trial Judge**, and **Lant's Faith**.

Give Luka the booster. Leave Harpy Tower. When you're outside, MAGES. will offer to join your party permanently. Acceptance or refusal will lock you into one of the two routes. If MAGES. joined, head to the Cave of Illusions again, and go down to the next floor. Otherwise, [go to Iliasport](#).

Cave of Illusions (With MAGES.)

On the second floor, Harpy Noire is available. Make sure you are healed up.

Harpy Noire (First Fight - Improved)

Like before, go after the red Noire first. Since MAGES. can't heal herself with skills, you will need some Herbs to keep her alive if Cecil is unavailable.

When you win, you get **2500G**.

Continue down the next set of stairs.

Harpy Noire (Second Fight - Improved)

She's pretty similar to the original fight.

- She hits way harder, but her health is smaller. Despite this, don't try to rush taking her down if you only have two people. If you have three, you might be able to take her out on the second turn.
- Heal up when she uses an AOE, and have the party member not hit attack with whatever's strongest.

When you win, you get **4000G**. You also get a **Bash Reflector**. The sparkle next to the defeated Harpy Noire is a **Victor's Proof** and **Unholy Necklace**. Head back up, use the potions to heal, and go to Iliasport.

Iliasport (Loot)

There's a bit to loot here.

- Right at the entrance is a jar next to a three-story building, holding a **Life Giving Bangle**.
- To the west are two barrels. The western one has a **Magic Slime**. The eastern one has a **Potent Herb**.

If MAGES. is in your party, [head here](#). Otherwise, [head here](#).

Iliasport (With Cecil)

Every building is locked. The only one open is the three-story building right by the entrance. Inside is Blanc throwing a tantrum. She recognizes you (You'd think Luka would try dying his hair by now) and attacks.

Blanc

Blanc is pretty simple, especially due to the questing we did at the Harpy Tower.

- As expected by someone with a giant hammer, her physical attacks are pretty strong. She can hit you with one big attack knocking out about half health, or four strong attacks similar to Neptune's Critical Edge earlier. She can also hit you with a few weaker attacks to give you a chance to heal.
- Keep your health up, use Luka's **Thunder Thrust**, and Cecil's **Cross Slash** to lower Blanc's attack, and Blanc's done for.

When you win, you get **2000G**. Luka will get Level 4 and learn **Death Sword Chaos Star**. Cecil will get Level 3.

There's no more townspeople except for one guy by the boat in the northwest. Talk to him when you're ready to move on to Sentora.

Well that didn't take long. Cecil gets hit by a spell and attacks.

Cecil

Cecil isn't too hard, despite having to fight her solo.

- She has a move that can hit for half your health. Remain above 50% HP at all times.
- Aside from that, no real big tricks here. Save up your SP and use Energy Tap if your MP starts to get low from healing.

When you win, you get **3000G**. Luka also gets Level 5 and learns **Lucky Swing**. The game doesn't tell you outright, but Cecil is also instantly boosted to Level 5 after the fight. Thanks Hyperdimension. [Continue here](#).

Iliasport and Overworld (With MAGES.)

Head into the building just right of the entrance, and head to the top floor. Then leave the city. Go to where Happiness Village is, make sure you are well-stocked on Herbs, then keep going north. Eventually, you will reach the Under Sea Cave.

- There is a chest right at the entrance with an **Expanding Jelly**.
- When you reach a fork, take the left path. At the end is a chest holding a **Red Stone**.

Keep moving through the cave, and you will eventually enter a castle.

Eastern Castle (With MAGES.)

- Enter the castle through the front doors.
- Go to the bedroom in the northeast, and cross the gap. Open the chest holding **500G** on the other side.
- Continue until you reach a white room. To the north are two bedrooms, the west one has a chest holding a **Green and Brown Book**.
- Head upstairs and continue across the linear path. Head south, up the stairs at the fork. Open the chest to get a **Restorative Stone**. Return to the fork and head north. Interact with the door at the end. Then turn back.

Uzume

A bit tricky, but straightforward. She has quite a bit of health to power through.

- For Luka, do NOT use **Demon Skull Beheading**. That will heal her. Use **Demon Decapitation** and **Thunder Thrust** instead.
- Cecil, if available, should focus on keeping everyone healthy with **Blade of Healing**, and debuffing the boss with **Cross Slash**.
- For MAGES., use **Blaze**.

When you win, you get **1400G**. Luka will reach Level 4 and learn **Death Sword Chaos Star**. MAGES. will reach Level 4 and learn **Blasphemous Theoretical** and **Ice**. Cecil will reach Level 3.

Luka will loot the **Eastern Castle Key**. You are given the option to warp back to the **Eastern Castle**. Go ahead and do so, you can heal on the way back. Head to the locked door and open it. Head through the linear path to the end and meet an airship owner. Exit the castle.

You need to get to the west part of the continent. Along the way, you can return the looted key to Uzume, if you like. Head down to Ilias Village, then go up along the west side of the river.

Ilias Mountains (With MAGES.)

- Hop across the hole.
- Continue along the linear path until you reach a fork leading southwest and east. Take the southwest path and open the chest holding **250G**.
- Take the eastern path and open the chest near the chasm holding a **Mind Charge Potion**.
- When you reach another fork, take the southwest path and exit the cave.
- Continue through the linear area until you reach Mitra Ruins.

Mitra Ruins (With MAGES.)

Make sure you have a decent number of **Potent Herbs** with you - around 7 should be fine.

- Avoid the purple goo if at all possible. It will harm you. Continue along the linear path and use the healing circle.
- Head west, then north, then go up the stairs.
- Head west, cross the goo, and then follow the linear path and hop a gap in the wall at the end.
- Head down the stairs to the west. Flip the switch at the end of that path.
- Head east as far as you can, then head north and down the stairs.
- Move in a U shape and walk up the stairs to the west of the stairs you just used.
- Continue along the linear path. Use the switch.
- Head back down the stairs and keep heading south. Open the chest to the east, holding a **Round Diamond**. Walk over the goo just to the north and walk up the stairs.
- Continue and walk up another set of stairs.
- Head straight north as far as you can. Then go a bit east, and all the way south. Open the chest holding a **Spiral Sword**.
- Return to the stairs, head west, then move all the way to the northwest. Then continue through the linear path. Interact with the sparkle at the end to get **Rotor Piece A**.
- Return to the start and heal up.
- Head east and north, across the goo. Head up the stairs.
- Continue down the linear path and open the chest holding a **Chipped Emerald**. Interact with the sparkle nearby and get **Rotor Piece B**.
- Attempt to leave the ruins. Control will switch to MAGES. or Cecil. Return to the healing circle, then go back to the exit. Talk to the person here.

Nepcatlipoca

She's pretty simple. Hopefully you have a decent number of HP healing items.

- She casts out a lot of buffs and debuffs, and her attack power is rather poor.

- Cecil will be your healer with **Blade of Healing** and **Tap Reserves**. If you don't have her, then you'll have to make do with herbs.
- **Guard** if she has **Power Charge** or **Physical Barrier** active.
- Hit her with **Blasphemous Theoretical**, **Trial Judge**, or **Rain of Blades** when you get enough SP.

When you win, you get **3100G**. Cecil will get Level 4.

- Use the path you used to reach Rotor Part A until you reach the area where you picked up the **Round Diamond**. There is a new set of stairs here - walk down them.
- Luka is here. Talk to him. You get **Rotor Piece C**.
- The pitfall will be gone. Exit the Ruins.
- Stock back up on **Potent Herbs** and get back to the Eastern Castle. Tell the airship owner you're ready.

Port Natalia and Overworld

Head up to the Inn in the northern part of the city and sleep there if you have to. There are also consumable and weapon vendors just to the west of the Inn. Grab the latest weapons for everyone, like the **Curved Sword Patch** and **Xerxes**. Leave the port, and head northwest. You should find a chest containing a **Spiral Sword**, or an **Agility Ring+**. Then head south to San Ilia.

San Ilia (Loot)

There's a few things to grab.

- In the northeast, on a ledge by a river, is a chest holding **660G**.
- To the southwest of that are the armor and accessory vendors. Buy the **Black Coat** for Luka. **MAGES**. and Cecil will be in your party for a decent amount of time if recruited, so also buy their latest armors. Sell off your old armor and old weapons if you haven't done so already.
- Buy **Agility+ Rings** for everyone if you don't have enough to cover the evasion boosts. **Goddess Necklaces** and **Unholy Necklaces** have the same Agility strength as an **Agility+ Ring**.

If you are on the With Cecil route, [continue here](#). Otherwise, [continue here](#).

San Ilia (With Cecil)

When inside the castle, keep moving north until you reach the throne room.

We've been spotted again.

Vert

Vert is similar to Blanc in terms of difficulty.

- She can take out about a third of your health in one swing. Stay over half health.
- Have Cecil use her **Cross Slash** and **Quick Thrust** to debuff her. If you've got the SP/MP for it, use **Trial Judge**.
- For Luka, just have him deal out **Thunder Thrust** and **Demon Decapitation**.

When you win, you get **3300G**.

You get attacked again almost immediately. For the first phase of this fight, just attack with your strongest skills. For me, this phase ended in one turn. You will then go back to a cutscene; Luka and Cecil will enter Angel and HDD mode, respectively, boosting their stats and giving Luka access to **Serene Mind** and **Fallen Angel Dance**.

Alice the Ninth

Fortunately, your HP and MP are restored when the battle starts. Alice has quite a bit of health and strong attacks.

- Have Luka immediately cast **Fallen Angel Dance**. Have him do **Heavenly Demon Revival** until he has enough to cast **Ninefold Rakshasa**. This should give you some breathing room due to the guaranteed Confuse status.
- Have Cecil work on debuffing the boss with **X-Slash** and **Consecrated Thrust**. Her **Rejuvenating Blade** can heal herself and Luka - a good counter to Alice's AOE's. Also use **Judge and Jury** whenever it's available.

When you win, you get **2500G**. Luka and Cecil reach Level 6, with Cecil learning **Light Spear**.

Cecil is going to be in HDD mode for a while, and cannot change her outfit anymore. Luka keeps his access to **Serene Mind**. Head upstairs and talk to the King where you fought Vert. He will give you a **Blue Tail Token**. You should also [head to the library and grab its goodies](#).

San Ilia (Library)

- There's a special area you can access. Go to the library in the castle (take a left from the entrance, then keep going north down the stairs) and go to the southeast corner. Push a book into the bookshelf. There is a new area opened in the northeast part of the lower floor.
- Inside the secret area of the library is a **Green Tail Token** just to your right, behind a counter.

- There is a keypad in the northwest area. The three monster girls roaming around will give you a hint. The answer is .
- Go into the side room with the purple haired woman. There is a red lever here. Pull it.
- Head down the stairs on the other side of the wall, to the east.
- Follow the path and open the chest at the end to get a **Red Tail Token**. Also take the time to push the book back in.
- Head back through the door, go all the way south, then west. Go north at the fork and follow the linear path.
- The chest on the left has an **Energy Earring**. The chest on the right has an **ATK Raiser** or **ATK Booster (2x)**.

If you are on the **With MAGES.** route, leave the city and head northwest [into the Forest of Spirits](#). Otherwise, there's a few optional CPUs running amok. Let's go get 'em. Begin by leaving San Ilia, and go back to Port Natalia. Talk to the boat guy, set sail, and [go all the way back to Ilias Village](#) at the start of the game.

Ilias Village and Ilias Mountains (With Cecil)

There's some new loot now that the people blocking the doors are gone. Head to the lower building of the collection of four buildings to the west. A cabinet to the west holds a **Chipped Amethyst**. The cabinet to the east holds an **Entrancing Herb**.

Now head to where Neptune crashed in the Mountains. Cecil will get upset by the sidequesting, but don't worry about that. Meet the new arrival. After a short chat, she gives you some lore on why the CPUs are here, and says she's also looking for someone. Turns out Cecil is also on Hyperdimension's hit list now. Fortunately, she doesn't recognize you right away, but it doesn't really matter.

Uzume

Uzume can be a bit tough. At least she's being a bit sporting by not using HDD.

- Uzume can confuse one of your party members, which can wreck you. There aren't really any anti-confuse abilities to use, so you'll have to suffer through it if it hits if you don't have some cure items from the consumable shops. She prioritizes attacking Confused party members. She also uses an attack that has many weak strikes - building up SP shouldn't be a problem.
- Have Luka use **Demon Decapitation**, saving up for **Death Sword Chaos Star**.
- Have Cecil open with **Consecrated Thrust**, and then spam **Rejuvenating Blade** when she uses an AOE. When you have enough SP/MP, use **Judge and Jury**. It can easily wipe out a large chunk of Uzume's health in one cast.

You don't get anything from winning.

Orange Heart

Now she doesn't feel so sporting. Like the Alice fight, your HP and MP are refilled.

- Her battle strategy is similar to the previous fight, her attacks are just stronger.
- For Luka, cast **Fallen Angel Dance** for the protection against Confusion - it should last long enough for you to get within striking distance of taking Orange Heart down. Then use **Heavenly Demon Revival** until you can use **Ninefold Rakshasa**.
- For Cecil, it's similar to the last fight. Open with **Consecrated Thrust**, spam **Rejuvenating Blade**, and use **Judge and Jury** when possible.

When you win, you get **2500G**. Uzume runs away. Head back to Ilias Village and rest.

Time for the next CPU. Head all the way back to San Ilia. Go west until you see a river. Move along the east of it until you reach the Haunted Mansion. Enter.

Haunted Mansion (With Cecil)

There's some loot to grab here, and a puzzle to solve.

- Head up the stairs, and open the chest on the rest side to get a **Round Citrine**.
- Head through the first door you can on the right, from the chest. Head southeast and use the switch on the bear.
- Head through the first open door on the right. Press the switch on the glowing bears.
- Go back into the lobby. Use the door up the stairs on the southwest side. Go talk to the doll at the end of the path.
- She wants a 3-digit code. Hints are:
 - The doll tells you the order.
 - You calculate the numbers by counting.
 - A "section" is defined as a contiguous area.
 - The floor is symmetrical.
 - If you want the answer, it's .
- Go back to the lobby and go through one of the north doors. Then go through the big double doors. You need to play hide and seek with the bear inside.
 - The first bear behind the table.
 - The second bear is to the immediate right of the entrance in the lobby.
 - The third is in the room with the doll wanting the code.
 - The fourth is the green one just to the right of the bed in the master bedroom at the highest floor of the mansion.

With all that done, head back to the lobby and go through the area between the stairs. The next fight is at the end of this linear area.

Plutia

Plutia is straightforward.

- She can debuff someone's magic defense, has a lot of health, and can hit hard. However, she can't apply abnormal status effects.
- Have Luka work on debuffing her with **Demon Decapitation**, using **Demon Skull Beheading** when possible.
- Have Cecil open up with one of her debuffing attacks. Use **Rejuvenating Blade** until Luka and Cecil are back up to near-full. When ready, use **Judge and Jury**.

When you win, you get **1900G**. Luka and Cecil will get Level 7.

With Plutia out of commission, it's time to get back on the main storyline. Head back to Port Natalia and heal up at the inn. Then go past the river west of San Ilia, and go north. You will spot a glowing tree. Walk onto it to enter the Forest of Spirits.

Forest of Spirits (Loot)

There's some items to grab.

- From the entrance, take the first path that leads southwest. You will spot a chest behind a few trees containing a **Purple Stone**.
- Go across the bridge. Take the second path south. You should find a chest holding an **Eccentric Rune**.
- Past the second bridge is a consumable shop. Stock up if you like. She's selling some Tier 2 and Tier 3 healing items.
- Also note that the stones in the river can be walked on. Head west and then go north along the river's east side. Then go across at the top.
- Slyph is in the far northwest corner of the map. Head up there and talk to her. You will recruit her without problems. When you try to leave, you get ambushed, leading to a fight. If only Cecil is with you, [go here](#). If only MAGES. is with you, [go here](#). If both MAGES. and Cecil are with you, [go here](#).

Forest of Spirits (With Cecil)

It's another HDD fight.

Black Heart

She has a ton of health to intimidate you, but other than that, she's pretty easy since you now have Sylph.

- For Luka, immediately call in **Sylph**. Use **Heavenly Demon Revival** until you debuff her DEF. Then use **Flash Kill: Destructive Wind** until you can use **Ninefold Rakshasa**.

- For Cecil, immediately cast **Chilling Wind**. Use **X-Slash** until you can use **Judge and Jury**. Use **Rejuvenating Blade** if someone goes down to half health.

When you win, you get **5200G**.

Noire Team Rockets away courtesy of Slyph. Time for the next area: Sabasa Castle. On the way there, [let's stop at Pornof Village](#) - it's the small town a little bit to the southeast of the blue chest nearby.

Forest of Spirits (With MAGES.)

Dark Cecil

She is a somewhat fearsome foe.

- She can hit pretty hard with her **Dark X-Slash**, and can paralyze your party members.
- For Luka, start things off with a **Demon Decapitation**. Have him then activate **Sylph**. He should save up for a **Death Sword Chaos Star**.
- For MAGES., have her use **Blaze**, and then **Blasphemous Theoretical** whenever possible.

When you win, you get **3300G**. Luka will get Level 5 and learn **Lucky Swing**. MAGES. will reach Level 5 and learn **Numbing**.

With that over with, [head south to Pornoff Village](#).

Forest of Spirits (With Cecil and MAGES.)

Black Alice

Well would you look at that. We get to fight the big bad early. She has a colossal amount of health. Fortunately, you only need to bring her down to about 95%.

- She cannot be afflicted by status effects or debuffs.
- **Guard** if you get hit with **Stale Air** until the status effect is gone. Also **Guard** if she uses **Vigil Charge** or you're dead. Anyone affected by **Plushify** should **Guard** if their HP is low, but it isn't as necessary.
- For Luka, activate **Sylph** right away.
- You need Cecil to heal, use **Cross Slash**, and use **Rain of Blades**.
- For MAGES., keep using **Blaze**, and then use **Blasphemous Theoretical** when safe.

You don't get anything from winning. When the fight is over, make sure you equip Luka with the absolute best stuff you've got, like the **Unholy Necklace** and **Goddess Necklace**. Then try to reach Sabasa.

Camp (With Cecil and MAGES.)

Everyone will be healed to full during this event.

- Train with Cecil. This will upgrade her **Quick Thrust** into **Sword Pierce**.
- Train with MAGES. This will boost Luka's HP by 15, and MAGES.' HP by 25.
- Sleep when done.
- Uh oh.

Cecil and MAGES.

You can actually lose this one and not get a game over. But we're gonna win it anyway.

- Whatever they're on must have dropped their health considerably and make their attack power rather poor.
- Use **Demon Decapitation**, then **Demon Skull Beheading**, then **Meditation** if your health gets too low.
- Take out Cecil so she can't heal anyone. MAGES. is a cakewalk after that.

You don't get anything for winning.

Go heal up at Port Natalia. [Then continue to Pornoff Village](#), south of the Forest of Spirits.

Pornof Village (Loot)

- When you enter, grab the jar behind the building in front of you, holding **150G**.
- There's an inn in the town, so you can heal up on the way to Sabasa Castle.
- In the weapons and consumable shops:
 - Grab the **Falcon Sword Patch** for Luka.
 - If you are on the **With Cecil** route, Cecil can leave the party soon - get her a **Triangular Sword** if you intend to keep her around. If you are not, get her a **Metal Blade**.
 - If MAGES. is in the party, don't worry about weapons, you'll get something good for her in a bit.
- East of the weapons and consumable shops is a jar holding a **Small Shield**.
- Head south across the bridge. At the bottom of the map is a chest holding **300G**.
- Next to the clown is a casino, which Luka refuses to partake in. There's a jar inside holding **150G**.

If you are on the **With Cecil** route, [continue moving to Sabasa in the west](#) when you're done here. Otherwise, continue heading south, and [enter the cave to the south of a mountain range](#).

Overworld (With Cecil)

You won't be able to open the Blue Chest yet. Continue along the mountain range, moving west, and then north. When you're in the middle of the mountain range, Luka and Cecil will set up camp. Cecil will exit HDD mode, and you will need to choose if she will leave Luka or not. This splits into the **Cecil Leaves** and **Cecil Stays** routes.

Either way, [head to the castle](#).

Seeker's Cave (With MAGES.)

- Move forward. When you reach a fork, head north, and open the chest holding a **Crimson Shield**. Equip it on Luka.
- Head south and follow that path. Cross the bridge, and open the chest to the east, holding an **Agile Staff**. Equip it on MAGES.
- Enter the tower.

Hook Tower (With MAGES.)

- Head down the east path and open the chest holding **1000G**.
- Head west and hop the wall. Head down the stairs.
- Walk about the edge of the hole. Pick up the **Copper Gauntlet** from a chest along the way. Walk up the stairs at the end.
- Hop the wall and open the chest. Get a **Grappling Hook Gun** from it. Use it to get past the hole. Continue, and two people will enter the tower.

Iris Witch

She likes status effects. Otherwise, she's pretty easy.

- If she uses **Paralyze Charge**, **Guard**.
- For Luka, turn on **Sylph**, and keep her active. Save up for **Death Sword Chaos Star** or **Demon Skull Beheading**.
- If Cecil is available, have her **Cross Slash** and heal.
- For MAGES., keep using **Blaze** until you can use **Blasphemous Theoretical**.

When you win, you get **2000G**. If they haven't already, Luka will get Level 5 and learn **Lucky Swing**, and MAGES. will get Level 5 and learn **Numbing**.

Exit the building, and go back through the cave. God Eater will be to the south. If you bought **Grapes** earlier, give them to her. She will join you. Now head back to Port Natalia and use the Airship to get back to the Eastern Castle.

Rune Collection (With MAGES.)

- In Eastern Castle, head down a floor, and walk back to the entrance until you find an interactable gap with chests on the other side. Swing across.

- The south chest holds **Blue Keys (2x)**.
- The chests to the north hold an **Almighty Stone** and a **Restorative Stone**.
- Head down a floor and go to the castle entrance. Swing across the gap near here. Open the chest holding a **Mega ATK Raiser**.
- Exit and go to Harpy Tower. From the entrance, go to the east, open the blue chest, and get a **Circle Rune**.
- Go all the way back to outside Pornoff Village. You can open the blue chest to the northwest of the town in the overworld - get the **Letter Rune** inside.
- Return to the San Ilia underground library. You have enough runes for the man in the northwest corner. Talk to him twice. By doing this, MAGES. Will learn how to perform **Recover (Sylph)**.
- Continue [moving west towards Sabasa](#). There will be a camp event if Cecil is not in the party.

Sabasa (Loot)

- The far southwest part of the map holds a jar with a **Dispel Herb**.
- The building in front of the entrance is the location of the vendors. Head to the armor vendor and grab **Bleeding Armor** for Cecil if present, and a **Black Top** for Luka. Cecil is going to be with you up to the end of Part 2 if present, so feel free to treat her as a permanent party member now.
- An accessories vendor is in the northwest of the vendors building, inside a tent. Buy **Agile Ring (6x)** if you are on **With Cecil**, otherwise, it would be safe to buy **Agile Ring (8x)**. This will help you evade a lot of attacks, giving you a significant advantage in fights. Equip the rings on all party members. The rest are for later party members.

Continue into the castle, located in the northwest corner of the city.

- In the northeast corner of Sabasa Castle 1F is a cabinet with **Magic S-2 Slime (3x)** and **Supreme Herb (3x)**.
- Up the northeast stairs leading to Sabasa Castle 2F is a table with an **Agile Sword+ Patch** on it.

If you are on the With Cecil route, [go here](#). Otherwise, [go here](#).

Sabasa Castle (With Cecil)

When you enter the throne room on the second floor, there will be an event. If Cecil is with you, [go here](#). If not, [go here](#).

Sabasa Castle (Cecil Stays)

Go downstairs and enter the kitchen, where the cabinet with the consumables is. A battle will start.

Cogsly

Cogsly is a tough one.

- She can inflict a powerful status attack called Stop.
- **Slyph** and **Chilling Wind** are necessary to prevent getting hit with Stop.
- Have Luka use **Demon Decapitation** and **Lightning Sword Flash** when he can. Once he builds enough SP, use **Death Sword Chaos Star**.
- Have Cecil use **Quick Thrust**. When the hit rate debuff hits, use Cross Slash again to build SP for **Rain of Blades**.

When you win, you get **1000G**. Luka and Cecil get Level 8.

After the battle, you can use the supplies cabinet to refill your HP and MP. Head to the glowing area by the beds in the southwest. Luka stupidly decides to go in alone and trips a security system.

- Head to the console on the top right. This will prompt Luka to consider trying the entrance door again.
- Inspect the entrance. This will disable the lasers.
- Go down the stairs. This triggers a boss fight.

Nepnifa

This is a pretty easy fight, despite being alone.

- Start with **Slyph** to nullify any status effects, and keep it up. Basic attack to build up some SP. Then use **Death Sword Chaos Star** when you can.

When you win, you get **1000G**.

Interact with the vending machine in the northwest, and give it **300G**. You'll get a **Mini Booster** for your stats. Return to the castle area. Make sure to heal up at the cabinet again. There are stairs by the guy praying in the northwest, and a cabinet giving you **Magic S-2 Slime (3x)** and **Supreme Herb (3x)**. Take the stairs.

Looks like Cecil got herself captured. Her captor shows up soon enough.

Nepgear

Nepgear takes time to beat, but winning against her is very easy.

- Nepgear's tanky, and can buff herself to make attacks be scratch damage. Fortunately, Luka's specced to be nearly impossible to hit, so you just need to whittle down her health until she dies.

- Use **Sylph**, of course. Basic attack until you can use Death Sword Chaos Star. use it when she doesn't have her defense buff up.

When you win, you get **1000G**. Luka also gets Level 9.

Nepgear runs away, but now, you can actually give chase. She runs outside Sabasa Castle, and to the north in the overworld. Rest in the Inn before you leave. When you go north, head east when you see a bridge, and enter the tile of water. [This will take you to Oasis.](#)

Tartarus Tower (Cecil Leaves)

How quickly you finish the tower determines who you fight when you reach Sabasa Castle. The timer starts when you arrive here, and the timer is 12 real time minutes long.

- Check the jar just outside your cell for a **Magic Bunny Slime**.
- There is a vendor all the way to the east, along with a jar holding a **Potent Herb**.
- Head south. A fight will start.

Goddess Doll

Pretty easy, now that you have the agility items.

- She is capable of poisoning you, but most of her attacks should miss that cause it.
- Use **Demon Decapitation** and **Lightning Sword Flash** and she should fall over easily.

When you win, you get **1000G**. Luka gets Level 8.

- Continue moving south. Nitroplus is locked up in a cell on the left. Talk to her.
- Continue moving south and investigate the glowing object to the east. This will restore your HP and MP.
- If you want to help Nitroplus, go through the hole behind the table nearby. You will get **Cell Key #1**. Return to Nitroplus, and she will join you. If you skip this step, Nitroplus will no longer be available after the next fight. Give her some Agility Rings.
- Head west and down the stairs. Head north.
- The west jar holds a **Potent Herb**, and the right jar holds a **Magic Bunny Slime**.

Black Guard

She's straightforward.

- She can hit you with all kinds of nasty status effects - keep **Serene Mind** up. She can also power herself up to go berserk. Berserk is just a bluff - attacking her will knock her out of this state. She also has the ability to drain your health.
- Use **Energy Tap** when your MP gets too low. She has enough abilities that you will need to take it a bit slow.
- If Nitroplus is with you, have her use Noblest Blade. The boss will almost exclusively attack Luka, so don't worry about putting any defense on her. When Nitroplus gets hit, Sylph will lend power to her in a short event.

When you win, you get **1100G**. Quickly go back to the previous room and heal up, then continue. Nitroplus will learn Blazga.

- In the rest of the room:
 - The west jar holds a **Potent Herb**.
 - The chest above it holds an **Attack Raiser**.
 - The east jar holds a **Magic Bunny Slime**.
 - The chest above it holds a **Rejuvenating Slime**.
- Continue down the next set of stairs and walk north.

Orange Deity

Another boss that likes status effects.

- She can attack twice, and can hit you with a Corruption status effect that cannot be removed on its own. Corruption will reduce your health, but will not knock you out, just leave your health at 1.
- Cast **Sylph** right away, and keep it up. This should make the boss almost unable to hit you, and protect against Corruption.
- If you are on your own, keep using basic attack until you have enough SP to **Energy Tap**. Use it when your MP gets low enough from using **Sylph**. This is a slow tactic, but it is almost certain to kill the boss.
- If she is available, have Nitroplus use **Dance With the Breeze**.

When you win, you get **1500G** if on your own, or **1250G** if Nitroplus is with you.

If you didn't help Nitroplus escape, the good news is she got out. The bad news is...

Nitroplus

You need to be careful with this one.

- Similar to the monsters in the MGQ main game, she can inflict **Nitro Hold** on you. If you get hit with this, you're dead.
- **Serene Mind** is absolutely required. Aside from that, use a strategy similar to the previous boss, use basic attack, and **Energy Tap** if you're getting low on MP.

When you win, you get **400G**.

Either way, head back to Sabasa Castle.

Sabasa (Cecil Leaves)

- Enter the inn. Heal up.
- Talk to the clown in the inn. Talk to the manager by the door.
- Head north and enter the building with a chest on the balcony.
- Walk onto the stage and talk to the girl there. Saki will join you.
- Get to the castle.

Sabasa Castle (Cecil Leaves)

- There are plants southwest and southeast of the stairs to the throne room on the first floor. They will be usable if the tower timer expired. The southwest plant has 3 **Magic Bunny Slime**. The southeast plant has 3 **Potent Herbs**. Head up the stairs.
- Interact with the letter on the throne. A fight will begin, depending on time of day.

White Sisters

They love status effects.

- Use the Sylph powers and cast **Healing Dance** all on your first turn.
- Take out Rom and Ram first. They can freeze or paralyze your party. Fortunately, their health is very low.
- White Heart has a lot of health but can't punch through **Healing Dance** easily. The rest of the battle should be a breeze.

When you win, you get **4500G**.

Black Sisters

Pretty easy, but it takes some time.

- Black Sister is the more dangerous sister in this fight. She can hit your party with nasty status effects. Take her out first. The fight should be easy when she's dead.
- Luka will use Angel mode for this fight. Put up **Serene Mind**.
- Have Nitroplus spam **Noblest Sword**.
- Have Saki keep her Healing Dance activated at all times. It should be a good counter to the poison Black Sister can hit you with.

When you win, you get **6000G**.

Afterwards, Nitroplus will leave the party to watch over the prisoners. Get a new set of two **Agile Rings (2x)** out in the city. Leave the area, [and go northeast to Oasis](#).

Sabasa Castle (With MAGES.)

Attempt to go up to the throne room. A guard will stop you, but an event will let you proceed when you talk to him. A fight will break out once you reach the throne.

Neptune and Nepgear

Your Maker allies are going to sit this one out, making things a bit harder, but it isn't too bad.

- They have a ton of health, so it might look like it will take a long time to finish, but don't worry. The fight will end when you take off about a third of Neptune's health.
- Cast **Sylph** right away. Combined with the **Agility Rings**, this should make you nearly untouchable.
- Use **Energy Tap** to restore MP from using Sylph.
- If Cecil is available, have her use **Trial Judge** whenever possible.

You don't get anything for this fight.

Purple Succubi

You have a very powerful advantage. Seriously. You don't have any other teammates for this, but that won't matter.

- Cast **Fanatical Heaven Dance**. This should boost your evasion substantially, making it hard for them to hit you. It also has the bonus of letting you hit twice sometimes.
- Spam **Sword of the Heavens**. It hits both of them for decent damage.
- Use **Thousand-Fold Rakshasa** the second it's available. When you use it, the boss is pretty much screwed.

When you win, you get **4000G**. The game doesn't tell you, but you also get and equip the **Holy Sword Patch**.

Try to leave. An event will happen, giving you **700G**. Then try to leave the city. There will be an event in the inn. Walk back towards the castle until Luka reaches a bridge and hears someone singing. Walk into the building with a chest on top of it, and walk onto the stage.

5pb.

Looks like a Maker has signed up with the enemy. She's pretty easy.

- She can hit you with a **Skill Bind** and **Paralysis**, which can be real trouble. Cast **Fanatical Heaven Dance** for the ability to act twice and protection from these status effects.
- Use **Sword of the Heavens**. Since it's non-elemental, this attack can punch through her holy attack reflection.

- Use **Thousand-Fold Rakshasa** the moment you have enough SP and MP. It will take out about half of her health.

When you win, you get **3000G**.

Return to the inn. When you wake up, you'll be back to normal. You will also get an **Angelic Feather**. Head to the other room and your team will rejoin you. Also make sure to heal up at the inn again - the plot-related sleep doesn't heal you. When you walk outside, pick up the **Unknown Key** right next to the door. Then leave to the overworld. Head north until you reach a river, then [go east until you reach Oasis](#).

Oasis (Loot)

- The south edge of the lake has an interactable area, giving you **Oasis Water**.
- The following will appear if you are on the **Cecil Stays** or **With MAGES.** routes:
 - South of the lake is a chest holding a **Slime Sword Book**.
 - A chest to the west of the lake holds a **Rejuvenating Slime**.
 - A chest to the northeast holds an **Ingrained Sword**.

Overworld

Move to the northwest. There is a small area called Midas Town. If MAGES. is in the party, you will be unable to enter - [continue by entering the mountains in the north](#). Otherwise, [enter](#).

Midas Town (Loot)

- In the northeast is a jar holding an **Elixir**.
- On an upper level a bit to the southeast from the **Elixir** jar is a jar with **Dispel Herb**.
- If you are on the **Cecil Leaves** route, the weapons shop is accessible. Enter, and open the barrel with a **Life Giving Bangle**. Get Saki a **Decorated Fan**. It drops Saki's attack power significantly, but to be fair, she's better as a support anyway, and you get a decent evasion boost.

Overworld (Carnival)

Keep moving west until you reach the ocean. Then move south into **Witch Hunt Village**.

Witch Hunt Village (Carnival)

Head into the white house in the north. There's a book on the table nearby. Before you read it, take note:

Once you read it, you will be taken somewhere else and will not be able to leave until your business there is finished. Make sure you and your party members have the weapons, armor, and accessories you want them to have - you will not be able to buy some when you proceed. You will also recruit one party member while inside, which is why I recommended you get **Agility Rings (2x)**. Consumables are provided in the other location, which restore HP and MP by a percentage instead of a flat value. These consumables are also dirt cheap considering the money you probably have by now. These are also no inns - you need to use consumables and skills to heal. Enjoy your last stay in an inn while you can.

Read the book when ready. This will teleport you somewhere else.

Twilight Carnival (Carnival)

Head north and you'll meet an Alice duplicate. Enter the next area.

- A consumable shop is on the left, exclusive to the Carnival. Immediately buy **Funnel Cake (20x)**, **Cotton Candy (20x)**, **Jumbo Cotton Candy (10x)**. This should last you until the end.
- Keep heading north into a new area.
- Read the note on the table and use the button.
- Head back to the room with the consumable vendor and follow the carpet left into the House of Mirrors rest area.
- Walk down into a room with two vendors. There's a **Carnival Token** in the southeast. The vendor in the northeast will give you a **Rejuvenating Drink** for it. Go to the area in the south to enter the House of Mirrors.

Hall of Mirrors (Carnival)

- There's an opening on the right side of the room. Go through it.
- In this room, if you bump into anyone, you get sent back to the start. Single tap your walk keys to get through safely.
- As you move through the maze, go to the glowing area. Stop adjacent to the glowing area, looking at it, and interact. Press the button. This opens the area on the bottom. Go down there.
- Interact with the mirror and step through it. Pull the lever.

Black Shadow

They aren't too bad, but they do have an annoying ability to drain your MP and hurt your agility.

- You will need to power through the shadows. The Agility Bind doesn't last forever.

- Use your strongest SP-only attacks when you can. Also use your MP-based attacks right away, since the enemies will probably steal a good chunk of it anyway.

When you win, you get **2000G**.

Head back. The people have moved into a straight line. The other room you can access through the south of the House of Mirror lobby also has the people in a straight line.

Iris Wisp

She takes some time to kill.

- She has a lot of health. Even though we can't use Sylph, our Agility Rings should keep us safe for the most part from her attacks.
- **Guard** if you get hit with a **Fire Break**.
- As usual for Sai, have her keep up **Healing Dance**. **Aero** also does some decent damage.
- Use SP skills when you can after a number of basic attacks.

When you win, you get **1300G**.

Head back to the lobby and go down the opened stairs to the basement. You are introduced to the concept of escaping. Head all the way to the end and interact with the mirror. **Take note of the number on the mirror you passed.** This will teleport you to a hall of mirrors. Walk out the end of the hall and a horde of Noires will start hunting you. Walls will be your best friend here - they can't navigate around walls too well. Also note that saving will not be possible while you are being chased.

There is a special Monsterpedia entry you can get here if you try to fight the enemies and die. This will not be hard - the enemies in the maze are unbeatable and can one shot you.

- Start things off by running up into the hallway to the north right away. Stop in the following position:



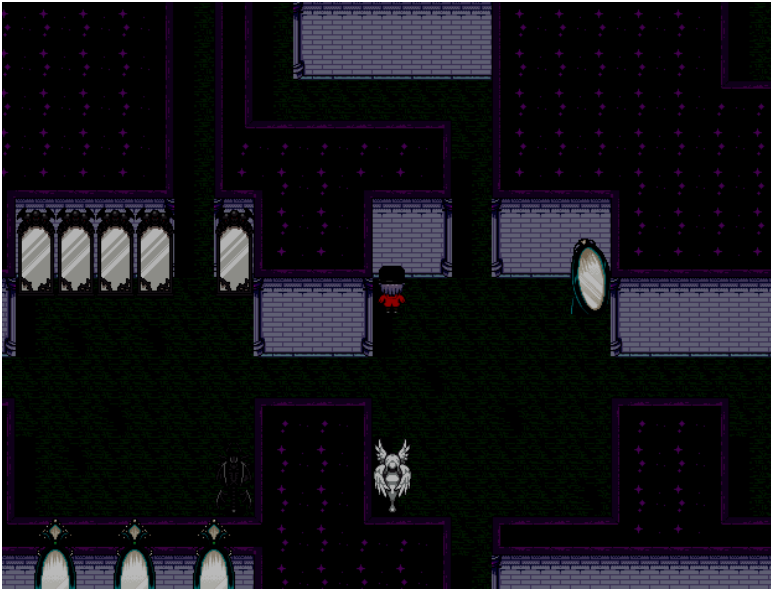
This will pull the Noire in the next room into the hallway adjacent to you. Sit there until she's close to the mirrors.

- Run north, and then run up the left path. If you do it quick enough, you should get here with no Noires in sight.



- Head into the next room and through the opening on the east wall. Move down the hallway, and turn right into a room with lots of mirrors. Continue into the next

room with a mirror and a statue. You should now be here:



- Keep moving east, past a group of mirrors on the north side of a room. Hide for a moment in this position:



- Your goal is the glowing mirror. You will need to juke the Noire in the room to get there. From this position, run in a U path, and you should get there before the Noire can catch you.

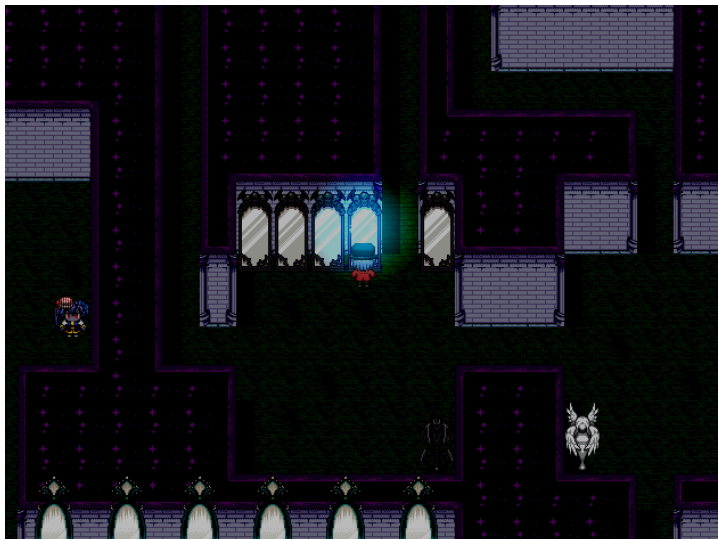
Go through the mirror with the number you saw earlier - Number .

The next run through requires you to go all the way up north. Use the same strategy we used before to do this.



Again, go through the mirror with the number you saw just before you entered the maze - Number .

On the third run through, use the strategy for the first maze until you reach a glowing mirror just before you would run east.



Same procedure as before - go through the right number - Number .

Final run through. Continue the first maze strategy until the room just before the room with the bunch of mirrors on the north side. Go north instead, and interact with the mirror.



The mirror asks for a code. It is the three numbers you saw, in the order you saw them -

We are done. Go north and interact with the big mirror. You get a boss fight when you interact with the next mirror in that room.

White Knight

She has a ton of health, but isn't too hard.

- When she uses **Quad Converge**, she will be nearly invincible. Use this time to build up SP by using **Guard**.
- Use basic attack, or one of your powerful SP-only moves when she is vulnerable.
- If you have Saki, have her debuff the boss' attack with an **Offensive Dance**.
- Of course, use **Meditation** and similar healing spells when you hit half health.
- YMMV on its effectiveness, but **Analysis** can detect her strengths and weaknesses when she uses **Quad Converge**.

You get nothing from winning, but Slyph returns when the fight is over.

Return to the Hall of Mirrors lobby. Pick up the **TC Gate Key** just to your right. Then go into the Carnival lobby, and move southeast. Tekken will join you. Then follow the carpet to the right and enter the Twilight Funhouse lobby.

Twilight Funhouse (Carnival)

Talk to the guy selling tickets and enter. After a long chat, she gives you a radio and the team splits up. Despite what she says, you can go down the other paths without breaking the rules.

- Move into the next room. Then go south and east. Talk to the blonde woman. You will be chased - run back to the 4-way intersection. Luka will consider his options.
- Get back to the lobby and head west.
- Go south, and then immediately west. After the cutscene, grab the **Bear Medallion** on the northwest shelf.
- Go south, and north. Take note of the four numbers you see here.
- Return to the eastern part of the funhouse, and keep going east. Place the medallion in the coffin and three numbers and a note on their order will pop out.
- Head back to the 4-way intersection in the previous room, go north, and go up the ladder. There is a safe here.
- Enter the combination: . You get the **Small Chain Key**.
- Get back to the lobby and go north, then west, then east. There is a purple rabbit on the floor. Pick up the **Small Doll**.
- Return to the blonde woman and give her the rabbit. Grab the **Blue Door Key**.
- Return to where you picked up the rabbit and open the blue door. Proceed to the next area and meet Green Zombie.
- Return to where you found the medallion, in the west area of the funhouse. Grab the Glass Cup on the northwest shelf. Scoop up some fluid from the green river in the access hall in the eastern part of the funhouse and return it to Green Zombie.
- Return to where you got the medallion. Pick up a **Ladle** from the north shelf, and use it to scoop up a **Red Door Key** from the cauldron.
- Return to where you found the rabbit and open the Red Door. Keep moving north until you reach the attic. Grab the **Golden Necklace** from a desk in the south. Return it to Green Zombie.
- Return to the lobby and read the note. Then go to the attic via the ladder in the eastern part of the funhouse and pick up the **Spiked Hammer** just to the south. Return to the side room in Green Zombie's area. Interact with the table.
- Return to Green Zombie's room, use the cabinet to get a **South Wing Key**.

Green Zombie

This is a unique one. You can escape from her, but if you beat her, you get an extra fight later.

- You must **Guard** when she charges up. Use **Enhanced Meditation** next turn.
- You won't be able to boost your evasion high enough to avoid her attacks. I recommend replacing your **Agility Rings** with the **Goddess Necklaces**.

You get **300G** for winning.

- Head back to the area with bloody footsteps and the four numbers in the west area of the funhouse. Open the door to the south and enter.
- Continue down the linear path until you reach an area with a green door. Head south and interact with the table to get the **Circle Key**.
- Proceed east and go up into the first room you can. Pull the blue switch in the northwest area of the room.
- Return to the hallway next to the room where you got the medallion. There is a white capsule in the room to the right. Open it. You will get a **Green Key**.
- Return to where you found the Green Door. Open it. Then open the cabinet inside to get a **Carnival Token**.
- Continue down the path to the east until you reach a room with a bunch of Noires. Heal up. After an event, a fight begins.

Noirennette

She has quite a bit of health. Don't try to rush taking her down.

- She has a very basic pattern: She will cast **Quad Converge**, and then attack, sometimes twice.
- When she uses Quad Converge, **Guard**. Else, use your offensive or healing actions.
- Save up for **Energy Tap** if your MP gets low. When the boss is nearly dead, take the opportunity to refill your MP to near-full.

When you win, you get **1000G**, and an **All-In-One Booster**.

- Return to the area with the four numbers. The spikes are gone now. Go left.
- Talk to Purple Witch in the hall. Then head to the northwest room, and go up the ladder.
- Go to the safe and enter the combination. It says the combination is reversed, so . This will give you the **Moth Key**.
- Go all the way to the east side of the funhouse, and keep going east into the coffin area. Open the blue doors and go down the ladder. Talk to the Moth Girl down here - Nuzzi.
- Return to Purple Witch and fill her in on the situation. She will give you a **Grabber**.
- Return to Nuzzi. Luka makes her join him on the return trip to Purple Witch. Return to Purple Witch. After an event, you are tasked with finding the items.
- The first is in a chest just before the room that had the Green Door. Interact with the sparkle in the water and get the **Bright Light**.
- The second is in the chest in the coffin room. Interact with the sparkle in the water and get the **Mysterious Pot**.

- Hand an item back to one of the two women. The one you do not give an item to will attack.

Purple Witch/Nuzzi

Purple Witch and Nuzzi are separate fights, but the strategy is the same.

- Your evasion should avoid most damage, but **Guard** if she lands a Pleasure Break on you. This should prevent her highly damaging attacks from hurting you too much.
- Use **Serene Mind** if your evasion isn't high enough.
- Save up for **Death Sword Chaos Star** and use it when you can.

When you win, you get experience, but no money.

Either way, you get the **Master Bedroom Key**. Return to where the Green Door was, and instead go south down the stairs. If Green Zombie was beaten, you get another fight.

Orange Maid

She isn't too bad.

- She has a decent chance of landing a hit on you. Activate **Sylph** if things look dire. Also Guard if she lands a Pleasure Break.

When you win, you get **700G**. In the event just after, you will get the **Big Top Ticket**.

Return to the Funhouse Lobby. Your party members will rejoin you.

Big Top and Misc (Carnival)

- Remember the Token we got earlier? Go to the House of Mirrors lobby and turn it in to get a **Twilight Sword Patch**.
- Head north into the gaming area. All of the games are unwinnable, but you can get a H-Scene from each.
- When you proceed to Big Top, you will ultimately leave the carnival. Go there when ready - it is just north of the game area.

Black Daemon

She's pretty easy, now that you have more than 1 party member again.

- When she does a **Power Change**, have everyone **Guard**.
- Since this is the first fight with Tekken with you, and since most of her moves drain her own health, she will mainly be a liability. Have her basic attack and support with items when needed. Also make sure she casts **Fujin Step** on herself, and keep it active at all times.

When you win, you get **700G**. Takken will get Level 11 and learn Jikken.

Black Alice

This is the final boss of the area and this route's Part 2. She comes with a more complex strategy.

- She has four helpers with her. Kill them in the following order:
 - Queen of Hearts - She can heal the others, so kill her to reduce the DPS check.
 - Queen of Diamonds - She can debuff your party, making your attacks and defenses weaker, prolonging the battle.
 - Queen of Clubs - She can buff her party, also prolonging the battle.
 - Queen of Spades - She can hit your party with status effects, but they aren't too painful.
- Once you kill all of the cards, everyone gets an **Ultra Regen**, regenerating your HP and MP each turn. The boss will also unlock some powerful AOE attacks, but they will have trouble pushing through your buff.
- **Demon Skull Beheading** will help out here, due to the presence of multiple enemies. If you can land the Confusion, the boss' helpers might help you.
- Despite what the vendors says, you actually do get to keep the items you buy in the Carnival when you leave.
- Tekken should use **Fujin Step** to keep her agile. When she reaches 50SP, hit the target with a **Bash Break** and a **Tekken Style** on the next turn.

When you win, you get **3000G**.

Witch Hunt Village (Carnival)

We're finally back. Head out to Sabasa and heal/stock up. Then go north of Midas Village and into the mountain entrance.

Mountain Passageway (Carnival)

- Take the left path when you reach the 4-way intersection, and head through the tunnel.
- Take the right path and head down the stairs. Go north and open the chest holding a **Ring Piece C**. Head back up the stairs to the tunnel exit.
- Take the left path and head down the stairs.
- Go northwest and get a **Godly Bangle** from the chest.
- Return to the stairs and head up north. Take the western path, go through the tunnel, and press the button. This will destroy some boulders on the upper floor.
- Head back up, take the right path, go down the stairs, go north, and open the chest holding **Ring Piece C**.

- Go back upstairs, head down the set of stairs on the left, and keep going north until you leave the mountains. Then [head to the Safaru Ruins on the left](#).

Mountain Passageway (With MAGES.)

After a short chat with the guard at the entrance, you can proceed.

- When you reach the 4-way intersection, take the eastern path and follow it to the end. Open the chest holding **Ring Piece A**.
- Return to the 4-way intersection and take the western path. Go through the tunnel, and go south. Head down the stairs.
- Grab a **Godly Bangle** from the chest in the northwest.
- Head back to the stairs and go north. Go west when you reach the intersection, and crawl through the hole. Press the yellow button.
- Return to the intersection and go east. At the end is a chest holding **Ring Piece B**.
- Head back up, take the right path, go down the stairs, go north, and open the chest holding **Ring Piece C**.
- Open up your inventory and activate **Ring Piece A**. Ring Pieces A and B will be exchanged for **Ring Piece AB**. Then do the same for Ring Piece AB, creating a **Ring**.
- Return back upstairs, and go to the intersection near where you entered the mountains. Go east and interact with the water. You will get a **Water Ring**.
- Return back downstairs via the east stairs and use the ring on the fire just to the east.
- Continue down the linear path until you reach a fork to the north. Take the left path, and use the ring on the fire at the end.
- Go back and take the other fork. Use the ring on the fire after you leave the stairs. Then take the right path and press the blue button.
- Before you leave, head into the other cell and get the **Chaotic Blade Book**.
- Head all the way back to the line of four boulders in the entrance zone. Take the left stairs down and take the right path. Interact with the ice at the end to get an **Ice Ring**.
- Return to the zone where you pressed the blue button. When you get off the stairs, head north and use the ring to freeze the water.
- Return up the stairs and use the ice ring on the water in front of an opening at the entrance of the fork and the water at the end of the fork's left path.
- Return to the mountain entrance. Interact with the torch to get a **Fire Ring**. Head back down the right stairs.
- Head north and remove the ice blocking your way for a shortcut.
- Use the ring on the ice in front of the opening at the fork entrance. Walk through, and get a **Dark Sword Patch**.

- Head through the right path of the fork, go north, and remove the two pieces of ice with the ring. Get the **Supple Uniform**. Equip it on God Eater.
- Take the left path of the fork and use the ring on the ice. Proceed through.

Red Lizard

Your other two party members are likely going to be liabilities, since they've been sitting out most of the fights thus far. You will need to rely heavily on Luka for this one.

- Don't use **Blaze** or any other fire attack. This heals the boss.
- For Luka, use **Demon Decapitation**, and then **Demon Skull Beheading** when available. This has a good chance of disabling the boss for a few turns.
- For MAGES., use **Shock Beam**. Use **Blasphemous Theoretical** when you have enough SP.
- For God Eater, have her use **Recovery Pill** when needed.
- For Cecil, use **Cross Slash** and **Rain of Blades**.

When you win, you get **3100G**. God Eater might reach Level 4 and learn **Confuse S** and **MP Regen**.

- Grab a **Critical Crystal** from ice in the northwest. Also grab a **Restoration Stone** from a jar in the east.
- Head back to the zone where you turned interacting with ice to change the ring into an ice one. Continue north, past the intersection, to leave the cave. Then head east into the Saloon. You may also want to rest up at Sabasa before proceeding.

Saloon (With MAGES.)

- There's an exchange shop in the southwest corner that will let you exchange the **Bamboo Sword** for a **Bamboo Sword+**.
- Near the entrance is a consumables shop. Stock up if you like.
- You can buy some outfits for the party, and some powerful weapons and armor. However, the powerful gear is unaffordable.
- Sleep at the Inn by talking to the receptionist. Luka's AGI will go up by 2.
- When you're done here, exit and head [west into Safaru Ruins](#).

Safaru Ruins

- Open the chest to the west, getting a **Green Shoulder Token**.
- Head up the stairs and to the east; open a chest holding **300G**, or a Base Staff if MAGES. is present.
- Head north from there, and open a chest holding a **Power Charge Potion**.
- Head southwest from there, and open a chest holding a **Recovr-Little**.

- Head up the next set of stairs into a new area. Go across the walkway and take the first flight of stairs south. Open a chest holding an **Expanding Jelly**.
- Go up the stairs, go to the west, and go all the way south. There is a chest in the southwest corner holding an **Earth Stone**.

It is time to choose where to go.

- If MAGES. is not in your party, [go here](#).
- If MAGES. is in your party:
 - If you want to chase the Green Dragon, [go here](#).
 - Otherwise, [go here](#).

Safaru Ruins (Carnival)

Head up all the way north, and then go through a hole in the wall towards the southeast. Head all the way east into another area and [talk to Gnome](#).

Safaru Ruins (Chase)

Return to the entrance zone. A path leads east. Use it. Then go north into the dark opening. You will get a warning - ignore it and proceed.

Green Dragon

You'll be on your own for this one. Doesn't really matter though - she's a joke.

- Use **Demon Decapitation**, and then use **Demon Skull Beheading** when available. She should fall quickly.

When you win, you get **3000G**.

Control will switch to MAGES. You will also lose access to the party inventory.

- Move along the linear path. MAGES. will see someone. Interact with the green capsule. Then continue along the linear path.
- There's a vending machine along the way, but you won't be able to buy anything - you lost all your money.
- When you reach the fork, head south. Interact with the red switch on the wall.
- Continue moving south. Interact with the chest, getting a **Blue Necklace**.
- Continue moving along the linear path, and get **65G**.
- Go back to the vending machine and get **Artificial Slimes (7x)** and **Energizer (7x)**.
- Return to the green capsule. RED and a copy are here.

RED Capsule

A bit tough, since most of your resources have been removed.

- Have MAGES. use Shock Beam. It deals some decent damage.

- God Eater won't be able to hurt the boss much. Have her **Guard**, and then have her heal if needed.
- If you get affected by **Exhausting Air**, **Guard** until it goes away.

When you win, you get **30G**. God Eater will reach Level 5, learning **Confuse S**, **Skill Bind S**, and **MP Regen**.

- Head back to the fork, take the eastern path, and proceed down the linear path.
- Eventually, you will find a red tree thing. Use it to cross the gap.
- Interact with the computer to get a code - 6215.
- Follow the instructions on the terminal to the north. The answer is .
- Head north and open the chest holding **40G**.
- Head south and use the red tree to cross the gap.
- Follow the instructions on the terminal, specifically the last three operations. The answer is .
- Head back to the first red tree you crossed. Cross, and move north to another red tree. Cross using that one, and follow the linear path to another terminal. Follow the instructions - the answer is .
- Cross back over, and head to the terminal in the east. Follow the instructions - the answer is .
- Go back to where you found the chest and head east. Cross the gap and move to the next area.
- There's a vending machine. Get **Resurrection Fluid (3x)**, and enough items to hold **Artificial Slime (10x)** and **Energizer (10x)** after the shopping.
- Head to the next area.

RED Duality

She takes a bit longer to put down.

- Have MAGES. use **Shock Beam**.
- God Eater should be trying to inflict status effects. **Confuse S** is a good move for this. Have her do heals if necessary.
- RED should use **Triple Shot** or **Bzzt Yo-yo** to attack or **Sweet Stuff** to heal. Cast **R.E.D.** when there is enough SP.

You get **20G** for winning. MAGES. Will get Level 7 and learn **Extension** and **Magic Dagger**. God Eater will get Level 6 and learn **Paralyze S**. You will also automatically get a full heal after the fight.

Move into the next room and talk to Kurome.

Kuromessiah

This is the final boss of this route's Part 2 and has a lot of health.

- **Guard** until any **Exhausting Air** debuff goes away.
- If the boss **Guards**, also **Guard**.
- Otherwise use a similar strategy as before.

You don't get any money for winning. However, everyone will level up.

Luka will rejoin. Walk through where Kurome was standing and exit through the north, and use the elevator. Gnome is just to the south. When Gnome joins, [you get a camping scene](#).

Tent

Talking to Gnome will load a tent scene.

- Talk to Cecil and she will learn **Demon Decapitation**.
- Talking to Tekken and training with her will boost Luka's AGI and Tekken's AGI by 3.
- Training with God Eater doesn't do anything.
- Neither does talking to RED.
- Talking to MAGES. will boost Luka's ATK by 1 and MAGES.' MATK by 1.

Return to the tent when done. You will be returned to the ruins.

Safaru Ruins

There are some chests to get after getting Gnome.

- Head southeast and grab the **Blue Shoulder Token**. If Cecil is with you, she will learn **Holy Raid** instead.
- Head to the west exit, and go south. Follow the path to another chest, visible from the previous one. It holds a **Rejuvenating Potion**.

Exit the ruins and head east. You will get a message that Part 2 is over.

END

Safaru Ruins (No Chase)

Head all the way to the northwest and go through the hole in the wall. Then go up the stairs. A fight will begin.

Yellow Cat

You have to fight her by yourself, but she's pretty easy

- She isn't too tough. Open with **Demon Decapitation**. Use **Demon Skull Beheading** to land Confusion. She should die quickly.

When you win, you get **3100G**.

Keep moving forward into the next area. Move southeast and grab the **Rejuvenating Potion**. Make sure you have at least 40 MP before you proceed.

Yellow Anomaly and White Anomaly

The start of this fight is scripted, and is followed with a normal battle. It will take a while.

- As **Sylph** suggested, activate her on Turn 1.
- **Guard** Turn 2.
- Activate **Gnome** Turn 3.
- **Guard** Turn 4 and 5.
- You are fully restored on Turn 6. The actual battle starts here.
 - If White Anomaly casts **Preparation**, activate **Sylph** or you're dead.
 - If someone activates **Power Charge**, activate **Gnome**, unless you are confident you will evade the attack.
 - Focus on White Anomaly first, so she can't use her **Corrupted Song** anymore. Hit Yellow Anomaly instead if White Anomaly uses **Gnomaren**, and vice versa.
 - Use basic attack for most of this - you need the MP for **Sylph**, **Gnome**, and **Meditation**, and you need the SP for **Energy Tap**.
 - Once White Anomaly is dead, activate **Gnome** and whittle away Yellow Anomaly's health until she dies.

When you win, you get **4000G**.

You will take control of MAGES. or Cecil. Head to the entrance to the Ruins.

Control returns to Luka. Head to the southeast and grab a **Blue Shoulder Token**. Then go to where your teammates were. Leave the Ruins and head east - heal up at Saloon if you have to. You might leave Sentora for good soon, so you might want to try the Cave of Illusions II, located in a cave far east of Saloon's location.

Cave of Illusions II

Almost immediately is your first fight, if you didn't recruit Cecil.

Dark Cecil (Improved)

She will take some time to bring down. Unlike her real counterpart, she can't hit you with status effects, she just hits really hard.

- You're going to need **Gnome** for this one, since you'll be taking all the punishment. Keep her active at all times.
- If she uses a **Power Charge**, **Guard** right away.

- She has enough health to make rushing her difficult, so **Energy Tap** is your friend here.
- Use **Meditation** if you ever reach half health. Combined with **Energy Tap** and **Gnome**, you should be able to last indefinitely.
- Her scariest attack here is **Dark X-Slash**, which can hit you for half health assuming **Gnome** is on.
- Basic attack should serve you well for most of this, but if you get close to the SP cap of 150 and your MP is close to full, spam **Demon Skull Beheading** for a bit.

When you win, you get **3300G**.

Proceed to the next area. Use the potions on the floor, and fight the next boss.

Red Lizard (Improved)

She's a bit easier than the Cecil fight.

- Use **Gnome**. She'll be able to hit you easily, but it usually hits for pathetic damage. Her **Flame Slice**, on the other hand, hits for about half health. This will help you build SP.
- She can hit you with an **Ablaze** status effect via **Mega Blazen**, which is annoying, but can be waited out.
- Use **Demon Skull Beheading** when possible. Basic attack otherwise.

When you win, you get **3100G**.

- All the way to the south is a chest with a flashback...sort of. Luka will learn **Ailment Slash**.
- The northeast chest has an **Energizer**.
- South of the previous chest is a **Neutral Stone**.
- Go up the stairs nearby and approach the person at the end.

5pb. (Improved)

The danger from this one is her **Skill Bind**.

- Use **Gnome** again to counter her damage.
- Her **Skill Bind** will stop you from landing status effects, but you can still use **Energy Tap**, **Gnome**, and **Meditation** just fine.
- Use **Demon Skull Beheading**. If the Confusion hits, follow up with **Ailment Slash**.
- Like the Cecil fight, **Energy Tap**, **Gnome**, and **Meditation** should keep you alive.

When you win, you get **3000G**. You also get a sort-of flashback, causing Luka to learn **Swift Decapitation**, replacing **Demon Decapitation**.

Heal up on the way out, exit the cave, and enter the large black hole.

Underground Hole (No Chase)

- Climb all the way down the ladder.
- Read clues around the room.
- Interact with the blue lasers in the west. The correct answer is .
- Head down the stairs. You will now be able to use **Sylph** and **Gnome** at the same time.
- Interact with the lasers on the floor. MAGES. will spawn in the southwest area of the map. You can choose to get close.
- The clues will spawn. The correct answer is . Continue down the stairs.
- Head to the northwest and grab the **Chest Key**. Look at the clues.
- Head back to the first floor and open the chest to get a clue.
- Interact with the lasers on the third floor. The answer is .
- God Eater is to the west of the lasers. You can choose to get close.
- Open up the chest just to the south for a **Crimson Shield**.
- Head down the elevator. Interact with the lasers. The answer is . Open the chest inside and get a **Red Shoulder Token**.
- If Cecil was in your party, you will see her when you head east. You can choose to trust her.
- Check out all the clues. The blue lasers are in the north. The answer is .
- A variety of fights can happen here.

M-7/G-9/C-1

They aren't too hard.

- Turn on **Sylph**, and keep her on. This should help you evade a good number of attacks.
- I favor taking out C-1 first to hurt their healing and because her health is pathetic. Go after M-7 next; G-9 will take some time to bring down.
- **Swift Decapitation** will be very useful if you have it.

When you win, you get **5500G**.

M-70/GE-99/C-19

Luka will power up, making things much easier.

- Begin with **Fanatical Heaven Dance**.
- **Sword of the Heavens** will deal some respectable damage to all enemies. Use it until you can cast **Thousand-Fold Rakshasa**, which will do serious damage. If you're fighting all three, you might get enough SP back to chain this move over several turns.
- **High Meditation** will be your healing skill.

- If you get hit with a **Debilitate**, **Guard** until it wears off.

You don't get anything from the fight.

Anyone you got "close" to earlier in the dungeon will be made unavailable. If you lose three teammates, the game ends here.

If you lose one or two teammates, and those teammates were your whole team (except Luka), extend the platform and proceed forward. [Activate the capsule](#). This route is only possible if you didn't recruit Cecil, God Eater, or both.

If there is at least one survivor, you will automatically return to Saloon.

Arfiore's Lair (No Survivors)

- You will be sent somewhere else. Exit through the south.
- Interact with the door to the north. Then continue east.
- An event will occur. Head north into one of the cabinets. When the event is done, head through the east exit.
- Head up the stairs. Hide to the right when prompted. When the coast is clear, keep heading north.
- An event will occur. Head west first and pick up the **Round Sapphire**. You can keep heading west and head down the elevator, where you will be immediately killed for a Monsterpedia entry. Head back to the 3-way intersection and keep heading north. You will end up outside.

Hyperdimension (No Survivors)

- Open the chest to the east and get **Nep Bull (2x)** and **MP Charger (4x)**. Continue down the path.
- A fight will begin. Make sure you're healed up.

Purple Maiden

Welcome to your first fight in Hyperdimension.

- Active **Sylph**.
- If you're a bit low on MP, save up SP through basic attack and use **Energy Tap**.
- The boss can **Hypnotize** you, which takes control away for a few turns. If you survive, this will eventually wear off.

When you win, you get **1000G**.

Move west. Then head south. You will encounter Compa, IF, and another enemy.

Purple Strider

You don't even get time to prepare Compa and IF.

- Compa is good at healing MP and HP, as you would expect from a medic. Keep her on recovery duty. Guard if you need more SP.
- Luka and IF will be your heavy hitters.
 - Have IF use **La Delphinus** or **Rush**. Use **Demon Slice** if you have the SP for it. Compa should be used to keep IF healthy.
 - Have Luka activate **Sylph** and use his best SP attacks, opening with **Demon Decapitation**. **Demon Skull Beheading** will be good for disabling the boss.
- **Guard** if you get hit with **Stale Air**, and continue until the status effect is gone. She can get you with **Poison**, which really hurts.

When you win, you get **1200G**.

You will arrive in Planeptune. Equip Compa and IF with the best stuff you've got. Keep moving west into the next area.

Purple Guardian

It's the final boss of this particular route's Part 2. Still, it's pretty similar to the previous one's strategy.

- **Guard** if you get hit with **Stale Air**.
- Make sure Compa's only duty is to keep everyone alive and well-stocked with MP using **Compa's Band-Aid Kit** and **Compa's Recharge**. **Guard** if not doing either of these things. If you must, her **Inoculate** can deal some pretty decent damage.
- Have Luka use **Demon Decapitation** and **Demon Skull Beheading**.
- For IF, use **Demon Slice**; **La Delphinus** or **Rush** otherwise.

When you win, you get **1500G**.

There's a bunch of events and worldbuilding. Then there's a message to wait for Part 3.

END

Saloon (Survivors Present)

- You will take control of whoever's left. Exit the inn, then go down the stairs to the northwest.
- Meet Luka and control will switch back to him. Talk to the airship owner.

Desolate Sky (Survivors Present)

This place has a temperature mechanic. You need to stick by shelter or a fire or you'll freeze. On the other hand, staying warm heals you. If you get drenched in water, you'll freeze faster. However, freezing will not kill you; you will just be reduced to 1 health and get the frozen status.

- Head east, then take the second path south. Hop over the gap. You can rest in the inn for **10G**.
- Slide down the waterfall and enter the building.
- Rest at the fire to your right when you enter. Interact with the sparkle up top for a clue to the combination. Continue down another waterfall and talk to the woman at the end.
- You will talk to Bouquet. She will give you **Boost Feathers** recovered from the CPU player characters.
- Go back to where you originally met Bouquet. Hop across the small gap. Enter the building and go up the stairs.
- Hop across the gaps (there's no sparkle). Move all the way north into another building.
- Perform the following:



- There is a new clue upstairs.

- Continue along the linear path. When you enter the area with a green door, there's the last clue along the wall to the west.
- Go back the way you came. After exiting the water room, take a right and head into the building to the northeast.
- You have all you need to open the chest here. You need to know how to assemble the numbers and what the numbers are - once you know that, getting the code is easy. The answer is . You will get the **Red Insignia**.
- Head all the way to the east and take the water slide.

Goddess of Order (First Fight)

Yes, you're supposed to survive this.

- Activate **Gnome** immediately or you're dead.
- **Guard** if your health is high. Otherwise use **Meditation**. Assuming **Gnome** is on, she can hit you for half health.

The fight ends after 6 or so turns.

- Use the green circle nearby. It will take you back to the main entrance. Then go back to the top of the water slide and meet up with the team.
- Heal up and ride the slide again. Move down the path, and the door should open due to the insignia you got earlier. Enter the castle.

Desolate Castle (Survivors Present)

- Go to the area on the right, and open the chest holding **Goddess Fruits (2x)**.
- Head back to the lobby, north into a courtyard, west into a hall, and take the first north into a room. Sleep here.
- The idea for the upcoming puzzle is to:
 - Find a pair of rooms that look nearly identical.
 - Change them to be perfect copies.
 - Only one room in the pair is mutable.
- Let's begin. Exit and go into the southwest room of the hallway.
 - First, .
 - Second, .
 - Third, .
- When you are done, Luka should hear metal moving. Head back into the courtyard and head east. Interact with the sparkle at the end. You will get a **Blue Insignia**. Exit the castle and warp back to the main entrance.

Desolate Sky (Survivors Present)

- Head east, and enter the west building. You will notice that there's now a convenient teleporter here to get you on the other end of the slide.
- Climb up and exit. Interact with the end to the north. Proceed through and enter an Observatory.
- Read the note. Bouquet gives you a status report. She also gives you a **Model Chest Key**, **Elder Tree Sap (3x)**, **Breath of the Goddess (2x)**, **Fruit of Light (x3)**, and **Embrace of the Goddess (3x)**. Bouquet will also serve as your shopkeeper from this point forward.
- Return to the castle. Go through the courtyard, and go to the east area. Go north into a 4-way intersection.

Desolate Castle (Survivors Present)

- Head into the room west of the intersection. Open up the model chest to get the **Green Insignia**. Then go back to Desolate Sky, climb the building with water on the ground floor, and head to the end of the path with a green door.

Desolate Sky (Survivors Present)

- Open the chest in the clearing, holding a **Green Bear**.
- Head west. Jump into the water and get a **Goddess Necklace**.
- Return to the 4-way intersection leading to the model chest.

Desolate Castle (Survivors Present)

- We will now solve the horizontal puzzle of this intersection.
 - Head west and
 - Then
 - Then
 - Finally,
 - You get a notification that something happened, but you are not done with the puzzle.
- Go all the way south, hop across the glass platforms to the west opening, and go all the way north.
- Pick up the purple bottles on the table and fill the trophy to the southeast with them. Then put them back.
- Head back to the intersection, go north, and pull the switch. Go down the ladder inside and pick up the **Branch of Leanverde**.
- Return to the courtyard. Open the door to the north and walk through.

White Princess

Looks like someone made a Rom/Ram hybrid.

- She can attack twice, which is annoying, but can help you build up SP fast.
- For Luka, put up **Sylph**, use **Demon Decapitation**, and try to confuse her with **Demon Skull Beheading**.
- For MAGES., use **Blaze**.
- For Cecil, use **Cross Slash/Rain of Blades**. Use **Blade of Healing** if someone goes to half health.
- For God Eater, one of her status effect skills should work nicely. I recommend **Poison S**, then **Confuse S**. Use **Recovery Pill** if at least half the party is around 60% HP.

When you win, you get **5500G**. You also get a **Brown Key**.

After an event, White Princess will join you, though she's only actually usable if you have less than 4 party members. Head to the back and press the button in the fireplace. Then go back to Desolate Sky's main entrance.

Desolate Sky (Survivors Present)

- Head back to the Observatory.
- After the event, head back south and head right at the intersection. Go through the path formerly blocked by the green door, and follow it all the way to the brown doors. Open them with the key.
- Proceed through and go all the way west. Get the **Tower Key** from the chest.
- Go back to the main entrance and head east. The walkway to the right of the rightmost building leads to the tower. Use the key on the gate, heal up at the castle's bed, and proceed to the tower.

Desolate Tower (Survivors Present)

- Head up the stairs to the northwest. Note the color and order of the orbs nearby.
- Write the colors into the emitters up here. .
- Head back down and go counterclockwise. Pull the switch at the end.
- Take note of the color code nearby. Then go to the center and jump in the hole.
- Enter the code from before. . Then go all the way east, then all the way north to a switch. Pull it. Exit this area through the black patch northwest of the emitters.
- Head through the linear path. When you reach the third floor, hop over the wall to your southeast.
- Continue down the path and hop over another wall next to a red switch. Hop over and pull the switch. Then jump into the hole.

- Pull both switches. Go back the way you came to the 4-way intersection on the third floor.
- Head south, then clockwise. Hop over the wall and flip the switch. Then go to the 4-way intersection, go north, and hop over the east wall. Open the chest holding **Round Amethyst (2x)**.
- Go down the stairs in the middle of the 4-way intersection, and go up the hole. Interact with the switch to send air back downwards, and return to the 4-way intersection on the third floor.
- Go to the hole located at midnight by going south and moving counterclockwise. Head down another hole, then go clockwise. You will get a “flashback”. Luka will then learn **Slash Boost** and get **1200G**. Pull the switch nearby, then go back up.
- When you reach the second floor, head north and go up again. Hop the wall and pull the switch. Head back, and interact with the water. You will be back outside; take this opportunity to do whatever resting and shopping you need. Then re-enter the tower.
- Hop into the hole in front of you, change the air direction with the switch, and go back to the third floor. Take note of the four orbs in each quadrant of the room (red ones don’t count). Then hop into the southeast area.
- Answer is, from northwest to southeast: .
- Head up the stairs, then go north.

Goddess of Order (Second Fight)

I’ll be honest here - she’s going to wipe your party. So, don’t use any items and just let yourself get killed.

Goddess of Order (Third Fight)

Luka will power up to fight her. One of your teammates will power up with you - I think who this is depends on who you controlled in Saloon. Regardless, all of your teammates will assist you in this fight.

- This is the final boss of this route’s Part 2. Use everything you’ve got to take her down.
- If she starts to debuff you, **Guard** for a bit.
- For Luka, do **Fanatical Heaven Dance** right away. Use **Sword of the Heavens** and **Thousand-fold Rakshasa**.
- For MAGES., provided she is powered up, use **Magic Dagger**. It costs nothing to use, and builds SP. Use **Antichthon** when you can. You should also use **Scald** to make sure the boss’s attack is suitably debuffed. **Zap** is also a good choice for disabling the boss for a bit. Use **Extension** if you hit the boss with a status effect.
- Everyone else should help you heal, or try to debuff the boss.

When you win, you get **1000G**.

You now get a message that Part 2 is over.

END