11 Felix Cancels = Ground Flash Tonic Kite no Luff  
15 Felix Cancels = Ground Flash Luff Kite (no tonic?)  
17 Felix Cancels = Ground Flash Tonic Luff (no kite)  
Call Felix ~~G  
  
Select x3 on Felix  
UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP, SELECT

(Mashing text is 5% faster than holding B)

Kandorean:

Hold left leaving well  
After warping to end, skipping chestbeaters via retreat warp fall into void is quicker  
Up at end of rope before fog; Fog = Fume/Def/Ray, Fume/Def/Def  
  
Shrine of the Sea God

Save before Breath fight (he likes to run, mb rn manipulate?)  
Breath: Fume/EQ/Def, Fume/Echo/Def

Dehkan

Iron: Fume/Echo/Ray, Fume/Def/Ray  
Pound Cube menu:   
Themis Axe (L) -> Metal Vest on Felix, Pound on jenna  
Hotkey Pound to L  
Cannon: Fume/Ramses/Ray, Mercury/Def/Ray

Madra 1:

Get Nurse Cap and Sleep Bomb  
Retreat after Pirate Sword

Osenia (4 fights to get 7)  
  
Kobold/Dino - Blast or Flare Wall (K)/Atk (D)/Ray (D)  
Gnome - two psynergy (or echo)  
momonga/momonga/emu - blast/atk (E)/ray  
Emu: fume/ray  
  
Pre-Blitz Menu; Guardian ring to Sheba, equip pirate sword (nurse cap?)  
Djinn: Iron trade Cannon, SB Iron/Echo, Set Breath, Cannon  
Blitz: Fume/Spire/Ray, Fume/Ramses/Def  
  
Psynergy stone before Scorpion for more efficient PP drain  
  
King Scorpion: (Need level 7)  
J: Ma, F: V, S: Me+J  
SB Echo/Iron/Fog, Sleep bombs to Sheba  
  
T1: Cannon/Def/Blitz  
T2: Mars/Ramses/Sleep Bomb  
T3: Fume/Atk/Jupiter  
T4: Atk/Def/Atk  
T5: Cannon/Echo/Blitz  
T6: Atk/Venus/Mars  
T7: Merc/Atk/Jupiter  
T8: Cannon/Echo/Ray

Gondowan Cliffs:

Gondowan Skip; up+left until first bump, then up until no bumps and then up+left again

Single Target: Fume/Plasma (Atk w/ F if Gorilla)

Multi Target: FW/Atk/Plasma as neededNaribwe:

* Sell Themis axe
* Buy Adepts Clothes for Jenna/Sheba, armlet for Jenna

Kibombo

3114303210 - R1: Gorilla,   
R2: Move, Gorilla/Fairy (Cannon (G)/Spire (F)/Plasma (G)),  
 Cave: x3 Fairy (Mars/Def/Plasma),   
R3: Fairy (cannon/def/plasma), Fairy/bat (def/EQ (L)/Plasma (R))

Gabomba

Set pound to L when using Pound

Steel: SB Me only  
Cannon/Echo/Diamond Dust/Blitz  
Def/Def/Neptune/Jupiter

Anubis: (gotta find a place to apply this)  
Doomsayer+Demon -- All atks on demon  
Mad Blast/Def/Drench/Plasma  
Def/Def/Douse/Blitz

* Save before Waft, don’t reset  
  SB all, set Echo/Cannon  
    
  Waft: Neptune/Echo/D Dust/Ramses   
  (Or Cannon/Echo/Neptune/Ramses if low PP)  
    
  Kindle: Def/Echo/Neptune/Atalanta  
  Char: Man from above

Aqua Hydra

* Aqua Hydra room, walk deep into doorway then retreat/save
* Align with column in middle of ship (between book cases)  
  Go up until screen shifts then up+left
* New method: up+left at corner until screen cuts the barrels on the left  
  in half, then as before
* Hotkey douse to L when using it
* In ship, up left until light water comes into view then right

N Oenia

* Grab lucky medal (immediately left against wall)

Apoji Islands

* Go buy water of life or you’ll regret it later
* Sell pirate sword, get Ank for Sheba if no Anubis drop

Aqua Rock

* Mist Sabre to Jenna (keep around 15 PP on Piers)
* Left most marked stone, retreat warp, up+left to find felix
* Position on left most corner in water

Skip: (reset any encounters)

Up (5s)  
Up Left until 2nd Flash  
Down to get Flash  
Left until 4 flashes (tapping left)  
Up (should get 1 flash immediately) until 3rd flash  
Then left until 2nd flash, one down, then left (3rd flash = oh shit)

* Steam = Tiamat/Cybele/Procne/Storm Ray after reset, else Shade/etc. and an atk

Yallam

- Save in Sanctum, reset  
- Run straight to sunshine and get the ring ASAP unless guy goes left  
- facing left-right – right+up = run to log  
- left-down = walk from bridge to sunshine

1940304194 -- right up up up  
3808937299 -- down up up up  
3114303120 -- up down right right  
1665528713 -- left right up down, run to force log  
 3119685518 -- left down right up, walk from after bridge to sunshine

E. Tundaria

- Grab lucky medal (blue pot)

Airs Rock

* Left after E. Tundaria until hit rocks, then up
* Nothing interesting, just spam avoid

Tundaria

* Mobs outside can be cleared with psynergy (should be full hp/pp)
* Wheeze: Shade/Cybele/Boreas/Tiamat
* After going through left door, bottom left exit to grab a mint
* Reflux: Boreas/Thor (maybe shade?)
* Make sure to have enough PP for retreat after burst brooch
* Lightning Sword to Piers

Briggs

* Meteor/Boreas/Def/Thor to kill Briggs
* Need 8 PP with all Djinn set (and no misses) to complete ship puzzle
* Lucky medal between flooded houses
* Psy crystal in the reveal stones

Daila

* Psy Crystal top right of right most puddle (near tree)

If near level 19 (~2k exp) skip Avimander and do Serpent first (buying equipment ofc.)  
(recover djinn after serpent though!)

Avimander:

* Jenna: Me+Mud, double tap fog then steam  
  Felix: Wheeze + V + spring  
  Piers: Blitz (first) Breath + Ma  
  Sheba: Whatever is left (waft set)

Avimander: (use felix’s mint after this)

* Set all everything except for Waft and Mud  
  T1: Mud/Thor/Boreas/Waft  
  T2: Meteor/Judgement/Diamond Berg/Tornado  
  T3: Shade/Wheeze/Blitz/Waft  
  T4: Fog/Def/Plasma/Procne

Don’t use Blitz with Piers and use Breath on T4 if after serpent

Champa Shop:

Plate Mail to Felix (4.4k)  
Plate Mail to Piers (4.4k)  
Silver Armlet to Sheba (4k)  
Silver Armlet to Jenna (4k)  
Blessed Robe to Sheba (7k)

Gaia Rock

* RR**D**DDRDR**R**UULUU
* Jenna: Mars,   
  Felix: V

Piers: J  
Sheba: Me

Serpent: WATCH ALL OF BOREAS AND METEOR  
Over 102Agility on Jenna/Felix  
Felix: 203HP (4)  
Sheba: 144HP (4)  
Piers 204 (3)  
Jenna 168

311 (PS+impair fails, J>F)

T1: Impair/Judgement/Boreas/Thor (Toxic Breath PS, QuakeS, Curewell)  
T2: 5ac Meteor/Ring/Defend/Def (Briar JFP, Toxic PS, CW)  
T3: Def/Echo/High Impact/Fog (Atk S, Ice FPS, Briar JF)  
T4: 1ac Def/Ring/Breath (P)/Spring (S) (Ice JF, Briar JFP, Atk (J))  
T5: 1ac Cannon/Iron/Blitz/Shade (Toxic PS+S, Briar JFP, Briar PS)

T6: 1ac Char/Ring/Wheeze/Steam (Toxic PS, Briar FPS, MP F)  
T7: Kindle/Mud/Waft/Nurse (S) (Ice PS, QS, Atk F)  
T8: Reflux (J)/Ring/Cure Poison (S)/Def (MP J, QS, MP P)  
T9: Summons GG!

3808 (JF, Impair+, S>F>J)  
T1: Impair/Judgement/Boreas/Thor (Toxic Breath PS, QuakeS, Curewell)  
T2: 5ac Meteor/Ring/Defend/Def (Briar PS, Atk S, QS)  
T3: 2ac Def/Echo/Breath (S)/Fog (Ice JF, Toxic FPS, Briar JF)  
T4: 13ac Cannon/Ring/Blitz/Spring (S) (Ice PS S2hp 144, Toxic PS+P MP J)

T5: 10ac Kindle/Iron/Waft/Shade (Toxic PS+S, Briar FPS, Ice JF) Jenna 10HP  
T6: 8ac Char/Ring/Wheeze/Steam (MP F, Toxic JF+F, QS)  
T7: 1ac Reflux (J)/Mud/Ply Well J/Def (Toxic PS, MP F, Atk P)  
T8: Summons GG! (3HP on F)1665 (toxic FPS+S pois, Impair+)

3808 (JF, Impair+, J>F)  
T1: Impair/Judgement/Boreas/Thor (Toxic Breath PS, QuakeS, Curewell)  
T2: 5ac Meteor/Ring/Def/Def (Briar JFP, Toxic PS, CW)  
T3: Def/Echo/Def/Fog (Briar JFP, MP P, Toxic PS)  
T4: 5ac Cannon/Ring/Blitz/Spring (J) (MP J, QS, Toxic PS+P)  
  
T5: Kindle/Ring/Breath (S)/Shade (MP J, QS, Ice FPS)  
T6: 9ac Char/Mud/Waft/Steam (MP J, MP F, Ice FPS)  
T7: Reflux (S)/Ring/Wheeze/Def (Toxic PS+S, CW QS)  
T8: Def/Steel/Def/Def (Atk S, CW, Briar JFP)  
T9: Summons GG

1665 (toxic FPS+S, J>F)  
T1: Impair+/Judgement/Boreas/Thor (Toxic FPS+S, Ice JFP (FPS), CW)  
T2: 0AC (1AC) Meteor/Ring/Cure Poison (S)/Ray (Briar JF, Toxic PS, MP P)  
T3: Def/Echo/Breath (P)/Fog (Toxic JF+J, MP J, Toxic FPS)  
T4: 3ac Cannon/Ring/Blitz/Spring (F) (MP F, Ice PS, Ice FPS)  
  
T5: 1ac Kindle/Ring/Waft/Shade (MP F, CW, Briar JFP)  
T6: 5ac Char/Mud/Wheeze/Steam (QS, Toxic FPS, MP F)  
T7: Reflux (S)/Ring/Cure Poison (J)/Def (Ice FPS, QS, Atk P)  
T8: Def/Steele/Ply Well (P)/Def (Briar FPS, MP S, QS)  
T9: Summons GG

1665 (toxic FPS+S, F>J)  
T1: Impair/Judgement/Boreas/Thor (Toxic FPS+S, Ice JF, Toxic JFP+F)  
T2: 2AC Meteor/Ring/Cure Poison F/Nurse (P) (MP P, QS, Atk F)  
T3: Def/Ring/Def/Fog (QS, QS, Ice JFP)  
T4: Cannon/Ring/Blitz/Spring (F) (Ice FPS, Ice JF, MP P)  
  
T5: Kindle/Iron/Waft/Shade (MP F, CW, Ice JFP)  
T6: 3AC Char/Mud/Breath (P)/Nurse (S) (Ice PS, MP F, Ice PS)  
T7: 1ac Reflux (F)/Ring/Wheeze/Steam (Ice FPS, Atk S, CW)  
T8: Def/Steel/Ply Well (S)/Def (??,??, CW)  
T9: Summons GG

3119 (JFP+P, Impair+)  
T1: Impair+/Judgement/Boreas/Thor (Toxic JFP+P, Ice FPS, CW)  
T2: 11ac Meteor/Atk/Cure Poison (P)/Ring (Briar JF, QS, Atk F)  
T3: 1ac Def/Fog/Def/Ring (MP P, QS, Ice FPS)  
T4: 5AC Cannon/Spring (P)/Blitz/Iron (Ice JF, QS, Toxic FPS)  
T5: Kindle/Cure Poison (S)/Breath (S)/Ring (Briar PS, Atk J, QS)  
T6: Char/Shade/Wheeze/Mud (Atk F, Ice JFP, Atk F)  
T7: Reflux (J)/Steam/Waft/Ring (Briar FPS, CW, QS)  
T8: Def/Def/Def/Echo (CW, Atk P, MP S)  
T9: GG summons

Djinn:

Best is probably: Jenna: V, Felix: Me, Piers: Ma, Sheba: J

Ankhol

* Fight stuff, need level 23 on piers.
* Can use avoid while sailing now

Sea Of Time:

Down + right after Champa, going right after the last light sea vanishes in fog

TAKE ONE FIGHT ON THE WAY, avoid after

First Volcano: start top right, go through top (take slipstream)  
Second Volcano: nothing interesting  
Third Volcano: start bottom left, go bottom left  
Fourth Volcano: start left, go left (across whirlpool)

Poseidon Strat:   
Jenna: Steel (S)/Iron (S)/Cannon (4S)/Kindle (1S)  
Felix: Echo (S)/Mud/Char (3S)/Reflux (2S)  
Piers: Me (with spirit ring)  
Sheba: J  
  
T1) Meteor/Mud/Ring/Trident (CR, WG)  
T2) Cycle Beam/Judgement/Ring/Blitz (Atk/Typhoon)  
T3) Kindle/Reflux/Ring/Breath (CR, Typhoon)  
T4) Cannon/Char/Ring/Wheeze <-- shade if possible  
T5) Meteor/Def/Def/Procne (on Felix also kills)

Lemuria:  
Lucky Medals: Top right statue below fountain, in left most flower to the right  
Right room in Hydros Palace, barrel top right

Eclipse: Top crab passes mid  
  
Aegis Mid:   
growth, bottom crab slightly right of 6 (outside Leda),   
bottom crab slightly left 6 R2L (outside, wildcoat)

If get Water of life/Leda then Lash,   
when turtle on left sits down, throw when bot crab on right (hestia),   
green crab passing mid R2L (wild coat)

Hestia Mid:   
Lash; bot crab passing mid L2R (wild coat),  
douse bot crab R2L past 6 (wild coat);   
lash (outside)

Erebus mid:  
Bot crab enters invis ring L2R (Leda)  
Growth bot crab passes mid L2R (Fireman’s Pole)  
Turtle @ 9 (Wild Coat)

Get mighty axe instead of Leda:  
Top crab L2R through right side invis ring (Leda)  
Growth+Move; once slow turtle changes direction near 12 (wild coat)  
  
  
  
(Cutscene lasts 1:10)  
Go back to J: V, F: Me, S: J, P: Ma

Western Sea:

After Lemuria, go left until light sea appears then down+left  
Go to Shaman Village first, visit Moapa and drop Wild Coats  
Sanctum warp, go to Petra and set up for Moapa before the Petra fight   
(only setting thor now)

Sanctum warp, enter/exit shaman village (heal up!)

Shaman Village:

Retreat warp out of Inn  
Retreat warp coming back from Djinn x3 (i.e. until Shop)  
Now go to Moapa’s house and grab Aroma   
  
Moapa: (set jenna first > felix > piers > sheba)

Jenna: V + Char, (everything standby except char)  
Felix: Ma + Mud + Breath (everything standby except Mud)  
Piers: Me + Waft (shade/steam/waft set)  
Sheba: Fog + J (all standby)

Make sure Breath is set before Sheba’s J djinn

T1: Char (L)/Mud/Shade/Eclipse  
T2: Meteor/Judgement/Waft (R)/Tornado  
T3: Cycle Beam/Breath/Defend/Eclipse  
  
Can attack kill one member mobs for the most parts from here out

Jupiter Lighthouse  
- Burn PP on the way to Contigo (get Iris before Lighthouse)  
- Cyclone L, Hover R  
- Standby all djinn before Agatio/Karst

Magma Rock

* Set up retreat warping with Isaac
* Interior skip; walk up left to find felix, run out top right corner of screen

Loho/Kalt Island

* Don’t inn at Loho if it can be avoided
* Petra: Eclipse+ Attacks

Northern Reaches:

* LRUD

Prox:

* Buy mist potions from shop, and water of lifes

Flame Dragons (with second party first, give them char and a shielding djinn)

* Use Iris/Eclipse/Cybele/ Shade or Flash
* Then finish with other party summoning cool shit

Mars Lighthouse

* Forget about the Mars djinn here
* DD setup:  
  Everyone else has stuff set for Iris

Jenna: Fog (1S)/Shade (4S)/Breeze/Zephyr/Breath/Blitz (S)   
Felix: Tonic (3S)/Chill (2S)/Kite/Squall/Waft (S)/Wheeze  
Piers: Flint/Iron/Mud/Petra/Geode/Lull  
Sheba: Granite/Quartz/Ground/Salt/Flash/Aroma (S)

Doom Dragon

Phase 1

T1) Breeze/Squall/Lull/Eclipse  
T2) Zephyr/Wheeze/Pretra/Eclipse  
T3) Fog/Ramses/Wish Well/Ground  
T4) Breath/Chill/Lull/Whatever  
T5) Def/Def/Def/Eclipse

Phase 2

T1) Shade/Kite/Wish Well/Aroma  
T2) Blitz/Tonic/Lull+Petra/Flash  
T3) Breeze/Ramses/Wish Well/Granite [Guard aura]  
T4) Fog/Chill/WW/Eclipse

T5) Breath/Wheeze/Lull/Mars  
T6) Shade/Squall/WW/Eclipse  
T7) Blitz/Waft/Procne/Aroma  
  
Phase 3

T1) Zephyr/Chill/Mars/Flash  
T2) Def/Kite/Lull/Eclipse  
T3) Fog/Squall/ Lull+WW/Flash  
T4) Breeze/Tonic/Lull/Aroma [Guard Aura]  
T5) Shade/Chill/Petra/Eclipse  
T6) Breath/Def/Def/Procne

(can do breath/squall/def/atalanta if felix outspeeds sheba)

Route:

Kandorean Temple  
Yampi Deset (scoop)  
Naribwe  
Kibombo  
Gondawon Passage  
Ship  
Aqua rock  
E Tundaria  
Airs Rock  
Tundaria Tower [Madra Warp]  
Alhafra  
Shrine of the Sea God (Daila warp)  
Gabomba (Mud)  
Champa  
Gaia Rock (NOT IZUMO)  
Champa warp  
Ankhol  
Champa warp  
Lemuria

427901988  
379923341  
1940304194  
3808937299  
3114303120 <-----------  
1665528713  
3119685518   
2394907567   
2687955900

Kibombo:

3114303120

When moving box align with dark brown pixels of dotted lines  
Standby Echo/Iron, Set Cannon

Gorilla/Dirge: Cannon/Ramses/Atk (L), Def/Def/Plasma  
Use lash

Hold B to get Disk Axe, AND EQUIP IT  
Align 1px to the right of brown area when using move  
Align rightmost bottom pixel of Felix's shadow with the right edge of the left 'dot'

Dirge: Def/Atk/Plasma  
Move after running a bit

x3 Fairies -- Blast/EQ/Plasma (sleep, atk x2 on sheba)

x2 Assassins -- Cannon (R)/Echo (L)/Plasma (R) (atk J/F), Def/Def/Blitz (atk J)  
Scoop

x2 Fairy+Dirge -- Def/Def/Plasma, Plasma (sleep + attacks)

DJINN

628/764/8C0/9FC 62C/768/8C4/A00 630/76C/8C8/A04 634/770/8CC/A08

01 = Flint 01 = Fizz 01 = Forge 01 = Gust

02 = Granite 02 = Sleet 02 = Fever 02 = Breeze

04 = Quartz 04 = Mist 04 = Corona 04 = Zephyr

08 = Vine 08 = Spritz 08 = Scorch 08 = Smog

10 = Sap 10 = Hail 10 = Ember 10 = Squall

20 = Ground 20 = Tonic 20 = Flash 20 = Kite

40 = Bane 40 = Dew 40 = Torch 40 = Luff

T1: Impair/Judgement/Boreas/Thor (Toxic Breath PS, QuakeS, Curewell)  
T2: 4ac Meteor/Cure Well (J)/Defend/Spirit (Briar JF, Ice JF, QuakeS CureW)  
T3: Atk/Fog/Atk/Spirit (Atk F, QuakeS, Atk F)  
T4: 1ac Cannon/Spring (P)/Breath (F)/Iron  
T5: Kindle/Shade/Waft/Spirit  
T6: 1ac Char/steam/wheeze/Mud  
T7: Reflux (F)/Def/Blitz/Spirit  
T8: Nut (J)/Def/Def/Steel  
T9: DIE

Agility Mod Codes: (FJSP)

82000A90  
82000BDC  
82000D28   
82000E74

82000A84   
82000BD0  
82000D1C  
82000E68

20 = 30 = 0

21 = ! 31 = 1

22 = " 32 = 2

23 = # 33 = 3

24 = $ 34 = 4

25 = % 35 = 5

26 = & 36 = 6

27 = ' 37 = 7

28 = ( 38 = 8

29 = ) 39 = 9

2A = \* 3A = :

2B = + 3B = ;

2C = , 3C = ?

2D = - 3D = >

2E = . 3E = =

2F = / 3F = <

40 = @ 50 = P

41 = A 51 = Q

42 = B 52 = R

43 = C 53 = S

44 = D 54 = T

45 = E 55 = U

46 = F 56 = V

47 = G 57 = W

48 = H 58 = X

49 = I 59 = Y

4A = J 5A = Z

4B = K 5B = [

4C = L 5C = \

4D = M 5D = ]

4E = N 5E = ^

4F = O 5F = \_

60 = ` 70 = p

61 = a 71 = q

62 = b 72 = r

63 = c 73 = s

64 = d 74 = t

65 = e 75 = u

66 = f 76 = v

67 = g 77 = w

68 = h 78 = x

69 = i 79 = y

6A = j 7A = z

6B = k 7B = {

6C = l 7C = |

6D = m 7D = }

6E = n 7E = ~

6F = o 7F =