



Strategy Guide

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Lexima Legends Story

This chapter summarizes the events from *Lexima Legends*, *Lexima Legends II – Vex Strikes Back* and *Lexima Legends III – Blood of the Gods*. Though very few of the events of the past are related to *Lexima Legends IV – Chaos Project*, they are vital parts of the story beforehand and this story wouldn't be possible if these events did not occur.

1.1 Lexima Legends Background Story

In the beginning the gods created a being and called it *Axmodeux*. At one point during eternity they created another being called *Chaos*. Unlike *Axmodeux*, *Chaos* did not possess a spiritual body or a consciousness. *Chaos* was pure energy and as such it began reacting. The reactions caused a change in form of the energy and created 4294967296 parallel universes and thus space and time. Each parallel universe was different, though all existed in the same location, namely the void surrounding *Chaos* itself.

Axmodeux grew jealous of the power that *Chaos* possessed and believed the gods favored *Chaos*. In the timeless void of eternity *Axmodeux* attempted to destroy *Chaos* because it was defenseless without a consciousness, but the gods prevented this from happening. Because they, in truth, loved their creations equally, they could not bear to destroy *Axmodeux*, and decided that their creations should solve their disputes among themselves. Due to *Chaos* being a completely different being, they have decided to limit *Axmodeux's* power in regard to *Chaos's* time and space and put it into a deep sleep on one of the material formations within one of the universes.

At one point within *Chaos's* time, it evolved and developed a consciousness. It created its first life form of pure energy much like itself. It realized that the only way such a life form could develop would be to separate it from its own consciousness. That was the creation of *Alpha*, the first *Guardian of Chaos*. As they were spiritual life forms, they were able to take on any material form they wished.

Chaos was aware of the threat *Axmodeux* posed, and shared its knowledge with *Alpha*. *Chaos* continued creating more *Guardians of Chaos*, but it never spoke to any of them. *Alpha* shared the story of *Axmodeux* with the *Guardians of Chaos* knowing that one day the time will come where *Axmodeux* will awaken and a devastating battle will follow. *Chaos's* intention was to create one *Guardian of Chaos* that would be strong enough to control all of *Chaos's* power in order to defeat *Axmodeux*. The last *Guardian of Chaos* created was *Omega*. The only *Guardians of Chaos* aware of the threat that *Axmodeux* posed were the ones in the universe where *Axmodeux* was located. Life continued to develop by itself throughout all universes and soon the first material organisms started populating the worlds.

As *Chaos* never spoke to any other *Guardians of Chaos* than *Alpha*, after many millennia they grew suspicious. *Axmodeux* did not appear and *Alpha's*

credibility was questioned. The Guardians of Chaos separated into two factions, one of which still believed Alpha, and one that did not. The latter faction was called simply the *Rebels* for rebelling against their common cause. Furthermore, the Rebels wanted to affect the material life forms even though this was forbidden. A long lasting war broke out between the two factions.

The Rebels were defeated and, to prevent genocide of their own life form, the victors decided to punish them by cutting them off from Chaos and forcing them to take one material form for the rest of their existence. Despite this, they would retain their eternal youth and they would gain the ability of organic life to evolve on a material base. In a way, their wish to be able to affect life was fulfilled. Weakened, the Rebels scattered throughout the universes over a long time. Chaos realized that it made a mistake by not telling all Guardians of Chaos about Axmodeux so it decided to speak to the ones that were still faithful to assure their loyalty. They were instructed to wait for one single Guardian of Chaos that would be created much later, which would be powerful enough to utilize all the of Chaos' power to destroy Axmodeux.

After several billion years, as Rebels were able to evolve, their appearance changed to the form of humankind. A radical turn of events was caused by the Rebel called *Leximus*. He was the first to be able to retain his ability to utilize the power of Chaos. It was not the full power but a much weaker fragment. Soon others followed, and all the Rebels regained that power. Due to Leximus being the very first to retain his power, it was decided to call the newfound power *Lexima*.

The Rebels' desire from eons ago had not changed, and they still wanted to affect life. But the situation had changed. While some still only wanted to affect life to further and improve it, others lusted only for destruction and revenge on all existence. They believed that if they had to suffer, everybody should have a similar fate. They also refused to accept the name Lexima for their newfound power and called it by its real name, Chaos. They called themselves the *Warriors of Death*, as their wish was death and suffering to all living beings. Both Lexima and Chaos are simply part of the original power Chaos.

The rest of the Rebels realized that the Warriors of Death were gathering strength and causing unrest among the life forms. They decided that the only way to stop them would be to unite as well and strike back. They called themselves the *Lexima Warriors*. Each Rebel took a side, without exception. The first war between the Warriors of Death and the Lexima Warriors had started. In the following millennia many wars would follow and a large number of the Rebels would die in battle. Many Guardians of Chaos tried to stop both sides, but because they often were only small groups, they were easily overpowered, and many of them lost their lives.

A change of the situation came when other living beings, the ones that were born, developed the ability to utilize Chaos or Lexima as well, though it was very rare that a being was born with that ability. Warriors of Death and Lexima Warriors started recruiting those living beings for their cause. Those new

Warriors of Death and Lexima Warriors were called the new generation, even though they were not nearly as strong. The wars turned into wars of numbers rather than power and tactic.

The new generation was never told that Lexima and Chaos were one and the same. The Guardians of Chaos saw the new generation as an anomaly that would be decisive for the coming of the chosen Guardian of Chaos and it was decided to deceive them, causing them to believe that Chaos is a destructive power that is only being controlled by Warriors of Death while Lexima is the power of the good and the just, and is used by Lexima Warriors. Lexima Warriors agreed to the decision and Warriors of Death did not care to spread the truth. Furthermore, the new generation was told that if the Warriors of Death were to disappear, it would cause Chaos to become out of control and destroy everything in its path. They were told that Guardians of Chaos are actually the incarnation of Chaos itself and that they would be the ones. The only way to prevent it would be if Lexima Warriors would destroy Chaos after all Warriors of Death have been destroyed. Neither Lexima Warriors nor Warriors of Death understood the reasons why the Guardians of Chaos would want the new generation to believe them to be part of a destructive power, but their wish was honored by both sides regardless of their disputes.

1.2 Lexima Legends 1 Story Summary

The first part of the story does not contribute much to the end result, but it has a few key elements that are vital for the overall story. At one point the last Lexima Warriors are killed and only new generation Lexima Warriors remain. But the other side took casualties as well. Only 13 of the original Warriors of Death remained. From the point of the death of the last Lexima Warrior, the *Final War* started. The Warriors of Death wanted to eradicate all remaining Lexima Warriors of the new generation, which proved to be difficult task. Yet, they instructed their new generation adepts to take care of the matter rather than doing it themselves, for they were more interested in the unusual actions of the Guardians of Chaos.

About 20 years later, the new generation Lexima Warrior called *Max* travels the world to find others who will assist him in his fight against the Warriors of Death. First it seems very simple, good against evil, but soon things start to become complicated and it is hard to tell who's on the side of the Lexima Warriors and who's on the side of the Warriors of Death. At one point it is revealed that Max's twin brother *Eric* is a Warrior of Death. Max fights against Eric and has to kill Eric in the end. Those events disrupt the balance of everything and the plan of Guardians of Chaos, so they decide to secretly revive and return the soul of Eric. This time freed from the Warriors of Death's influence, Eric finds Max again and joins him in his battle against his former masters.

During his travels Max also meets a mysterious Lexima Warrior called *Vex*. Vex' power is far greater than the power of a normal new generation Lexima Warrior and, as a legend of a chosen one to defeat the evil forces was Max's original motivation for his journey, Max assumes at first that Vex might be the

chosen. Later on another equally strong Lexima Warrior appears, going by the name *Blizzard*.

Max meets during his journey the spirit of Vex' mother alongside with Vex and learns that he was present during the attack 20 years ago when the last Lexima Warrior was killed. Vex' mother saved his life by leaving him in a small village on a different planet. Unlike Max and Vex, Eric was kidnapped during that attack and raised to be a Warrior of Death.

As time progresses, the Warriors of Death become aware of Vex' power, a few of them attempt to kill him without success. In the end 12 of the 13 Warriors of Death are killed by Vex, Blizzard, Max and his followers or one of the former new generation Warriors of Death that were manipulated by the Warriors of Death. Only one Warrior of Death remains and Max decides that it is time for a final battle. He gathers all the Lexima Warriors that he met during his journey to launch a large-scale assault on the base of operations where the last Warrior of Death resides.

During the battle Max and his primary followers infiltrate the base while the others fight on the outside. They encounter and fight against the last Warrior of Death. After an initial defeat, Max and Eric can't bear to have come this far and then fail, which triggers a synchronized emotional reaction that resonates the power between them. It causes a transformation which changes both their appearance into their true form, a *Dragmatek* which is dragon-like race that had the ability to transform into human form. As both never met their parents or were made aware of their origin, it is an unexpected chain of events. They are able to defeat the last Warrior of Death, but it's not without a price as they had walked right into a trap. The base is destroyed in a huge blast killing anything nearby be it Lexima Warrior or Warrior of Death.

Only Vex, Blizzard, the former Warrior of Death *Lethys* and the Warrior of Death *Alexander* survive due to being far away during the explosion. While the three Lexima Warriors prepare for battle, Alexander explains that he doesn't want to fight. His last words mark that now that all *Warriors of Death* have been killed, the Guardians of Chaos will randomly destroy everything, a believed fact that has been long ignored.

1.3 Lexima Legends 2 Story Summary

The story starts several years before Max starts his journey and follows Vex alias *Jason*.

At the age of 15 Jason's village is destroyed and burnt down to the ground by an unknown cause. Jason loses his memories, though he is able to retain what he still had of his identity such as name and age and that he has a brother called *Ryan* whose body was not found. He tries to continue his life in the nearby city Neo New York.

At the age of 17 Jason's school becomes target of a terrorist group and he manages to avoid being a captive. While trying to find a friend and protect her, something unusual happens which opens many questions for Jason.

One year later Jason is attacked by a monster that broke through the ground. Yet another sequence of unusual events cause Jason to realize and activate his power to utilize Lexima and defeat the monster.

During a concert Jason attends, another monster appears and attacks. After another victory, Jason is being approached by a Lexima Warrior from another planet who seeks his help. Jason starts his journey and learns of Lexima Warriors and Warriors of Death. He also finds the being responsible for the monsters on his planet to come from underground and cause trouble and is able to put it back into a deep sleep.

At one point Jason meets a mysterious Lexima Warrior called *Blizzard*. They fight and Jason realizes that Blizzard's power matches his own almost exactly.

Later Jason comes across a Warrior of Death who is too strong to be defeated and, as he learned during his travels of two powerful swords called *Exerion* which are fueled with the power of Chaos, he decides to find the swords in order to be able to defeat that Warrior of Death in a second encounter.

What Jason doesn't know is that the swords can't be wielded by one person alone. The swords react to energy patterns emitted by a person, which are unique for every living being, and to one person the swords will appear incredibly heavy regardless of their strength. In order to use the swords, it is necessary to let two persons each wield one blade. The more similar the energy patterns of the two, the more mass of the swords will be converted into actual power. Good results are usually achieved by family members where the best results are given by siblings or twins.

Before Jason encounters the Warrior of Death again, he encounters Blizzard once again. After an unexpected defeat, Jason decides to attempt using *Exerion* against Blizzard in order to turn the battle around, which Blizzard mocks. Following a chain of events, one blade ends up in Blizzard's hands and Jason realizes that Blizzard must be Ryan, his lost brother. Blizzard realizes the same and at first Blizzard can't accept that fact and leaves immediately without the sword. Later, when Jason encounters the powerful Warrior of Death, Blizzard returns and joins him in his fight. They are able to defeat the Warrior of Death and continue their journey together.

At one point Jason and Ryan together with Max and his followers are able to track down the location where their mother died which is a cave covered with a type of crystal that absorbs energy. After the spirit of their mother tells Max the story of how he ended up at the place where he spent his childhood and Max leaves, she tells Jason and Ryan the truth about their origin. Along with Max, she hid her own children on another planet, one different from the planet on which Max was hidden. Jason and Ryan are both the first born true Lexima Warriors. Their mother was a Lexima Warrior as well as their father *Leximus*. They were the first Lexima Warriors to actually experience love and have children, as Lexima Warriors didn't reproduce. This fact explains how Jason and Ryan are much stronger than ordinary Lexima Warriors of the new

generation. Jason also learns that his true name is actually Vortex and Vex is only the nickname his father liked to use.

After the final battle of Max and his followers against the last Warrior of Death, only Jason, Ryan, the former Warrior of Death *Lethys* and the Warrior of Death *Alexander* remained. His words that now that all *Warriors of Death* have been killed, the Guardians of Chaos will randomly destroy everything make the rest realize that it's no time to fight but to unite against a common enemy. Only nine Guardians of Chaos remain.

The party can track down eight of the Guardians and during the first six fights Lethys and Alexander lose their lives. In the seventh fight Ryan is killed and Jason is left all alone. Being the last Lexima Warrior alive, he is able to unite the two blades of Exerion into a black sword fueled with the power of Chaos: the true Exerion. Exerion in its true form amplifies the power of the Lexima Warrior who united it. With it, Jason is able to defeat the seventh and the eighth *Guardian of Chaos*.

While searching for the last *Guardian of Chaos*, Jason encounters a young woman claiming to be his cousin. It turns out that her uncle and aunt were the ones taking care of Jason and Ryan during their childhood without them actually knowing that they aren't really their parents. Jason grows fond of her as they had a great friendship as children. In the few days they spent together in a moment of weakness, sorrow and fear of loss, Jason gives in to the temptation and spends the night with her. Later that night Jason accidentally discovers the location of the last *Guardian of Chaos* called *Omega* and tracks him down.

Jason encounters Omega and prepares for a fight. Unexpectedly, Omega is far stronger than all of the *Guardians of Chaos* so far combined and Jason can't understand how Exerion could suddenly be so useless. Omega reveals to Jason that Chaos and Lexima are one and the same thing. Jason refuses to believe it. Omega reveals to Jason the story about the Rebels, how they were able to retain their powers and how the new generation changed the expected chain of events. Jason still refuses to believe Omega's story.

Omega revives Jason's powers of a Guardian of Chaos out of the reason that he had nothing to do with the Rebels and that he should not be affected by a mistake somebody else made. Jason realizes that Omega is telling the truth and refuses to continue the fight. Omega attacks Jason and he has to defend himself. After a victorious fight, Omega reveals another fact. The amount of Chaos that can be utilized by everybody is constant. The more users there are, the weaker they are. The power itself is additionally affected by the power of the user himself. Omega fought against Jason to determine who is the stronger because there are things that Jason doesn't know. Omega tells Jason the part about Chaos fading away and the following decay of the universe. Jason has to seal away Chaos, sacrifice his life and guard the seal with his soul. Jason refuses at first claiming that Omega does not have to die. Omega then reveals to Jason several more details that suddenly change his mind. Omega has to die and Chaos has to be sealed. Jason agrees this time,

separates Exerion into two blades again and rams them into a stone, creating a seal with his very soul.

1.4 Lexima Legends 3 Story Summary

About 900 years after Vortex has sealed away Chaos, a new chain of events occurs. The past 900 years had changed Vortex' planet considerably. Nuclear wars were fought, and the survivors were divided into mutants and humans causing even more conflicts. After a few centuries, finally peace was made and, decades later, even a cure for genetic mutation was developed, removing inherited mutations caused by the radioactivity from newborn. The world was rebuilt in a different manner, but ruins of the old world still remained.

The story follows Samuel, a young and insecure boy who discovers the sleeping Exerion blades during a school trip and touches them. Shortly after several monsters attack from the underground. Samuel is separated from his group. He is able to hear their cries for help from nearby, but is stuck with a monster trying to kill him. The stress causes a reaction which triggers his Lexima powers. He is able to save everybody without them ever knowing who the mysterious hero actually is.

Several months later Samuel's town becomes victim to a group of dreaded bandits who are said to possess supernatural powers. Seeking revenge, he starts following the bandits and tries to stop them. On several occasions his journey takes him to places he'd never expected the bandits would go and starts questioning the motives and the characters of the bandits.

During one fight Samuel overestimates his power and exhausts his body by utilizing too much Lexima. The bandits realize that Samuel is a Chaos user as well and decide to take care of him. When Samuel wakes up, he realizes that he's not a captive and the bandits explain to him what Chaos is and why they are interested in him. They themselves were able to obtain the power to utilize Chaos by using an ancient machine that they found and that they call the *Chaos Machine*. The machine would grant the user the ability to use Chaos. The bandits are also aware of the seal on Chaos. They also tell Samuel about Axmodeux. They found out about it while exploring the ancient laboratory where they found the Chaos Machine. There is also some kind of cryo chamber, which can't be deactivated, with somebody inside.

Samuel starts to trust the bandits and shares his part of the story. The bandits realize that Samuel must have released a small bit of Chaos back into the universe and that's why they were able to use the Chaos Machine as well. This is what they have been searching for all along. After another visit to Exerion and an initial failure to pull the blades from the stone, the bandits decide that Samuel should come with them for now.

After another chain of events Samuel and the bandits return to Exerion and Samuel is able to draw the blades and immediately unite them into the black sword. Vortex' spirit appears revealing Samuel what happened in the past. It turns out that Vortex had a descendant. His one night with his step-cousin left

her pregnant and Samuel is a direct descendant of that bloodline. Samuel is also told that Vortex has sealed away Chaos because Omega told him about Axmodeux and the chosen. Vortex himself encountered Axmodeux. It awakened about 900 years earlier than expected which has been the result of a negative influence of the people of the planet. Vortex' task was actually to seal away Axmodeux again before it awakened fully and then seal away Chaos so the chosen could use the power to its fullest when Axmodeux awakens for real. That moment has come and Samuel is the chosen.

Samuel descends with the bandits into the depths of the planets, trying to track down Axmodeux. After a long journey they encounter Axmodeux. One thing that they didn't expect happened. Even though Axmodeux is bound to the rules of the universe Chaos created, it has evolved beyond its original state even though it was asleep. It has the power to destroy Chaos completely even if it's done only part by part.

After an initially short battle and defeat, Chaos appears in a visible form. Chaos had also evolved and it claims that this evolution is the key to defeat Axmodeux. Chaos calls Samuel its champion and its savior. It submits its own consciousness to Samuel which increases his power to a level that matches Axmodeux itself. Samuel engages into the final battle.

After Axmodeux is defeated, history tends to repeat itself. As Samuel lacks the experience to control Chaos, he has to seal it away yet again. Samuel refuses to protect the seal with his soul for eternity. Chaos offers Samuel an alternative solution. Chaos has created the *Fire of Life* in this universe which can keep the universe from decaying if Chaos was completely removed from it rather than sealed. Samuel only has to travel to one specific planet and destroy Exerion.

Chaos opens a *Warp Portal* to that planet and Samuel destroys Exerion at the location where the first *Guardian of Chaos* was created. He returns to his own planet before the Warp Portal disappears. Exerion's destruction also causes the loss of all Chaos related powers he and the bandits had. It seems that finally everything is over.

Game Story Outline

1.5 Background Story

The *Fire of Life* is a magical blue flame that affects the entire universe. In its original state, it stabilizes the energy making up the universe, preventing it from decaying. The state can be altered through a transformation process called *Solar Cry*. There are three types of *Solar Cry*.

- *Violet Solar Cry*: The Fire of Life allows Chaos and Lexima to return in their former state into the universe, but due to the balance being disrupted and no present *Guardians of Chaos*, the energies cannot remain in the universe for long. The fading away of the energies causes a decay of all life in relatively short time.
- *Green Solar Cry*: Same as *Violet Solar Cry*. The only difference is the polarization of the energies which is equivalent to electrical polarization. Except this minor detail, there are no differences.
- *Red Solar Cry*: While the balance is being retained, instead of stimulating life like a blue flame, it disrupts life and causes destruction of life.

A *Solar Cry* can be reversed depending on how many participants focused their energies to cause it.

- 2 participants: The *Solar Cry* can be reversed only by the participants who caused it. Due to only 2 souls being used to cause one, the souls are put to sleep for about 2 million years. The participants do not die, but their bodies disintegrated. Depending on their souls' power the process can take up to several minutes. After 2 million years their souls are reborn in new bodies and under normal circumstances their soul memory returns somewhere during adolescence.
- 3 participants: The *Solar Cry* can only be reversed by any of the original 3 participants.
- 4 participants: The *Solar Cry* can only be reversed if all 4 participants die.

Even though the *Fire of Life* is critical for the events in the story, it does not play a major role in the events during the game.

2 million years prior to the point where the game starts the Lexima Warriors Leximus and Rivy join a scientist who calls himself Nemesis. Leximus believes the story of Alpha about Axmodeux, but he fears that something might go wrong and helps Nemesis build the Chaos Machine from a machine that Nemesis used to travel between parallel universes.

The original purpose was to channel all Chaos in the universe onto one Lexima Warrior, Warrior of Death or Guardian of Chaos in case the chosen fails to defeat Axmodeux. But Nemesis has his own plans. He wants to use

the Chaos Machine to merge all universes as he's gone insane from lusting for revenge that his universe was a place of despair and death.

When his followers realize his plans, four of the original twelve split off. These four are Leximus, Setzer; Siegfried and Duke. Their plan is to stop Nemesis before it is too late. The problem is that Nemesis and the rest of his henchmen are too strong to take on directly due to the powers of the Chaos Machine. Hence they decide to stop Nemesis for the time being by Leximus and Setzer causing a Solar Cry without knowing that it would take 2 million years for their souls to return, before Nemesis and his men are able to cause one. Their plan succeeds and both Leximus' and Setzer's souls are put to sleep keeping the universes safe for over 2 million years.

Rivy stayed at Nemesis side knowing that in the end either him or Leximus would have to face Nemesis due to the fact that Chaos among Lexima Warriors is split up. The less Lexima Warriors there are, the more powerful they are. Also knowing that Leximus would never kill him intentionally, he decides that the role of a spy would be most appropriate without ever telling Leximus the truth.

1.6 Prologue: Lost Dreams

The following events occur after about 2 million years from the destruction of Axmodeux.

A young man, *Jason*, wakes up at the library at his college after an unusual dream of a white-haired man and a man with a cape transforming into monster and fighting another man. Not bothering much about the dream he decides that it's time to go home. At one point, he suddenly realizes that he's not walking through his college anymore, and that a room doesn't seem to match. As he continues his way, it gets dark and he suddenly ends up in an unknown laboratory with no way back.

While exploring the laboratory, he's attacked by machines. He manages to fight them off. Later he comes across another young man fighting a monster. The man's name is *Endout*. Jason joins Endout and helps him defeat the monster. But the monster is persistent and starts chasing both of them through the laboratory until they end up in the room where Jason originally entered the laboratory. Endout presses a few switches during the panic and manages to open some kind of portal. He jumps through and Jason follows shortly afterwards.

They seem to have escaped the monster and find out that they are close to the small village of *Reeva*. They spend the night at the inn and, during a conversation between them, realize that they are from different planets and that the planet they are currently on neither of them.

1.7 Chapter 1: Journey to Nowhere

Jason and Endout talk to the mayor of Reevea and discover that a monster living in a cave stole the key to the passage leading to the nearby village of Lisk. The mayor agrees to help them if they can bring back the key. Jason and Endout travel to the cave and fight their way through monsters until they come across a large red bat monster. They manage to defeat the bat and return the key.

Unfortunately the mayor is of no help and instead instructs the party to travel to Lisk. Jason and Endout continue their journey and in Lisk meet a man called Ithar, whose son is missing. They quickly find Ithar's son and Ithar explains to them that they are on the planet Arthia. He also tells them about a spirit in a forest west of Lisk that appeared to Ithar once and who instructed him to send two strangers from another planet to him when they arrive. Finally Jason and Endout seem to have found a direction which could lead them back home.

The party travels into the haunted forest and, after some hiking, find a large stone that looks like a grave. A spirit appears in front of the stone and challenges Jason and Endout to a battle. They are able to defeat the spirit. After the fight the spirit speaks in riddles about destiny and fate, explaining that if they want to return home, they have to seek out Giada Castle in the west. Jason and Endout continue their journey towards their new destination.

They travel through a small forest where they are attacked by an unusual blue woman. After a hard fight, the woman teleports and disappears. Jason and Endout start to think that there is more to their situation and that their arrival on Arthia might not have been just an accident. They try not to be paranoid and continue their way west.

After traveling through the plains and a cursed cave filled with monsters, they finally arrive at the entrance of Giada Castle. Suddenly Jason and Endout have doubts where this path is leading them and start questioning if it was somebody's purpose to bring them to Arthia. At one point Jason becomes confident that they will find out and that they should continue their path. It may not be an easy one, but he is ready to do what it takes to get back home. Endout agrees with Jason and they enter the castle.

After some time they arrive in some kind of throne room. The room has a bizarre appearance and Jason and Endout know that it can't mean anything good. They continue their path and end up in a pitch-black room with floating crystals. Jason touches one of the crystals and a bright light suddenly appears from nowhere. When Jason and Endout regain their sight, they are attacked by a demon-like monster, but they are able to scare it away. They decide to follow it, but upon cornering it at a dead end, discover that they were chasing not the monster, but a woman named Lilith. Without time to think Jason and Endout take the woman with them and return to Giada Castle via another crystal.

As soon as they arrive, they find the monster from before, which seemed to have used the crystal just before them. The party is able to defeat the monster.

Lilith is confused about what happened, while Jason and Endout are confused what that monster was. Lilith explains that those monsters are common on her home planet. Only when Jason explains that she isn't on her home planet anymore does she realize that fact.

Suddenly something seems to explode and the crystal starts reacting. Jason suspects that it will explode, and stays behind to prevent the explosion for while longer until Endout and Lilith can escape from the castle. Afterwards Jason himself escapes the castle. Right after Jason escapes there are several explosions from within, causing heavy structural damage. Jason and Endout tell Lilith the rest of their story and Lilith decides to go with them to find a way home.

The party decides to travel east, through a great marsh. After defeating the marsh monster and leaving the marsh, they arrive at the gates of Lorence Castle. As soon as they enter the castle, they are arrested by the guards. Jason prepares to resist, but one of the guards surprises him from the back and knocks him out while the other guards knock out Endout and Lilith.

1.8 Chapter 2: Dream or Reality

Jason wakes up in a weird room. An almost blinding bright light keeps Jason from seeing anything. Suddenly he hears a voice calling out for him and his memories.

Jason follows the voice and suddenly he becomes witness to a strange vision. Four strange figures are gathered around a blue flame talking about preventing another party from causing something. One of the men wears a cape, another has a hood and a mask while the last wears blue full-body armor and has white hair.

The masked man and the armored man agree to stay behind while the other two concentrate and suddenly the color of the flame changes to red. As the four men prepare to leave their location, they are surprised by a huge and powerful monster. The masked man is knocked out by the monster, and the man with the cape is knocked away. The armored man seems to cast a shield spell while the white-haired man checks on the man with the cape. After a few moments that man suddenly simply vanishes. The white-haired man is furious and approaches the monster. He suddenly transforms into a monster as well and together with the armored man he fights the other monster.

At one point the monster returns a strike at the armored man and knocks him away. The white-haired man transforms back and during that distraction the monster teleports away. All three remaining men seem to be in good condition until the white-haired man starts feeling pain. They leave the room and it seems that they are in a tower. After a few moments the white-haired

man vanishes just like the other man minutes before. The two remaining man leave the tower.

Jason wakes up and realizes that it was all just a dream. He finds himself in a cell and realizes that the guards seemed to have forgotten to lock the door. He starts exploring the area and comes across Endout and Lilith, who tell him what happened. A man named Lord Terence has taken over Lorence Castle and is keeping the residents as prisoners in a cave nearby. That cave is also where the party currently is located. The people can't leave the cave because a monster is blocking the entrance. The party decides to take out the monster.

After defeating the monster and leaving the cave, Jason wants to return to the castle. He wants revenge for what Lord Terence did to him and for a rough night in prison. The infiltrate the castle and fight their way through to the throne room. There they encounter two men, one of them being Lord Terence, the other one just about to leave, though he decides to stay when he notices Jason and his followers.

Lord Terence calls a few knights to his side and starts a fight, which he loses. The other mysterious man is impressed by the strength of the party and suddenly calls out the name of the demon Loderro. It turns out that Lord Terence is actually Loderro and attacks the party in his true form. After another victory the mysterious man decides to fight the party himself. Before the battle starts, he hesitates, realizing that his enemies seem familiar to him. Suddenly he changes his mind and instead of killing the party, he wants to teach them a lesson. The man suddenly transforms into a monster that looks identical to the monster that attacked the four men in Jason's dream earlier. The monster is far too strong and the party loses the fight. The mysterious man transforms back and teleports away with a threat for the party to give up their attempts.

Jason is confused about the monster from his dream, but he keeps the dream to himself. The party decides to make a turnaround and explore the rest of the continent on which they are currently located. They travel back to the city close to Giada Castle and continue their way south. Soon they arrive at the port city Vendetta.

In Vendetta's tavern, they encounter Captain Rack'em asking for a ride to another continent. Captain Rack'em refuses as the local noble, Baron, has placed an embargo. He suggests that the party should talk to Baron first. While talking to Baron, they find out that there is a ghost ship sailing the sea close to Vendetta and that if they could get rid of the ghost ship, he would remove the embargo.

The party pays Captain Rack'em a visit at his home and finds out that in order to get to the ghost ship the fastest way, a piece of a metal called Titanit is needed. It was mined years ago at Krato Mountains, west of Vendetta. The party agrees to find some raw Titanit.

When the party arrives at the ghost town at the mountains' roots, they discover another obstacle. Due to the works in the mines, the ceiling is

unstable and first needs to be stabilized before they can climb the mountains. The party descends down into the mine and finds the three security mechanisms to stabilize the ceiling. As soon as they leave the mine, they continue their way up the mountains.

The party travels east over the mountains for a while. Finally they find a piece of raw Titanit embedded in a stone quite close to the ocean on the north side of the mountains. As soon as they pull the Titanit out, Lilith notices a sea monster and the party prepares for battle. After another victory, they return to Captain Rack'em with the Titanit, who tells them to meet him at the docks.

The party arrives at the docks at dusk and Captain Rack'em takes them to the ghost ship. They arrive quickly and explore the lower decks of the ship until a ghostly sword attacks them. Even though the battle seemed too easy, the party is glad to be able to leave the ghost ship after defeating its guardian.

The next day the party pays Baron another visit. Baron is shocked that the party is still alive and sends his mercenaries at them. After a victory, Jason notices an unusual symbol at Baron's forehead which he already saw on the sword on the ghost ship. It turns out that Baron is being possessed by the actual guardian of the ghost ship and after it leaves Baron's body, it attacks the party. After a vicious battle, Baron recovers. He explains how the ghost ship attacked his own ship at sea and killed the entire crew except for him and how the ghost ship guardian tried to use him to gather souls by sending people to their death on sea one by one. Baron agrees to remove the embargo the first thing in the morning. After paying Captain Rack'em another visit, he tells the party to spend the night at Vendetta's inn and that they can sail the next morning.

During that night Jason can't sleep. He is puzzled by the recent events and the monster from his dreams. He concludes that he must be the reason for all this and decides not to draw Endout and Lilith in any more danger by going on alone. Just as he is about to leave his room, another guest at the inn crosses his path and tells him about a ship sailing out that night. Jason decides to take that ship.

1.9 Chapter 3: Lonely Hero

At another location the mysterious man from Lorence Castle meets with a man in a black coat. They are discussing something about awakening and gathering their former allies. The man in black seems to be happy about the recent events, mumbling about revenge and justice.

In the meantime, Jason arrives at Dalia's docks and immediately enters the city. He comes across an elf who also got stuck on Arthia. As Jason wants to find out about the tower from his dream, he asks the elf about it and the elf points him toward the tower in the mountains north of Dalia. Jason decides to travel to that tower.

After a long way he arrives at the tower and, as soon as he enters, hears a voice. It turns out that a vampire is there as well. When Jason refuses to

leave the tower, he gets attacked by the vampire. Jason's attacks aren't doing much damage to the vampire due to some kind of force field and after the vampire kicks Jason out of the tower a few times, he gets mad. This time the vampire is also fed up with Jason and decides to kill Jason, but Jason manages to defeat the vampire.

Suddenly the vampire changes his attitude completely and even requests Jason's help. At first Jason is skeptic, but after the vampire explains that the tower is his home and that it was infested by monsters after he was recently woken up by a power called Chaos. On top of the tower is the source of the monsters and he has to destroy it before the monsters become stronger. Jason agrees to help at least him destroy the barrier further into the tower since he also needs to get to the top. After the barrier is destroyed, they part and the vampire continues his way with Jason close after.

At one point Jason is thrown back against a wall while trying to go up another set of stairs. It was the vampire from earlier who thought a monster was on his tracks. The vampire decides to join up with Jason since it should be easier for the two of them to stand against the monsters. As the vampire refuses to reveal his real name, Jason decides to call him Vamp, much to the vampire's disgruntlement. They continue their way to the top.

As they near the top, Jason wonders where the blue fire is located, and Vamp explains that this is Adel Tower and that the only tower with a blue fire he knows of is the Tower of Memories. Jason realizes that he's in the wrong tower, but still wants to help Vamp get rid of the source of the monsters. Vamp also tells Jason about the Final War and the War against the First Creation and how the chosen saved all life from certain destruction. They climb up to the very top and encounter an unusual monster which seems to be the source.

In the meantime Endout and Lilith arrive at Dalia's docks as well, wondering what happened to Jason and why he left. Following his tracks over the elf, they find out about the tower and decide to go after Jason. They are able to get to the top of the tower much faster due to the fact that Jason and Vamp already cleared the way of most monsters.

At the top Endout and Lilith find Jason and Vamp fighting against the source. Since there's no time for much talk at that moment, the four team up to go against the source together until they are interrupted by a man who suddenly appears above the source. His attitude is unusual for a complete stranger and he calls himself the party's deathbringer, transforming the source into a more powerful monster. The party manages to defeat the source and the man vanishes right after mumbling about the party meeting his expectations.

Now that all dangers are gone, the party decides first to catch up on recent events. Jason tells about his reasons for leaving alone and he also tells the rest about his dream. Endout reveals that he had an identical dream. Jason suddenly remembers that he already saw the man that just appeared before them. He had a dream before his journey began. The white-haired man and the man in the cape from their common dream were fighting the man from a few moments ago. Vamp is interested in Jason's story and decides to join the

party. He explains that the Tower of Memories is located southwest and that they have to find a man named Lucius in the south to take them to the tower. To get to the south, they need to travel through Katana Desert in the north and Vamp knows the directions through the desert. The party continues their journey.

In the desert the party arrives at an oasis and Vamp explains that they have to head south from there. Unfortunately somewhere along the path is a natural force field and they can't proceed. Vamp explains that on the north continent there is an artifact called the Fire Seal which could remove that barrier, so the party turns around, continuing their way to the northern continent. They arrive at the Desert Port and pay for a ride to the next continent.

On that ship Jason and Lilith tell each other about their worlds. Jason mentions a destructive civilization that inhabited his planet 2 million years ago and how his planet was inhabited by numerous civilizations ever since, while Lilith explains how humans inhabited her world trying to break away from technology and focusing on magic only. They talk until dusk and later both go to sleep.

1.10 Chapter 4: Mysterious Vampire

A bright and blending light is calling out for a man named Duke. As the sight clears, a few familiar faces are revealed. The four men from the former dream are back and they are fighting a powerful monster. During the conversation their names are revealed. The masked man is Duke, Setzer is the name of the man with the cape, the white-haired man is called Leximus and the armored man is Siegfried.

The party seems to be back in the tower again and Leximus tells Duke to go ahead while they will keep the monster busy. After a successful fight, they follow Duke. At one point on their way up, Leximus is separated from Setzer and Siegfried by a huge monster. After initial hesitation Setzer and Siegfried agree to go ahead while Leximus takes on the monster. Leximus finishes off the monster and catches up within just a few minutes. On top of the tower they are yet again gathered around the blue fire.

Suddenly a voice keeps calling out for Jason. Jason is woken up from the dream by Endout. Endout tells Jason that they have arrived at White Peak City and when Jason mentions the dream, Endout tells him that he had the same dream.

The party continues their journey to the west toward White Peak where the Ice Temple is supposed to be. They fight their way through the Silent Forest, reaching the Great Lake. They travel further, entering the Ice Cavern and finding the Ice Temple.

They fight their way through the Ice Temple until they finally reach the chamber where the Fire Seal is supposed to be. Unfortunately the Fire Seal is not there. After a few moments of despair and frustration, they are interrupted

by the female vampire Celestia. She seems to know Vamp and reveals his name, Nosferatu. She is in possession of the Fire Seal and is not willing to give it up so the party engages in a fight with her.

After a victorious fight, something seems wrong. Celestia set a trap. If the Fire Seal is removed from its pedestal and remains within the Ice Temple, the Ice Temple will soon collapse. Nosferatu is at the end of his patience. He suddenly executes a few incredibly fast moves, takes the Fire Seal from Celestia and throws it over to Jason who catches it. Nosferatu tells the rest of the party to leave the temple. Unusually Celestia does not go after them. When they are finally out of the temple, the shaking stops, but when they try to enter the temple again, the door won't open.

In the meantime Nosferatu and Celestia were talking. Nosferatu is curious as to why Celestia did not attempt to stop the party. She heard Nosferatu calling out Jason's name and hesitated. Nosferatu explains to her that it is not the Jason she's thinking of, even though he even looks a lot like the Jason she once knew. It turns out that Celestia was once awakened from a deep sleep by a new generation Lexima Warrior named Jason who she traveled with and who saved her life by risking his own to become a vampire. Nosferatu mentions that the Jason from the past is not a new generation Lexima Warrior and that he is not the same Jason as the man she saw minutes ago. Celestia has a hard time pulling herself together as Jason reminded her of the past Jason whom she even fell in love with. She can't but notice how alike they look. Nosferatu reveals that it's not unusual that they look similar as the past Jason was the current Jason's son, suggesting that the current Jason is actually reborn and that he had a life many years ago.

After the party's initial attempts to get back into the Ice Temple fail, they decide to continue their journey and find Lucius. After more traveling for a time, they arrive at Lucius' home and meet him. Lucius' refuses at first to take the party to the tower, explaining that it is too dangerous. He also explains how the Fire of Life is the only thing keeping this universe from decaying as there are no more Guardians of Chaos in this universe. Jason calls Lucius a coward and as a reaction Lucius unwillingly agrees to take the party to the tower. First they meet the king of Luvia to lend them a ship, but he isn't willing to fulfill that request until Lucius shows that the party consists out of skilled fighters by fighting against Jason.

At their arrival at the tower Jason explains how he's glad that their adventure will be finally over. He enjoyed the time he spent with Endout and Lilith, but he wants to go home. The party continues to the top of the tower.

At the top a surprise awaits them. Somewhere between the last time Lucius checked on the fire and the moment they all arrived at the top a Green Solar Cry was caused. The rest don't understand why it's so important, so Lucius explains that the balance of creation and destruction depends on the color of the fire. Lucius panics and wants to reverse it at any cost. That attempt fails and even when Jason tries to help Lucius, the fire doesn't change back. Jason and Endout realize that this must be why they are on Arthia and that only they can reverse the Solar Cry. Everything they know points toward that.

Unfortunately they know only half of the story and as soon as they reverse the green Solar Cry, an unknown man enters the room, casts a spell and catches the party off guard.

Right afterwards, seven other people enter the room. The party recognizes some of them. One is the blue woman that attacked Jason and Endout in Lisk Forest. Another one is the man from their dream who could transform into a monster and whom they fought at Lorence Castle. The last familiar man is the one that appeared on top of Adel Tower. One of those 8 steps up and introduces his party, acting as if he had already met Jason and Endout. Seraphine is the blue woman, Faberell the transformer and Rivy the man from Adel Tower. The other four are Raz'nar, Anoxis, Coga and Earayl. The standing out man is called Nemesis, though it is not his true name. He calls Jason and Endout by the names Leximus and Setzer.

Immediately Nemesis, Rivy, Raz'nar and Anoxis gather around the Fire of Life and cause a violet Solar Cry. Nemesis is so prideful because of his victory over Jason and Endout that he allows them to ask him some questions, claiming that he wants them to suffer and the knowledge that they can't do anything against him would increase their suffering before they die. Jason and Endout find out that the Leximus, Setzer, Siegfried and Duke were all once part of Nemesis' party and that they betrayed him. All the events from their dreams actually happened and caused Nemesis a lot of trouble suspending his plans for about 2 million years. Nemesis was the one manipulating their recent actions because they were the only ones who could reverse the green Solar Cry before Nemesis could cause a violet one. One thing that was required was to block their soul memory and the only way to unblock it again, would be to kill him. Though, Nemesis refuses to reveal his actual plans, he only reveals his past actions and how he is close to victory.

Nemesis and most of his henchmen leave, while only Faberell, Rivy and Anoxis' monster pet stay behind to deal with Jason and his followers. The fight seems unbalanced and Jason's party is in big trouble. At one point Faberell feels so confident that he tells Rivy to leave with Anoxis' pet and that he can handle the fight. Rivy agrees and leaves. Now only Faberell remains. As the fight goes on and Faberell grows weary, he realizes that he has underestimated the party so he decides to transform again even though he's weakened. Unfortunately for him, the party is much stronger this time and he's much too weakened to sustain his power, so he loses the battle.

With Faberell defeated, Jason wants to chase after Nemesis. After a moment of rethinking, the rest of the party follows Jason's lead. In the next room they come across a Warp Portal that is most probably waiting for Faberell to pass through. The party enters the portal.

1.11 Chapter 5: The Truth

Jason and his followers arrive in a strange metallic structure that is shaking slightly. Jason realizes that they must be in some kind of aircraft. After an initial disagreement about how to handle the situation because Nemesis'

party is far too strong to be defeated now, the party decides to explore the aircraft. Soon they find out that it's actually a spacecraft called Cravgon, and that it is orbiting over a planet called Kadro. They keep exploring the Cravgon until they are able to get to the bridge where they become witnesses to a conversation between Nemesis and Rivy that reveals to them more details than Nemesis told them in the Tower of Memories.

The violet Solar Cry caused Chaos to return to this universe and allows them to power up a device called Chaos Machine to 100% using the Chaos Sources from Kadro. Rivy mentions that only two more Chaos Sources are required. Even though Chaos has returned and will fade away soon, leaving the universe to decay, Nemesis doesn't seem to be concerned about that at all. His only concern is to keep Jason away. He also fears that Jason and Endout could regain their memory because of the return of Chaos. Rivy assures Nemesis that they can't regain their memory regardless of the circumstance. Nemesis remains skeptic and Rivy explains that he can activate his own Chaos powers due to the fact that he is a Lexima Warrior and simply wipe out Jason if the need arises. Rivy demonstrates his powers on Nemesis who seems to be surprised more by Rivy's power than the power of Chaos itself.

The party sneaks out and a heated discussion starts. Jason wants to stop Nemesis immediately and is angry about being used in such ways while Lucius is trying to calm him down and trying to find a better solution for the problem. Jason knows very well that they are too strong, but it's too frustrating to resist the urge. Lilith is curious how Jason could know the strength of their enemies and Jason explains that he could feel their power as soon as the Solar Cry happened, which makes Lilith conclude that Jason can feel energy. The only fact that remained illogical was that Rivy was a Lexima Warrior, yet he was helping a madman like Nemesis.

The party decides to leave things as they are and first gather more information about what Nemesis is actually planning to do, suspecting that he is using the mentioned Chaos Machine for his plans. They decide to get down to Kadro, as Rivy was mentioning Chaos Sources there, so they return to the room where they entered the Cravgon, but they are attacked by a powerful machine guard. After they are able to defeat it, they activate another Warp Portal. Unexpectedly the portal leads them to an unusual place. They conclude that it's a world between the worlds, a place where all Warp Portals indirectly lead. For some reason they ended up here.

At the moment the party is about to continue their journey, they notice that there are portals to everybody's home planet. Lilith decides to leave the party as she feels that she has reached her limits and will only be slowing them down in future if she stays with them. Jason and Endout are thinking about going home as well, but Jason refuses to let Nemesis get away with his plans and compares going home equal to giving up. Lucius reveals more about Chaos, its connection to the Fire of Life and the Guardian of Chaos' role. They realize that there is no escape from whatever Nemesis is planning. The party decides to stop Nemesis whatever it takes. They continue their way

through the maze of the world between and find a Warp Portal that leads to Kadro and they enter.

1.12 Chapter 6: Gift

Jason wakes up in the middle of a blizzard at some high top mountains. He can't but notice that his equipment is all gone and except for an unusual sword he's never seen before and his clothes. He can't see Endout or Lucius anywhere, either. He decides to follow a path through the mountains. Soon he starts noticing that some things don't seem right. At one point he sees a giant floating eye, flying fish, physically impossible constructions and the blizzard in interiors. Jason doesn't understand in what bizarre world he has ended up. As he progresses through the strange environment he ends up at a dead end. Suddenly he hears a voice talking to him and calling out for him. Jason decides to return to where he came from only to find out that the path has changed. Suddenly the bizarre environment is taking on a more realistic form, except for the snow, which has turned to ash. He ends up on a platform surrounded by lava. Suddenly he can hear the voice from earlier again, explaining that his environment is not real and that a nightmare monster has taken control of Jason's dream. In order to be able to wake up, he has to confront his fears and defeat the nightmare.

Unexpectedly a few moments later Jason encounters Leximus. At first Leximus insults Jason's cowardice while Jason tries to explain that his actual fear is that he might not be strong enough, and that Leximus' soul might not be strong enough to stop Nemesis. Leximus takes that as mockery and starts insulting Jason's very existence and claiming that he will repossess Jason's body to return to the world of living. Jason becomes desperate and starts to believe Leximus' words. Being completely hopeless, Jason drops his weapon and Leximus starts attacking him.

After a few taken hits Jason regains consciousness. He realizes that this must be the nightmare the voice from earlier mentioned. Jason stands up and refuses to give up. Leximus is not really impressed by Jason's performance and is about to show him the true power of Chaos. He transforms into the same monster he already transformed into in Jason's dreams. However, just like Leximus, Jason is unimpressed. His will is strong and this being his dream, he uses that knowledge to materialize another powerful weapon and armor to battle Leximus' transformed form. After a successful, but exhausting fight, the monster suddenly transforms again and shows its true form. It was truly a nightmare monster all along. Jason doesn't have the strength for another fight and just as the monster threatens to take Jason's life, the voice from earlier echoes again. In a fraction of a second something materializes behind Jason, jumps over him and strikes down the nightmare with a single blow. The nightmare disappears and Jason recognizes the form that just saved his life. It was Leximus. Jason is confused and Leximus explains that this is the only moment he can talk to him. Leximus explains Jason that he is Jason's very soul and that they are one. Jason is anything but weak, and Leximus will give him strength. Suddenly another voice starts calling out for

Jason and Jason realizes that he's about to wake up. Leximus manages to mention the Lexima Warrior Vortex to him before Jason wakes up.

Jason is at a lake along with Endout and Lucius. He mentions Vortex and Lucius seems to know a little bit about him. The party decides that they should try to find out about Vortex. It might be able to help them against Nemesis. The party continues their journey toward Kaeri. Jason realizes that Kadro is a technologically developed, modern world.

At the very moment they try to leave Kaeri a mysterious man bumps into Jason. He needs a package, a gift, delivered to Termina, a major city to the north. The problem is that the only way to Termina is through Marla Pass which is infested with monsters. The party agrees to do the job due to a huge tip they receive to be prove that the man isn't joking about the seriousness of the gift. They are to meet a contact in a club late at night. The man also claims that their contact will be obviously out of place. The party continues their way through Marla Pass and, after an exhausting trip, finally arrive at the city. After a rest they go to the club.

After some time at the club and talking to quite a number of people Jason loses hope that the contact will show up. The party decides to leave the club for now. Unfortunately they are surprised by a group of gangsters who want the package for themselves. At first Jason keeps playing games. Lucius doesn't understand why Jason is doing until Jason quickly mentioned how dangerous the firearms are that the gangsters are carrying around. After more mocking and playing games the gangster boss loses his patience and wants to package. Jason finds a way out of the situation and, after the party launches a surprise attack to knock the gangsters down, they climb up the roofs to get away. The gangsters follow them.

After several roofs Jason realizes that they can't get rid of them over the roofs. He has the idea to get off the roofs, but they almost end up at a dead end. The only way out is a ladder down into the sewers. The party continues their way and explores the sewers trying to find a way out. After some time they manage to find a way out. Jason thinks that they have lost enough time on the package and that they should leave that matter for now. They decide to travel north to another city called Astralis.

At their arrival in Astralis, Jason notices something. He can feel a strangely familiar power from the mountains west of Astralis. The party decides to investigate and takes a tour to Ember Volcano to the west. The party descends down into the volcano resisting the heat and fighting their way through to the lava chamber at the bottom of the volcano. On their exhausting way down they notice a lot of unusual statues and pillars.

In the lava chamber, they come across a pillar that differs from the rest and, suddenly, a huge magma monster appears. The monster is at first only asking about the party's intentions, but as soon as Jason mentions that he's actually the Lexima Warrior Leximus, the monster challenges the party to a battle. Even though the monster is not very strong, after a while Jason stops fighting. Endout and Lucius are wondering what's wrong. Jason seems petrified. Suddenly Jason tells everyone to hide and that something powerful is getting

closer. First confused, Endout and Lucius follow Jason's advice. The monster doesn't realize what's going on until the party starts hiding and, before it can react, Rivy teleports into the lava chamber. The monster is surprised and asks what Rivy wants. He requests the monster's power of Chaos, claiming that the monster is a Chaos Source believing to be alive and have a soul. After an exchange of threats, Rivy seems fed up and calls Coga over a communicator who then launches the Chaos Machine from space to absorb the Chaos Source's power. The Chaos Source is paralyzed and can't move and after a few short moments it disappears. Before Rivy leaves, he thinks he notices another source of Chaos energy and almost discovers Jason and his followers.

After Rivy leaves and the party decides that the only thing they can do for now is leave the volcano and return to Astralis. Short afterward, they feel the earth shaking and they realize that the beam from the Chaos Machine from space has done structural damage to the volcano and that they have only a few minutes to escape before the interior collapses and the lava level raises. They manage to get out in time.

Already exhausted from a long trip down and the rush back out of the volcano, they are surprised by a bounty hunter who wants the gift. They defeat the bounty hunter and he escapes, threatening that this won't be the last time they see him. Arriving at the base of the volcano, Jason realizes that the guide must have already left with the car and that they have to walk all the way back to the city.

After a marginally exhausting hiking trip, they finally arrive at the city where another bad surprise awaits them. The gangsters have followed them somehow and are back for revenge. Too exhausted to fight, the party decides to make a run for it again. This time they end up in a dead end, trapped. While the gangsters prepare to execute Jason, Endout and Lucius, Jason notices a woman climbing the roofs. He tricks the gangsters into moving in position and the woman attacks them from above, knocking them all out before they can react. The party and the woman escape from the location.

Later in a street they stop and have a conversation. The woman's name is Ariana. She is curious why the gangster were after the party and after Jason explains it to her, she suggests that she knows a good hiding place for the package. Even though Jason's initially tries to hit on Ariana, he says that he doesn't trust her not to steal the package later. She assures him that she won't have the chance as she wants to join Jason's party because their weapons are giving them away as adventurers and she loves adventures. Jason agrees and Ariana wants to meet up later at the hotel. Endout and Lucius aren't too happy about the development as they don't trust Ariana, but Jason's intention was never to reveal anything about Nemesis or Chaos and that the attempts at romance were actually a ploy so she doesn't raise suspicion. After Endout asks for the other reason for Jason's seduction attempts, Jason simply replies that he finds her cute after all.

The party meets up at the hotel later and Ariana joins up. She explains that the hiding place is west of a large lake which lies south of Astralis. After the

party arrives there and hides the package, Ariana suggests that they go to her house in the east to decide what they should do next.

After their arrival Jason constantly hits on Ariana, but she remains cold, leaving him thoroughly embarrassed. That would help Jason in a private conversation later with Ariana later where she tries to get out information of him, to avoid her questions faking hurt feelings because of the earlier embarrassment.

The next morning Jason wakes up in ropes. At first thinking of it as a joke, Jason quickly realizes that the bounty hunter has captured them all. He threatens to torture Jason's followers if he doesn't give him the package. Jason is able to untie his ropes and tricks the bounty hunter into getting close to knock him down. He quickly unties the rest and the party is ready for another fight as soon as the bounty hunter realizes what's actually going on.

Yet again the bounty hunter loses the battle. However, this time Jason lost his patience with the gift. Furiously he decides that he won't play nice anymore and that we will open the gift so the party travels to the lake again.

Jason gets back the gift and opens it. He seems mad about the content and throws it into the lake. Everybody is shocked. However, it turns out that there was a note in the gift saying to throw the object inside the gift into the lake. Suddenly the earth starts shaking and close to a shore of the lake a giant building appears from the water. That building is the Andras Temple. Jason can feel Chaos there and the party decides to explore the building.

After returning the power to the entire building, the party enters a chamber which seemed to be highly guarded. In that chamber they see the energy around them. The energy around them is Rivy's visualized energy, and that he has been waiting for Jason to arrive. It turns out that the gift was for Jason in the first place. After a very short conversation Rivy engages into a battle against the party. During the fight Jason persistently tries to get Rivy to explain why a Lexima Warrior like him would serve under Nemesis, though Rivy always evades the question. After a difficult, but victorious fight, Rivy finally reveals the truth.

For Vortex to seal away Chaos, he had to be the last remaining user of Chaos because he had to control all the Chaos and be the strongest. In order for Nemesis to be defeated, only one should face him and that one should be the strongest of them. Rivy was a spy all along and he accepts his defeat and is ready to die so Leximus can defeat Nemesis. He reveals all of Nemesis' plans and the party learns that Nemesis wants to use the Chaos Machine to merge all 4294967296 universes into a single one. His reason is revenge because his universe was like a hell and after seeing how he had to suffer in his universe, he went mad. Luckily Nemesis is not aware that Jason and Endout are still alive.

Rivy also reveals part of Leximus' past and that he had two sons, Vortex and Blizzard. He also mentions how his son's alias was Jason as well. With his last breaths, Rivy instructs Jason to find his former weapon, the Soul Blade. It is supposed to be on the northern continent on this planet. That is why Rivy

chose Kadro as final destination for the last two Chaos Sources. At last Rivy dies and disintegrates into energy.

Ariana is confused by the events that just happened. Jason explains what they are up against and Ariana joins the party for good to stop Nemesis. They return to Termina to take a plane to Mandora on the northern continent.

1.13 Chapter 7: The Blade of Souls

The party arrives at Mandora and upon arrival Jason can feel his weapon's energy coming from somewhere far to the east. But as the party travels towards the energy source, they are blocked by a security guard in a cave who only allows people with permission from the king to pass. The party returns to Mandora and finds out that the king is organizing a ball and that this is their chance to talk to him. After they get the proper clothes and enter the castle, they are shown the dressing rooms.

After an hour of waiting for Ariana to get dressed, she finally appears. Jason asks her for a dance, not realizing her identity. As soon as he realizes who it is, his demeanor changes and becomes cold.

After another hour of boredom at the ball, Jason can't take it anymore. Ariana approaches him and reminds him of his earlier offer to dance with her, but Jason refuses. Ariana is disappointed and Endout is confused. Jason explains to Endout that he can't have a romantic relationship with an ally in battle because if it went back, he might not be able to rely on her in battle anymore. At last the party is supposed to approach the king. Unexpectedly the bounty hunter shows up and claims that the party stole the crown jewels. Jason and his followers try to escape, but they are surrounded by guards too quickly. Even though they could kill the guards, Jason refuses to use violence against people who are innocent and only manipulated by the bounty hunter.

The party ends up in prison and after yet another hour Jason starts losing his patience, expressing his hatred for prison cells. During his rampage he's noticed by another prisoner who turns out to be the best lock picker around and helps the party out of their cell. The party continues their way through the prison dungeons full of guards. Without weapons they have no chance of fighting so they decide to sneak out. After they finally leave the dungeons and get their equipment back from a storage room, the bounty hunter appears yet again seeking revenge for having to disappoint his client by not getting him the gift. He also confesses that he actually stole the crown jewels. After yet another victory against him, the king with a few security guards interferes, taking the bounty hunter into custody as the king heard his confession. To make it up to the party, he writes them a permission to pass through the passage in the northeast.

As soon as the party leaves the throne room, Lucius starts yelling madly. He's sick of the waste of time and thinks that much more could have been done to stop Nemesis. He's also sick of Jason's way to handle things and again Jason and Lucius get into a fight, this time even with weapons. Lucius leaves the party for good.

Regardless Jason, Endout and Arian continue their way through the Forgotten Plains and through the Mountains of Slumber. After a long and hard journey they finally arrive at the place where Leximus' old weapon rests. Jason obtains his weapon back, but he's unable to use it in battle as the weapon is too big and heavy for him. He's used to smaller swords and so he can't really use it in battle. At least his weapon amplifies his senses and he can feel Chaos now from much greater distance.

A few moments later a mysterious man appears by the name Sydon. He knows about Nemesis and he knows that Jason and his followers want to stop Nemesis. He's a Dragon Trancer and possesses the ability to transform into dragons to enhance his power in certain areas and he offers those abilities into Jason's service to stop Nemesis. Before Jason can really decide, the party and Sydon get attacked by a monster. After they dispose of it, Jason realizes that Sydon can be trusted so he lets Sydon join the party.

Sydon knows the location of the other Chaos Source so the party returns to Mandora to take a plane to Black Jack City.

1.14 Chapter 8: Return of a Lexima Warrior

Right after their arrival, the party travels south and uses the ferry service to get to Crios Island, where the other Chaos Source is supposed to be located. The party fights their way through the rough terrain and manages to find a way deep into the earth.

They continue their way deeper and deeper until at one moment they enter a room where they can see the energy around almost like in Andras Temple. Raz'nar is already there and he's instructing Coga to launch the Chaos Machine to absorb the Chaos. After everything is done and Raz'nar breaks off the communication with Coga, the party surprises Raz'nar. He transforms and engages into battle, but gets defeated. With his last breath, Raz'nar threatens that Nemesis will activate the Chaos Machine very soon.

Suddenly, after all the Chaos is gone, Jason and Sydon can both feel another source of Chaos. While Sydon does not feel a real difference, Jason notices how this Chaos feels like a whole and not like a fragment of something much greater. He can every pinpoint the location without problems. It is southwest of the current location which leads Ariana to believe it's in Genesis Dome, an old temple west of Medirok. The party returns to the ferry port, takes a ride to Medirok and from there they continue toward Genesis Dome.

After exploring the entire temple, they enter a room much like the one in Andras Temple or the cave on Crios Island they visited before. They encounter Anoxis who claims to have obtained the remaining bit of Exerion's power which was lying dormant in this temple. To demonstrate the pure power of Chaos, Anoxis transforms and uses that last bit of Exerion's energy to launch a devastating energy attack on the party. All are knocked away and everybody is almost killed immediately except Jason. Jason doesn't have a scratch on him. While Anoxis doesn't even pay attention, Jason notices that he suddenly feels odd. Anoxis realizes that Jason isn't hurt and is puzzled

about what happened. Jason can feel a familiar energy. Even though his mind can't remember, his soul remembers through his body and he can feel Chaos and Lexima once again. Anoxis realizes that Jason absorbed Exerion's energy just like a dry sponge would suck in any water it came into touch with. Jason remembers how to activate his Lexima powers once again. He unleashes an energy storm around his body which transforms his appearance completely into his former self. While Anoxis can't believe what's happening, Jason pulls out the Soul Blade which suddenly feels completely natural to his body and charges forward to strike Anoxis down. After a short fight Jason defeats Anoxis. When he checks on his followers, they are amazed to what happened to Jason and how he regained his old ability to use Chaos and Lexima. After Jason transforms back, his hair remained white and the Soul Blade its appearance into a smaller weapon suiting him more in his current body as it's a weapon that alters its own appearance to reflect the soul of the wielder. Now Jason has no reason anymore not to use his weapon against his enemies regardless of which form he uses to fight them.

The party decides to return to Ariana's house to decide their next step. Just moments after they arrive, they notice the earth shaking. They go outside just in time to witness Nemesis eradicate Astralis with a new spacecraft named Hyperion that Jason remembers slightly. Ariana faints after seeing her childhood city being destroyed.

Some time later when Ariana regains consciousness, the party concludes that Nemesis probably realized that they are still alive and that this is a warning message to give up. Even though Jason tries to take the blame on himself since Nemesis figured out that they are alive when he transformed, he's rather cold about it.

However, another problem arises. The party has no real means to get up to the Hyperion as Kadro has no space travel technology. Their only hope is a cut-off city named Unitopia to the far southwest which is said to be highly developed. The party decides to give it a try regardless of Unitopia's hostility towards outsiders.

1.15 Chapter 9: God of Vengeance

The party returns to Medirok and continues their way further west. After following a path through a cave passage, they arrive at a huge high-tech compound. Inside, they try to get into the city, but their request is rejected by the security guards, so they decide to go deeper into the compound, hoping to find an alternative way inside.

At one point they come across a large room with a console that seems to control the energy supply in the compound. After deactivating it the guards activate the communication through an emergency generator with the room and Jason blackmails the guards to let them into the city or else he wouldn't turn the power back on. The guard is cut off the moment he agrees to Jason's terms. Jason hesitates to turn the power back on, but eventually he does after Ariana's plea.

They return to the entrance and enter the city. In Unitopia they find a scientist called Professor Simonair. After a long conversation they learn that Simonair can build teleportation device, but he needs to four specific parts for that. One is a Particle Accelerator who is supposed to be in possession of another scientist who disappeared a few days ago. One is an Electromagnetic Field Generator in possession of a crazy scientist in the Thirsty Dunes. Simonair has an old Portable Beam Cannon, but the technology is not developed far enough so the party needs to find a more developed version. Endout remembers the elf in Dalia who wasn't from Arthia and suggests that he might know where to get one if he came from a more developed world. The last part is a Prism Diamond. Jason remembers that Luvia's kind had a diamond on his crown matching exactly that description.

The party finds the Particle Accelerator after a bothersome chain of asking people and getting vague directions. At one point Jason almost loses his patience, but luckily they found the scientist just minutes later as he was simply lying sick in the hospital.

After that the party travels to the Thirsty Dunes and after hours of walking in the hot desert, they are able to find the scientist who willingly gives them the Electromagnetic Field Generator.

The party travels back to Kaeri as there is a Warp Portal east of Kaeri that leads them back to Arthia. They pay the elf in Dalia a visit who mentions an unusual man who arrived at Desert Port. It turns out that the man is from another planet and that he is looking for an old Beam Cannon and is willing to trade it for his more developed Portable Beam Cannon.

The last stop is Luvia. The party enters the castle, goes to the throne room and approaches the king with their request. The king recognizes them and requests that Lucius vouches for them. They pay Lucius a visit and after initially being still mad at Jason and vice versa, Lucius agrees to come with them to convince the king that Nemesis had to be stopped and that he needs to give them the Prism Diamond. During their conversation with the king, two guards rush into the throne room claiming that the castle is under attack by demons. The king first wants to simply contact the demon hunters close to the city to take care of it, but the castle entrance is blocked. And it's not possible to send anybody else as the demon hunters only trust the king himself.

Lucius has a plan. He wants to split into two parties. One party would escort the king through the sewers out of the city to seek out the demon hunters while the other party would keep the demons at bay in the castle. Lucius will stay at the castle so Jason suggests that he will take care of the king. Jason decides how to split the party and Lucius explains the king the plan. A few moments later all meet in the main hall and Lucius gives Jason the last instructions. Jason's party departs while Lucius' party stays.

After an exhausting trip through the sewers and several caves, Jason's party finally gets out and informs the demon hunters of the problem. Lucius' party does a good job, but Jason's party arrives with the demon hunters just in time to save the day. Later in the throne room the king agrees to lend Jason and his followers the Prism Diamond for the teleporter device. Jason offers Lucius

to join his party against, but Lucius refuses knowing well that they wouldn't get along yet again and knowing that he's not strong enough anymore to keep up with the party.

The party returns to Kadro and pays Professor Simonair with the collected teleporter parts a visit. When Simonair realizes that the party actually got the parts together, he starts acting strangely. He requests the party to leave immediately.

The party takes a rest and the next day they pay Simonair a visit. Oddly Simonair is not there. Endout notices an unusual device in the corner which seems to be a teleporting device. Finally the party can take the fight to Nemesis. Or at least so they think until they hear an explosion on the outside. When they leave the building, they encounter Simonair. Simonair has three large androids with him and is talking about world domination. He has used the party to gather the parts for the teleportation device and claims that the only thing that could stop his androids would be if they were to be shut down Unitopia's main energy supply. Jason wants to fight right away, but Endout suggests that they retreat for now.

The party manages to get out of the city and shut the door before Simonair can catch up. The party decides to go back into the compound to cut off the power supply. Yet again at the large power supply room Jason cuts off the power believing that Simonair has lost. Suddenly Simonair starts speaking over the communication channel. He claims that his androids have been weakened, but now that the power is gone the Unitopians are completely helpless against him. To shut his androids down, they would have to shut down the power supply even deeper in the compound. Jason wants to continue immediately deeper into the compound while Ariana wants Jason first to turn the power back on. Jason defends his decision by explaining that if Simonair would catch up with them, they would have better chances if his androids are weakened. Regardless, Jason returns the power silently a moment later after Ariana almost breaks into tears begging him to return the power so the people can defend themselves.

The party progresses deeper into the compound until they find the main power supply. Jason deactivates the power supply, but suddenly has doubts. He remembers how Nemesis played them and how Simonair played them earlier. What would stop him from doing it again? At the moment everybody realizes that this is another trap, Simonair appears and the power is back on. He explains that the main power supply was actually the only thing keeping his androids bound to Unitopia and he could never have gotten down himself as the Unitopians would keep him from doing so. Simonair sends his androids one after another at the party, but they can fend off their attacks without major problems. Simonair is irritated and sends all three androids together against the party. Yet again the party remains victorious. Simonair can't believe what is going on and gets killed by the explosion of his androids.

The party returns to Unitopia and unexpectedly the citizens are celebrating them as heroes. Even though they were the original cause why Simonair was able to finish his androids, they were also the ones who got rid of him for

good. The party gets unlimited access to Unitopia's supplies and no trading restrictions. After getting ready for the final battle, the party activates the teleporter and teleports onto the Hyperion.

1.16 Chapter 10: The Fate of the Universes

At their arrival on the Hyperion, the party is confident that this will be the final battle. They fight their way through the Lower Deck and through the Engine Deck until they come across Coga. Coga immediately informs Nemesis that the party has entered the Hyperion. Overconfidently Coga transforms and engages into a battle. He underestimates the party's power and loses.

During the fight Nemesis contacts Earayl to come to his location and bring Seraphine with him. Earayl didn't find Seraphine, though. Nemesis instructs Earayl to keep the party busy for as long as possible if he can't kill them. He himself has to stay at the Chaos Machine to prepare everything.

The party continues their way through the Reactor Deck and the Control Deck. At one point they enter the control platform of the main reactor room where Earayl awaits them claiming that as soon as they are dead, Nemesis would activate the Chaos Machine. He transforms and engages into a fight, but loses much quicker than Coga. Suddenly he transforms back and jumps down the reactor shaft. Jason charges forward, almost trying to save him. Endout notices that and wonders if Jason is becoming soft on their enemies. While Jason is trying to figure out why Earayl would jump into certain death by himself, he doesn't notice that a large monster which was once Earayl appeared behind him and is getting ready to destroy the party. Even in his second form, Earayl could not defeat the party.

The party continues their way through the Control Deck and just before the stairs to the Upper Deck, Jason suddenly stops. It's bothering him the Earayl said that Nemesis would activate the Chaos Machine only after the party is dead. After a discussion the party comes to the conclusion that regardless the fact that Jason was able to reawake his Lexima powers, has disrupted Nemesis plans as his machine, actually an artificial Chaos user, wouldn't be able to channel all the Chaos available to execute Nemesis plan of merging the universes. This results in a lot more time available to stop Nemesis so the party decides to put together an additional backup plan. They find explosives in a nearby storage room which is enough to take out the most important control computers and make the Hyperion crash in case the party fails to stop Nemesis themselves.

After deploying all charges, the party proceeds to the upper deck where they are surprised by Seraphine who was spying on the party all along. Though, she is not really working for Nemesis but for her own causes. She was in love with Leximus a long time ago and since Leximus rejected her, she never forgave him for that and is now trying to get her revenge. Even though it is very cruel, Jason mocks her long lasting grudge against him. Seraphine transforms and proves to be a more difficult opponent than Cogan or Earayl.

In the end not even Seraphine can stop the party and the party manages to reach Nemesis.

Nemesis confirms the theory of not being able to start the Chaos Machine as long as Jason is alive. But if he stayed away long enough, it wouldn't matter and he could have activated the machine anyway. Nemesis not only transforms, but also draws the party into a dimension within the Chaos Machine to have near unlimited supply of Chaos for himself. After a long, exhausting and difficult battle, the party is finally able to defeat Nemesis. The Chaos dimension collapses and the party is returned with Nemesis back onto the Hyperion. Nemesis bursts into energy and vanishes.

Jason activates the charges to bring down the Hyperion, but when the party wants to teleport back to Kadro, they realize that the teleporter broke during the fight with Nemesis. The only way to return is to go back to the room where they entered the Hyperion and use a Warp Portal there to return to Kadro. Luckily the crash down will take a while so the party has time to return, but that doesn't mean they have time to slack off.

Halfway through the Hyperion, Jason suddenly stops. The rest is wondering what is going on with Jason. Suddenly Jason realizes a few facts. His soul memory is returning rapidly as Nemesis is dead now. The same happens to Endout. Jason wants to return to the Chaos Machine and activate it. Endout remembers that Leximus was not only helping Nemesis to build the Chaos Machine, he actually designed most of it and gave Nemesis the idea for it. Jason claims that he did not know what Nemesis was going to do using the Chaos Machine. His intentions were for a good cause, though Endout doesn't believe him. As there is no time to waste, Jason doesn't have time to explain everything and asks Endout to trust him. Endout refuses. Jason realizes that there is no chance to change Endout's decision, as he can see the determination in his eyes.

Jason asks Ariana and Sydon for their opinion. Ariana think that Jason has changed after he transformed the first time into Leximus. He did or was about to do some things that she never expected he could do. She's afraid that she can't trust Jason anymore. Unlike Ariana, who made her decision based on emotions, Sydon is reasonable and logical. He knows what the Chaos Machine is capable of and he can't allow Jason to return and turn it on.

Jason realizes that he's all alone this time, but that can't shake his confidence. Jason bursts an energy storm around his body and engages into a fight against his former followers.

The fight ends tragically. Jason is able to kill Endout, Ariana and Sydon. Even though he quickly moves on and doesn't dwell on the fact that he just killed his best friends in cold blood, he feels great regret and pain that he had no other choice. The only thing that keeps him actually moving at this point is his determination to save this universe from certain doom. He doesn't even care to lift the energy storm around his body which stresses his body a lot even though it increases his power.

Soon Jason arrives back at the Chaos Machine. He uses a platform to get to the main control console. After his arrival at the top, he prepares everything for the Chaos Machine to get started. He looks back at everything. He remembered that if there are no Guardians of Chaos in this universe, the universe will decay quickly even though all other universes have been saved from Nemesis' plan. In order to save this universe, he needs to activate the Chaos Machine and focus all the Chaos onto himself.

It was not the Chaos Machine that would do the merging of the universes. It can only absorb, channel and focus Chaos onto one user. And that was the original purpose of the machine, it was supposed to allow somebody else to be able to fight against Axmodeux in case the chosen would fail, not appear or not appear in time.

Jason attempts to seal away Chaos as Vortex did, but fails. He is not strong enough. At this one moment where it mattered most, he could not succeed. Jason has already given up hope until suddenly Chaos itself starts speaking to him. Chaos restores Jason's power as a Guardian of Chaos and asks him to completely remove Chaos from the universe as it was before the violet Solar Cry so his soul could be put to sleep instead of having to guard the seal. Jason realizes that as a Guardian of Chaos he could prevent this universe from decaying by simply living on, but Chaos knows that Jason's true wish is to finally find rest as it is Chaos' wish to finally find peace. Jason agrees, channels all the power he has at his disposal which is the same amount the chosen had at his disposal and reverses the return of Chaos by disintegrating his body.

And so the truly last Lexima Warrior dies.

Walkthrough

This walkthrough will guide you from the beginning of the end. It will explain only the most vital parts which are required to progress in the game and no more.

The game itself is divided into story chapters. Each chapter has a set of locations or collection of locations that need to be visited. Even though the order of the locations does not matter absolutely in several cases, this walkthrough will provide one order that allows you to play the game normally.

1.17 Prologue: Lost Dreams

Location: Several

- Watch the intro and enjoy the battle scene between Leximus and Setzer VS. Rivy.

Location: College

- Leave the library.
- Try to find a way to leave the college.

Location: Unknown Laboratory

- Collect the equipment from the treasure chests.
- Fight your way through the laboratory.
- Save the game the first time.
- Go help the man fighting the monster.
- Defeat *Lab Monster*.
- Get back to the room at the beginning
- Watch the scene.

1.18 Chapter 1: Journey to Nowhere

Location: Reeve

- Go into the mayor's house and talk to him.
- Leave the town.

Location: Reeve East Cave

- Fight your way through to B1.
- There is a room on the southeast side of the large cave with a message (43125) on a wall at the very end of the room.

- The message is a code that describes the order in which the switches need to be pressed. The switches are located in the room which is located in the north part of the central B1 map.
- The numbers themselves represent the index of the switches. e.g. 4 means the 4th switch from the left, 5 would be the 5th switch from the left which is the one on the most right.
- Go to the room on the east side of the large center room.
- After triggering the lever in the south part of the map, you can go to B2.
- Defeat *Blood Bat*.
- Head west for *Lisk* through *Reeva West Cave*.

Location: Lisk

- Talk to *Ithar*, the old man standing in the center of the village in front of the big house.
- Leave *Lisk* and find *Ithar's* son in the southern region of the map at the *Satanic Church*.
- Return to *Lisk* and talk to *Ithar* in his house.
- Leave *Lisk* and head west. Enter the southwestern forest.

Location: Forest of Illusions

- Go to the eastern part of the forest.
- Find the rock in the south of the map and put it at the location that has a different shade of green in the northern part of the map.
- Head west for the lake.
- Head further west. Find the diary and read it.
- Head back to the lake and read the inscription on the stone that looks like a grave stone.
- The stone reads *D.D. RUD LLURDD*. The riddle is simple. R = Right, L = Left, D = Down, U = Up. It's the right way through the maze south of the lake.
- It is not required to read the diary and the inscription on the stone. You can head straight for the maze.
- Defeat *Grave Guard*.

Location: Lisk Forest

- Now head for the forest north of the *Forest of Illusions*.
- Defeat *Seraphine*.
- Leave the forest through the northern exit and head west.

Location: Esteria

- You must enter the city at least once before you can continue the game.

Location: Echo Cave

- It's right next to *Esteria*. Head there and fight your way through the cave.
- Press the switches making an X (top left, top right, bottom left, bottom right and center) to open the path.

Location: Giada Castle

- Watch the scene.
- Enter *Giada Castle*.
- At the end of the first room pull the chains which are just left from the locked door to open it.
- Head north through either the east or the west entrance on the north wall to enter the library.
- There is a book on the table in the center of the room. The hidden switch is among the books with titles that begin with the letter S.
- Return to the main hall and head for the northern path on either west or east side of the room.
- In the room with the cell door head north and go to the roof.
- Get the key from the blue treasure chest.
- Head back into the main hall.
- Go up the stairs and proceed through the next rooms.
- In the dark room with the crystals touch the crystal on the center platform.

Location: Demonica Ruins

- Scare *Rayah* away by dealing 20% damage.
- Try to follow *Rayah* and encounter *Lilith* (the woman running away) who will join your party.
- Head back to *Giada Castle*. There's a black crystal in the southern part of the ruins that can take you back.

Location: Back at Giada Castle

- Defeat *Rayah*.
- Watch the scene.
- Head for the entrance with *Endout* and *Lilith*. Is it not necessary to run away from battles as there's enough time.
- Repeat the same with *Jason*.

- Watch the scene and head east for the marsh. It's just east of *Lisk Forest*.

Location: Great Marsh

- No puzzles here, just head through the marsh. The wooden signs can show you the correct path.
- Defeat *Dragos Lizard*.
- Leave the marsh and enter *Lorence Castle*.

Location: Lorence Castle

- Enter *Lorence Castle* and watch the scene.

1.19 Chapter 2: Dream or Reality

Location: Tower of Memories – Red Solar Cry

- Watch the scenes.

Location: Lorence Underground City

- After you wake up, head east.
- Watch the scene.
- Leave the town and head for the entrance of the cave.
- Defeat *Phantom Bat*.
- Leave the cave and head north towards *Lorence Castle*.

Location: Lorence Castle – Another Try

- Enter the castle and dispose of the guards.
- Go either west or east through the corridors.
- Find the key in the blue treasure chest in the northern part of the room.
- Head back for the entrance.
- Go through the northern door and through the garden to 2F.
- Head for the room in the southwest.
- There is a hidden switch below the C1 position on the chess board. Checkmate the black king by moving the white rook downwards to that position to activate the switch.
- Head back into the center room and enter the opened door.
- Turn all tigers away from the carpet. Each statue turns differently depending on your position. Some of them are partially random, some are even fully random.
- Head north into the throne room.
- Defeat *Lord Terence* and his support.
- Defeat *Loderro*.

- Lose against *Faberell*.
- Head back to *Esteria* and head south toward *Esteria South Canyon*.

Location: *Esteria South Canyon*

- Head through the canyon towards south to *Vendetta*.

Location: *Vendetta*

- Head for the tavern in the northwest and talk to *Captain Rack'em* sitting at the counter.
- Go to *Baron's* house in the southwest during the day and talk to him.
- Head to *Captain Rack'em's* house in the southeastern part of the city and talk to him.
- Head west of *Vendetta* towards *Krato*.

Location: *Krato Mine*

- As you can't go up yet, enter the mine first.
- Explore the mine and activate the 3 levers. Each lever is located on another floor.
- Leave the mine and head north for *Krato Mountains*.

Location: *Krato Mountains*

- Head east through the mountains. No puzzles here.
- Watch the scene and obtain *Raw Titanit*.
- Defeat Leviathan.
- Head back for *Vendetta*.

Location: *Vendetta – Getting ready*

- Head to *Captain Rack'em's* house and hand over the *Raw Titanit*.
- Head south for the docks.
- Watch the scene and leave for the *Ghost Ship*.

Location: *Ghost Ship*

- Get to the lowest deck.
- Defeat *Spirit Sword*.
- Head back to *Captain Rack'em's* ship and talk to him to return to *Vendetta*.

Location: *Vendetta – Revelation*

- Pay *Baron* a visit the next day.
- Defeat the mercenaries.
- Defeat *Nocturno*.
- Head to *Captain Rack'em's* house and talk to him once more.

- Go to the inn when you're ready and spend the night there.
- Watch the scene.

1.20 Chapter 3: Lonely Hero

Location: Unknown

- Watch the scene.

Location: Dalia

- Head for the town.
- Go into the house in the southwestern part of the town and talk to the elf.
- Now you can leave the town.
- Head north for the forest, simply follow the path.

Location: Adel Tower

- Head east through the forest and north through the mountains.
- Enter *Adel Tower*.
- Lose against the vampire the first time. You can also try to defeat him.
- Lose against the vampire a second time. You can also try to defeat him.
- In the third fight you have to defeat the vampire.
- Help the vampire get rid of the barrier.
- Head up the stairs.
- Continue your way through the tower until you encounter the vampire again. This time he will join your party.
- Head further up.
- In the room with the switched you need to press one switch, change the active character and repeat this procedure until you are through the maze. Be careful during battles because your characters have to fight alone.
- Head to the top of the tower.
- Watch the scene.

Location: Dalia – Tracking down

- Head for the town.
- Go into the house in the southwestern part of the town and talk to the elf again.
- Now you can leave the town.
- Head north for the forest again.

Location: Adel Tower – Reunion

- Head east through the forest and north through the mountains.
- Enter *Adel Tower* and head to the top.
- Watch another scene on the top.
- Fight a bit against *Source*.
- Watch the next part of the scene.
- Defeat *Source*.
- Watch the rest of the scene.
- Leave the tower and head north.

Location: Katana Desert

- Listen to *Vamp*'s instructions, he knows the way.
- Watch the scene.
- At the oasis head south. Enter the cave to the far south.
- Watch the scene.
- Head back to the oasis.
- This time head east.
- After you leave the desert, head north for *Desert Port*.

Location: Desert Port

- Go into the building and talk to the ship at the counter captain. Pay him the 2000 gold.
- Leave the building and head north for the ship.

1.21 Chapter 4: Mysterious Vampire

Location: Tower of Memories – The Way up

- Watch the scene.
- Defeat *Samurai Armor*.
- Head upstairs.
- In the room with the moving pods *Setzer* will cheat his way around the puzzle.
- Head further up.
- Defeat *Voidix* as fast as possible. If you have more than 1 minute left when you are done, you shouldn't have problems reaching the top of the tower in time.
- Head to the top before the time runs out.
- Watch the familiar scene.

Location: White Peak City

- Leave the city and head west to the *Silent Forest*.

Location: Silent Forest

- Explore the forest and find the *Starrod Spirits*. Answer their questions right.
 1. How many *Echo Herbs* can be collected in this forest? (9)
 2. How many people are there in *White Peak City*? (27)
 3. If I would put a bet of 60 gold on *Mickey* in *White Peak City*, how much gold would I get if he wins? (66)
- Head over the bridge and leave the forest through the west exit.
- Head west for *Great Lake*.

Location: Great Lake

- Get over the fragile ice. The minigame requires you to keep the balance by moving or not moving so the ice doesn't break.
- Enter the cavern and find the *Ice Temple* deep within.
- Enter the *Ice Temple*.

Location: Ice Temple

- Go into the center room.
- Watch the scene.
- Find the 4 switch rooms and trigger all switches. You need to leave a party member at each location. A recommended order is: *Lilith*, *Endout*, *Jason*. It is also, recommended to leave *Lilith* and *Endout* in the northern rooms as the way back is shorter and they have a harder time fighting off the enemies when they are alone.
- With each character defeat *Breath of Ice* and return to the center room.
- Head up the stairs.
- The solution for getting through the dark sliding room from illustration 3.5.1 follows.

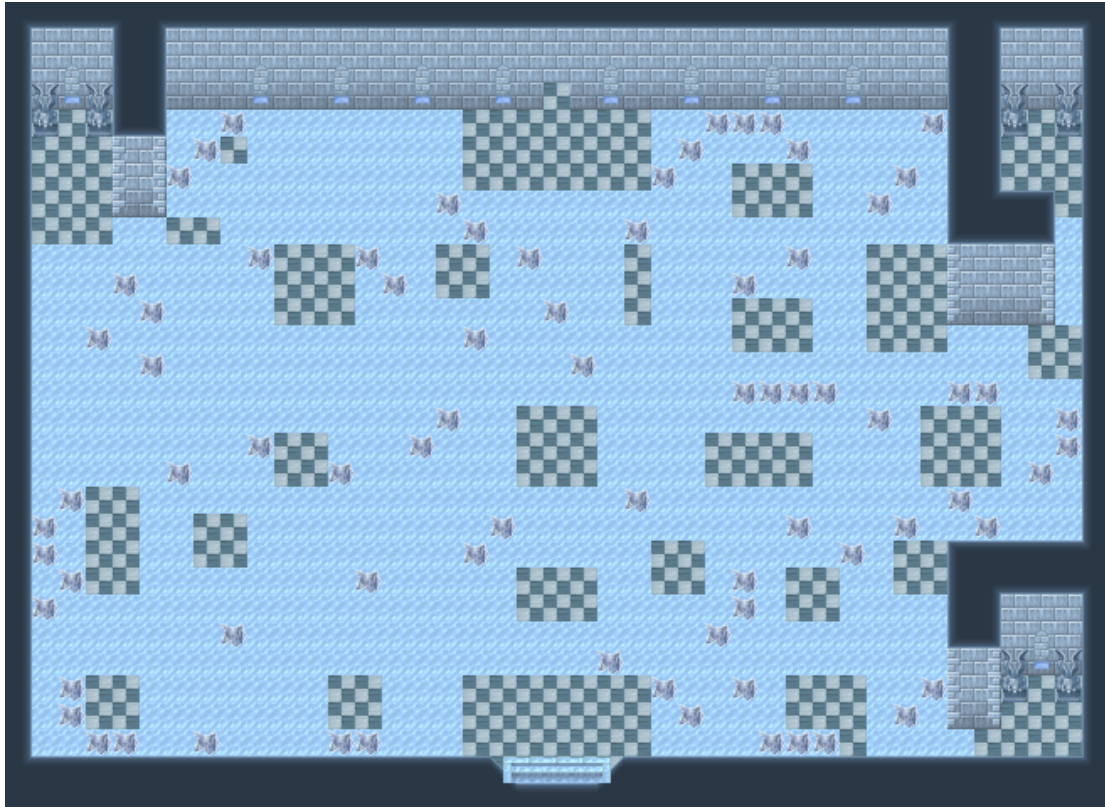


illustration 3.5.1 – Ice Temple 2F

1. Head north from the center of the platform.
2. Head north again.
3. Head east from one of the southern two tiles of the platform.
4. Head north from the westernmost tile of the platform.
5. Head east.
6. Head north.
7. Trigger the switch on the wall to the north.
8. Head back south.
9. Head west from the north tile.
10. Head south from the east tile.
11. Head west from one of the southern two tiles of the platform.
12. Head west.
13. Head south.
14. Head south.
15. Head west from one of the northern two tiles of the platform.
16. Head west.
17. Head north.

18. Head east from one of the two center tiles of the platform.
 19. Head north from the eastern tile.
 20. Head east.
 21. Go through the door to the north.
- Head to the next room.
 - The rainbow orb puzzle seems complicated, but it's not. The poem on the wall describes the exact order of actions. You can take orbs from the southern row of pillars and put them on the northern row. Except for the order of actions, the order of the colors needs to be correct as well. The correct order of colors is the same as the order of colors of a rainbow (from left to right): red, orange, yellow, green, cyan, blue, violet. The order of actions from the poem follows.
 1. Take violet.
 2. Take red.
 3. Place red.
 4. Take yellow.
 5. Take green.
 6. Place violet.
 7. Take orange.
 8. Take blue.
 9. Place green.
 10. Place yellow.
 11. Take cyan.
 12. Place cyan.
 13. Place orange.
 14. Place blue.
 - Head into the next room.
 - Watch the scene.
 - Defeat *Celestia*.
 - Watch the rest of the scene.
 - Head back to the entrance. Even though the situation suggests it, there is no time limit.
 - Watch the scenes.
 - Head all the way back to the force field in the cave in *Katana Desert* (south of the oasis). After getting through the force field and leaving the cave through the other exit, head southwest for *Lucius'* home.

Location: Lucius' Home

- Watch the scene.
- After *Lucius* has joined your party, head for *Luvia*.

Location: Luvia

- Head north for the castle.
- Head 2 rooms north, then up the stairs and follow the red carpet toward the south.
- *Lucius* will get rid of the guards blocking the stairs.
- Watch the scene.
- Head back to *Lucius'* home. Now you will see ship docked at the dock west of his house. It will immediately get you to *Vyn Island*.
- Enter the *Tower of Memories*.

Location: Tower of Memories – This Time for Real

- Head upstairs and fight your way up.
- When you get to the hovering pod room (where *Setzer* cheated his way through in the dream), you first need get to the stairs on the other side of the room. For that use the orange and then the yellow pod.
- Head down the stairs.
- Trigger the lever to open the door in the hovering pod room.
- Head back to the hovering pod room.
- To get to the exit of the room on illustration 3.5.2., you need to use the hovering pods in following order.



illustration 3.5.2. – Tower of Memories 8F

1. Blue
2. Cyan
3. Yellow
4. Violet
5. Teal
6. Orange
7. Pink
8. Neon
9. Neon
10. Cyan
11. Violet
12. Cyan
13. Yellow
14. Cyan
15. Neon
16. Neon
17. Orange

18. Bright blue

19. Blue

20. Cyan

21. Yellow

22. Green

23. Violet

- Head to the top.
- Watch the scene.
- In the first battle either deal 50% damage to any of the enemies (preferably *Faberell* as he will keep his current HP in the later battles) or let your enemies defeat at least one of your party members.
- Deal at least 60% damage to *Faberell*.
- Defeat *Faberell*'s transformed version for good.
- Watch the rest of the scene.
- Enter the *Warp Portal*.

1.22 Chapter 5: The Truth

Location: Cravgon

- Watch the scene.
- Head for the main hall.
- Go into the southern room. It's the only one that's open.
- Go to the south terminals down the stairs and try to hack the center terminal.
- Watch the scene.
- Head back to the main hall.
- Go into the room in the southeast corner.
- Access the terminal a few rooms later.
- Head back to the main hall.
- Go into the room in the northwest corner.
- A few rooms later access the terminal.
- Set up the energy routing that way that all energy rings are in the middle. The puzzle works like Hanoy's Towers with 5 rings. The meanings in this case are: source = left, intermediate = right, destination = center. The solution follows.

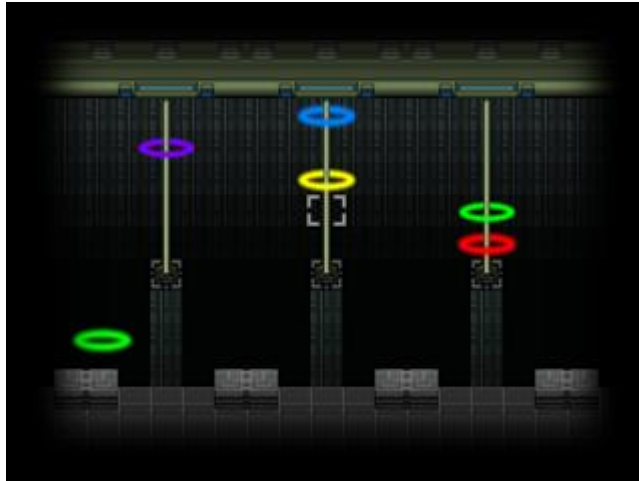


illustration – 3.6.1 – Hanoy's Towers

1. Take source, put destination.
2. Take source, put intermediate.
3. Take destination, put intermediate.
4. Take source, put destination.
5. Take intermediate, put source.
6. Take intermediate, put destination.
7. Take source, put destination.
8. Take source, put intermediate.
9. Take destination, put intermediate.
10. Take destination, put source.
11. Take intermediate, put source.
12. Take destination, put intermediate.
13. Take source, put destination.
14. Take source, put intermediate.
15. Take destination, put intermediate.
16. Take source, put destination.
17. Take intermediate, put source.
18. Take intermediate, put destination.
19. Take source, put destination.
20. Take intermediate, put source.
21. Take destination, put intermediate.
22. Take destination, put source.
23. Take intermediate, put source.

24. Take intermediate, put destination.
 25. Take source, put destination.
 26. Take source, put intermediate.
 27. Take destination, put intermediate.
 28. Take source, put destination.
 29. Take intermediate, put source.
 30. Take intermediate, put destination.
 31. Take source, put destination.
- Head back into the main hall.
 - Enter the room in the middle, behind the elevator.
 - Try to access the terminal.
 - Watch the scene.
 - Head back to the room with the energy ring puzzle from before.
 - This time the rings need to be moved on the right pillar. The solution is the same as before, only with different locations: source = center, intermediate = left, destination = right
 - Head back to the main hall.
 - Head for the room in the northeast corner.
 - Get down into the cargo room
 - Access the large cyan terminal there to get the elevator card.
 - Go back to the main hall.
 - Access the elevator and let it take you to the bridge.
 - Enter the northern room and enter the bridge through either the right or the left door.
 - Watch the scene.
 - Either deal 50% damage or lose the battle against Nemesis.
 - Watch the rest of the scene.
 - Head back to the portal where you entered the *Cravgon* in the first place. It's the southwest room in the main hall.
 - After the short scene, head back one room.
 - Watch the scene.
 - Defeat *Grid Stalker* / *Grid Master*.
 - Get back into the room with the portal.
 - Enter the portal.

Location: Between the Worlds

- Walk around a bit. It is recommended to head into one direction.
- Watch the scene.
- Head over the platforms for the next area.
- Find all 8 *Energy Focus Orbs* scattered throughout the platforms.
- Head back for the center platform and go north to the platform with the Warp Portal.
- Enter the *Warp Portal*.

1.23 Chapter 6: Gift

Location: Icecold Dreams

- Follow the bizarre path until you get into the small safe room.
- Leave the small room and continue following the path.
- Watch the scene at the end.
- Lose against *Leximus*.
- Watch the next part of the scene.
- Defeat *Leximus*.
- Watch the rest of the scene.
- Leave the forest and head north for *Kaeri*.

Location: Kaeri

- When you try to leave *Kaeri* through the north, you will get a quest.
- Head for *Marla Pass* to the north.

Location: Marla Pass

- Head through the mountains until you meet the statue that is asking you riddles.
- The riddle solutions are randomly generated.
 1. The first riddle is hard to crack since it's randomly generated from a certain number of possible combinations, but there is a trick. The second dialogue window displays "In X years Matt will be two times younger than Anthony." X is Matt's age.
 2. The first part of the question is: "Train A leaves Termina at with a speed of X km/h. Train B leaves Astralis at with a speed of Y km/h. If the two cities are away from each other exactly Z km,". In the second part of the question you are being asked how often a letter appears in the text. Simply count.
 3. In this riddle a subsequence is generated from the sequence (121, 169, 225, 289, 361, 441, 529, 625, 720, 841, 961) or from

the sequence (144, 196, 256, 324, 400, 484, 576, 676, 784, 900). Those are the squares of the numbers (11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31) and (12, 14, 16, 18, 20, 22, 24, 26, 28, 30). Just enter the missing number.

- Head further through the mountains.
- Defeat *Rydia*.
- Head for *Termina*.

Location: Termina

- Go to downtown which is located in the west.
- Enter *Leech's Slime* and talk to everybody (including the bartender and the second security guard at the counter).
- Leave the club.
- Watch the scene.
- Get over the roofs towards east.
- Watch the short scene and use the ladder to get off the roofs.
- Enter the sewers.

Location: Termina Sewers

- Explore the sewers towards the east.
- The puzzle with the wooden paths has several possible solutions. The coordinates describe the x and y of the wood piece as displayed on illustration 3.7.1. Activate the following pieces to get through.



Illustration 3.7.1 – Termina Sowers puzzle

1. (2, 3) – activated during the scene the first time
2. (2, 2)
3. (3, 2)
4. (3, 3)
5. (3, 4)
6. (2, 4)
7. (2, 3)
8. (2, 2)
9. (2, 1)
10. (3, 1)
11. (3, 2)
12. (3, 3)
13. (3, 4)
14. (2, 4)
15. (2, 3)
16. (1, 3)
17. (1, 2)
18. (1, 1)

19. (2, 1)
20. (3, 1)
21. (4, 1)
22. (4, 2)
23. (4, 3)
24. (3, 3)
25. (3, 2)
26. (2, 2)
27. (2, 3)
28. (1, 3)
29. (1, 2)
30. (2, 2)
31. (2, 3)
32. (1, 3)
33. (1, 2)
34. (2, 2)
35. (3, 2)
36. (3, 3)
37. (2, 3)
38. (1, 3)
39. (1, 2)
40. (2, 2)
41. (3, 2)
42. (3, 3)
43. (2, 3)
44. (2, 2)
45. (3, 2)

- Continue north, then west through the sewers and get back to the entrance from the other side of the path.
- Like in *Giada Castle* earlier, trigger the chains on the left to open the door.
- Defeat *Blastoise* and *Mumerus*.
- Leave the sewers.
- Head for *Astralis* to the north.

Location: Astralis

- Head to the western part of the city and enter the building with the sign displaying *Astra Tours*.
- Talk to the manager and win a lifetime of free tours.
- Take a tour to the volcano.

Location: Ember Volcano

- Head to the southwest part of the room. Enter the next room and continue your way until a dead end.
- Kick the ice rock into the lava below.
- Return to the entrance.
- Now go down the stairs in the southeast part of the room.
- Kick the ice rock on the west part of the platform into the lava below.
- Head down the stairs in the east part.
- Get your first *Bat Plate* from the blue treasure chest.
- Return to the entrance.
- Head down the long stairs and continue your way until you enter a room where you can see a dragon statue west of you and a pillar southwest.
- Head south.
- On the west part of the platform there is another ice rock which needs to be kicked down into the lava.
- Head down the stairs and get your second *Bat Plate*.
- Return to the room with the statue and the pillar from before.
- Continue your way east until you come across another ice rock.
- Kick down the ice rock and head down the stairs on the east to which you have now access due to the ice rock.
- Head west.
- In the western part of the room, there's another ice rock. Kick it down into the lava.
- Return to the large room where you kicked the last ice rock into the lava (the one with the huge hole on the west side).
- From your position head further south and go up the long stairs.
- Continue your way until you come to the room where two dragon statues block your way right at the entrance. Remove the blockade with one of your *Bat Plates*.
- Continue your way.

- At one point you will be interrupted by a short scene. Head east, then down the stairs.
- Head south, removing the second blockade with your other *Bat Plate* and continue your way until the lava chamber.
- Watch the scene.
- Defeat *Chaos Behemoth*.
- Watch the rest of the scene.
- Head back upstairs.
- Get out before the timer expires. Usually it's not necessary to run away from battles, but it should be preferred if the timer is below 2 minutes.
- Try heading back to *Astralis*.
- Defeat *Bounty Hunter*.
- Head back to *Astralis*.
- Watch the scene. *Ariana* will join your party.
- Head towards the forest located west of the big lake on the world map.

Location: Lakeside

- Watch the scene.
- Head to *Ariana's* house in the easternmost part of the continent.

Location: Ariana's House

- Watch the scenes.
- Defeat *Bounty Hunter* once more.
- Head back to the lake.

Location: Lakeside – Turn of Events

- Watch the scene.
- Go east and enter *Andras Temple*.

Location: Andras Temple

- Go the bottom of the building.
- Turn on all 16 reactors.
- Head back up to the entrance.
- Head towards the top activating the machines on the various floors.
- After activating the big reactor on top from the two terminals, head back down into B1. Now the door next to the stairs is open.
- To be able to enter the last room, you need to solve the puzzle. The solution is generated randomly each time you enter the room, but it's much simpler than it seems. You need a pen and a paper or any other utility to write down some information. Draw a 6x6 grid on the paper. In

the game put one energy router onto each of the energy beacons and mark on the paper all the other beacons that were activated by that beacon. DO NOT mark the triggering beacon itself (the one the energy router is standing on). After you have done that with all energy beacons in your grid, there should be exactly 4 unmarked beacons. Usually it is enough to check about 10 to 15 beacons rather than all of them. The 4 unmarked beacons are the ones which need to be activated by the energy routers. It happens easily to make a mistake during the marking so if there are more or less than 4 unmarked beacons, repeat the procedure.

- Now you can enter the last room.
- Watch the scene.
- Defeat *Rivy*. In case you lose against *Rivy*, you will get to see the secret ending which is a variation of the bad ending.
- Watch the rest of the scene and head back to *Termina* Downtown.

1.24 Chapter 7: The Blade of Souls

Location: Mandora Kingdom

- Leave the city and head for the cave in the northeast.
- Head back for the city and try heading for the castle. A security guard will stop you on your way.
- Buy the clothes from the shop in the eastern part of the city.
- Head for the castle.
- Watch the scenes.
- Talk to everybody in the ball room.
- Talk again to *Endout*.
- Watch the scenes.
- Go to the cell door and try to open it.
- Watch the scene.
- Sneak out of the prison dungeons. Observe the movement pattern of the guards and find out the glimpses of weak spots to be able to get through. Keep in mind that your party members can be seen as well. Also keep in mind that you can gather them onto 2 tiles if you walk up and down/left and right a few times.
- Go into the room next to the cell door to get back your equipment.
- Watch the scene.
- Defeat Bounty Hunter one last time.
- Watch the rest of the scene.

- Head to the cave in the northeast of *Mandora* again.

Location: Forgotten Plains

- Fight your way through the plains.

Location: Mountains of Slumber

- Fight your way through to the far east of the mountains.
- Watch the scene. *Sydon* will join your party.
- Defeat *Evaniel*.
- Head back to *Mandora*.

1.25 Chapter 8: Return of a Lexima Warrior

Location: Black Jack City

- Head south of the city to *Ferry Port* and get a ride to *Crios Island*.

Location: Crios Island

- You need to find 3 emeralds hidden in this area. There is a hint a few areas further written on a sign (illustration 3.9.1.). The locations are:
 1. In the first map there is a plant that is different than the other located at the east wall. This is where the first emerald is hidden.
 2. South of the map with the sign there's a pink flower. That's the second emerald.
 3. Northeast of the map with the sign there's a tree branch on the floor partially behind a rock in the eastern part of the map. This is the last one.

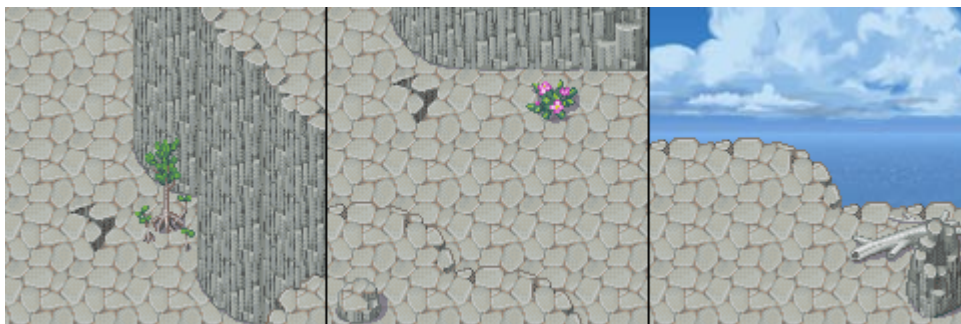


illustration 3.9.1. – emerald locations

- Head back to the central map with the sign. The cave entrance is visible only during the night. Remember that a *Moon Crest* can change the daytime to night immediately.
- Go through the cave and continue your way until you enter *Crios Depths*.

Location: Crios Depths

- Head downstairs. Similarly like in the volcano there are a few dragon statues preventing you from going on. This time you need to find *Dragon Eyes* to disable the blockades.
- Further down there is a teleportation puzzle and there is a catch (illustration 3.9.2.). You have 4 beacons that need to be activated, two on each side. If you have 2 beacons active, the way to the other set of beacons and the way back is blocked because the teleporters are rerouted (red reroutes). The way back is blocked if 1, 2 or 3 are active (yellow reroutes). The solution is to activate 1 beacon from one set, head to the other set of beacons, activate them both, then head back to the first set and activate the last beacon. Then you can head back to the starting point. One possible path follows.

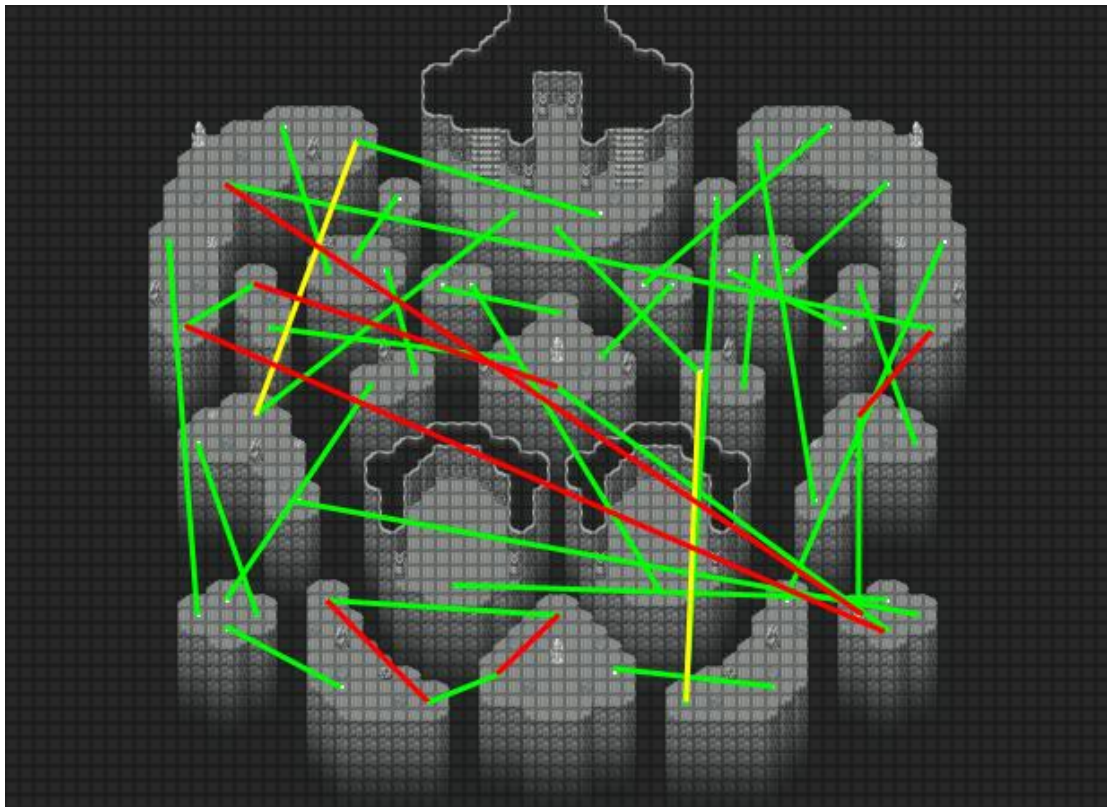


illustration 3.9.2. – Crios teleporter maze

1. Take the right teleporter.
2. Follow the path and take the very last teleporter.
3. Continue until the next platform with 4 teleporters.
4. Take the top teleporter.
5. Continue until the end.
6. Move one energy router onto one beacon.

7. Teleport back until the platform with the 4 teleporters again.
 8. Take the bottom teleporter.
 9. Take the top teleporter.
 10. Move both energy routers onto one beacon each.
 11. Teleport back.
 12. Take the bottom teleporter.
 13. Take the top teleporter.
 14. Continue until the end.
 15. Move the second energy router onto the second beacon.
 16. Teleport back until the platform with the 4 teleporters again.
 17. Take the left teleporter.
 18. Continue until the big platform with 5 teleporters.
 19. Follow the path and take the very last teleporter.
- Open the blue treasure chest and get another *Dragon Eye*.
 - Head upstairs, remove the last barrier and head downstairs on the newly opened path.
 - Watch the scene.
 - Defeat *Raz'nar*.
 - Watch the rest of the scene.
 - Head back to the *Ferry Port* and ask the sailor for a ride to *Medirok*.

Location: Medirok

- Leave the city and head towards east. You will encounter a cave very soon, enter it.

Location: Genesis Dome

- Ignore the locked door and go downstairs. There is a pillar with a riddle in the basement. After you've gone through the basement levels, you can head south (in the room with the water pool) towards the entrance and unlock the door to make your way back shorter.
- Continue upstairs through the dungeon. On top you will enter a control room where you can change the lighting in 5F and 6F. In 5F there are 4 rooms with an energy router, but beacons are missing. You will recognize those rooms easily as they have a big mirror as floor. As the riddle suggests, the beacons are only visible when the lighting is set up right. You have 8 different light settings (normal, red, green, blue, cyan, yellow, magenta and night vision) where every setting except the normal and the night vision ones will make a beacon visible. Since there are 4 rooms and 6 settings, 2 settings are not used. Each beacon corresponds to another setting, there are never 2 beacons visible with

the same setting. Since the puzzle is generated randomly each time (random light setting for each room, random positions for the beacons), the only way to solve it is trial and error.

- Once you have put all energy routers on the beacons, head back to the entrance at B1 where the locked door was.
- Head through a few rooms.
- Watch the scene.
- In the first battle *Anoxis* will use *Annihilation* on your party.
- Watch the next part of the scene.
- Defeat *Anoxis*.
- Watch the rest of the scene.
- Head back to *Ariana's* house.

Location: Ariana's House – Bitter Feelings

- Enter *Ariana's* house and watch the scenes.

1.26 Chapter 9: God of Vengeance

Location: Ariana's House

- Go back to *Medirok*. Head west from *Medirok*, further than the cave leading into *Genesis Dome*. There are stairs in the far west of the continent.

Location: Western Passage

- Simply pass through the cave.
- Enter *Unitopia*.

Location: Unitopia

- Watch the scene.
- Head west into the compound.
- Fight your way through the compound until you reach the conductor room.
- Try to deactivate the energy conductors. Use the console in the middle between the conductor pillars.
- Watch the scene.
- Head back to the entrance. You can open the door to *Unitopia* by activating the console.
- Head north for the *Tech Lab*.
- Find *Professor Simonair* and talk to him. He's in the northernmost part of the building.

- *Professor Simonair* will ask you to find him 4 parts for his teleporting device. You can get them in any order you prefer.

Find: Particle Accelerator

- Talk to the scientists in the same room where *Professor Simonair* is. One of them will give you a hint to continue your quest.
- Talk to the receptionist at the entrance.
- Go to the market in *Unitopia* and talk to the women. One of them will give you the next hint.
- Head north to the relaxation area and talk to the woman with the green hair.
- Head to *Unitopia's* entrance, to the armor shop. The scholar has the next hint.
- Head west, then into the big building (the hospital). Talk to the doctor in the eastern room.
- Talk to the nurse at the reception.
- Talk to *Charles Wing* in his bed in the northeast room in his bed to obtain the *Particle Accelerator*.

Find: EMFG

- Head north of the *Western Passage* into the desert.
- Keep an eye at your party members' HP while you walk through the desert since the heat during day and the cold during night deals damage all the time.
- After you leave the cave, head west. Head southwards as soon as you get the chance. You will head down a path.
- Find the blue treasure chest with the *Metal Detector*.
- Get back and head further west.
- For the minefield keep in mind that one wrong step means game over. The starting point is the third square from bottom. Use the *Metal Detector* if you have trouble finding it. Enter the maze by standing on the first square (illustration 3.10.1.). The path through the maze follows.



illustration 3.10.1 – Thirsty Dunes minefield

1. 4 times west.
2. 1 time south.
3. 3 times west.
4. 2 times north.
5. 4 times west.
6. 1 time north.
7. 3 times west.
8. 2 times north.
9. 1 time west.
10. 2 times north.
11. 1 time west.

- After you are through the minefield, head south.
- Watch the scene.
- Defeat *Octocon*.
- Head further west.
- Talk to the scientist in the abandoned village's center and obtain the *EMFG*.

Find: Portable Beam Cannon

- Go to *Arthia* through the *Warp Portal* located east of *Kaeri*.

- Head for *Dalia*. Talk to the elf again. This step is optional.
- Head for *Desert Port*.
- Watch the scene. You will get the *Portable Beam Cannon*.

Find: Prism Diamond

- Go to *Arthia* through the *Warp Portal* located east of *Kaeri*.
- Head for *Luvia*.
- Meet the king and talk to him.
- Go to *Lucius's* home and talk to him.
- Watch the scenes.
- Divide the party to your preference. A recommended combination is taking *Sydon* while leaving *Endout* and *Ariana* with *Lucius*.
- Go into the basement and into the sewers with *Jason's* party. The timer counts how much time you need.
- Fight your way through the sewers and the caves until you get out. The 10 minutes that the party needs to get back to *Luvia* will be added to the timer and it will rounded up to the next amount of minutes dividable by 3.
- Defeat all enemies that come at you. Each battle will subtract 3 minutes from the timer.
- Watch the following scenes and you will obtain the *Prism Diamond*.

Location: Unitopia – A Mistake

- After you have collected all 4 items, return to *Unitopia* and meet *Professor Simonair*.
- Watch the scenes.
- Head west into the compound.
- Once again turn off the conductor station at the console in the center.
- Watch the scene.
- Head deeper down into the compound.
- Deactivate the main reactor in the lowest basement level and watch the scene.
- Defeat *Bael*.
- Defeat *Mephisto*.
- Defeat *Lucifer*.
- Defeat *Bael*, *Mephisto* and *Lucifer* together.
- Watch the rest of the scenes.
- Teleport to the *Hyperion* using the *Teleport* command from the menu.

1.27 Chapter 10: The Fate of the Universes

Location: Hyperion Part 1

- Head north until you get to the room with the barrier.
- There are 8 terminals that need to be activated in order for the barrier to disappear. Find them, activate them.
- Head upstairs and further north.
- In the room with the hole in the middle head west and east until the ends of those paths. At each end there is a terminal that activates a crane engine.
- Head back to the center room.
- Activate the computer in the northern part of the room.
- The solution for this puzzle is generated randomly each time. Good luck.
- Head north into the next room.
- Watch the scene.
- Defeat *Coga*.
- Watch the rest of the scene.
- Head upstairs.

Location: Hyperion Part 2

- Fight your way through the *Reactor Deck*.
- The hacking of the computer requires you to solve a puzzle. The solution and the starting position are always randomly generated.
- Head upstairs.
- Go south until you magically can't leave the room except for going back. Enter the room with the wide entrance in the center.
- Watch the scene.
- Defeat *Earayl*.
- Watch the next part of the scene.
- Defeat *Earayl* again.
- Watch the rest of the scene.
- Leave the reactor room and head south.
- Watch the scene as you walk further and you will obtain 100 *Dynamite Charges*.

Location: Hyperion Part 3

- It is recommended that you teleport to the entrance of Hyperion and start putting charges everywhere. There are exactly 43 locations

including the main reactor room where you fought against *Earayl*. Each location is marked with cyan sparkle. Additionally, now 2 new strong enemies are more frequently appearing during battle. Good luck.

- After you have spent all *Dynamite Charges*, if you're not already there, head back to the main reactor room on the *Control Deck*. Head south and go upstairs where you couldn't go up earlier.
- Head north.
- Watch the scene.
- Defeat *Seraphine*.
- Watch the rest of the scene.
- Head north through the *Chaos Machine* reactor room.
- Enter the room with the very wide entrance.
- Watch the scene.
- Defeat *Archnemesis*. If you lose against him, you will get the standard bad ending.
- Watch the rest of the scene.
- Head towards the room where you entered Hyperion in the first place. You will be interrupted in the room where you fought against *Coga* before.
- Watch the scene.
- Make a choice, then either defeat your opponent or lose.
- Head to the new target location which is either *Hyperion* entrance or back to the *Chaos Machine* depending on which side won the battle earlier (not depending on which side you chose).
- Watch the sad or the good ending. The ending also depends on which side won the battle earlier.
- Congratulations, you have played through the game!

Sidequests

1.28 Talking Rabbit

Reward:

- Analyze ability for Jason

Expenses:

- none

Quest Locations:

- Jason's college (Terra)
- Reeve (Arthia)
- Giada Castle (Arthia)

Quest Progress:

- The rabbit appears at Jason's college at the very beginning of the game and in the eastern part of Reeve.
- Talk to the rabbit.
- Agree to play its game.
- The correct answer for the first question is 3.
- The correct answer for the second question is 2.
- The correct answer for the last question is 2 or 3.
- The solution can be obtained either by checking all the torches or checking the entrance door after escaping Giada Castle.

1.29 Lumberjack

Reward:

- Agility Ring
- 100 EXP

Expenses:

- all of Jason's HP except 1

Quest Locations:

- Lisk (Arthia)

Quest Progress:

- Enter the house southwest of Ithar's house in Lisk. Talk to the old lady.

- West of the old lady's house is a place for wood chopping. Jason must not be defeated to be able to chop wood. For that you will get part of the reward.
- Enter the house again and talk to the old lady again.
- The Agility Ring is on the second floor. Use the ladder to get there.

1.30 Learning from Mike

Reward:

- Revitalize ability for Jason

Expenses:

- 600 gold

Quest Locations:

- Lisk (Arthia)
- Esteria (Arthia)

Quest Progress:

- Talk to the scholar next to Ithar's house in Lisk. Ask him about abilities.
- Bribe the scholar with 300 gold or more.
- Enter the house in the southeast part of Esteria. Talk to Mike.
- Accept Mike's offer for a new ability for another 300 gold.

1.31 Oh, those Sailors

Reward 1:

- 500 gold
- 150 EXP
- Treasure Clue 4

Reward 2:

- 100 EXP
- 1 Elixir
- Jason's Max HP +100

Expenses:

- none

Quest Locations:

- Esteria (Arthia)
- Reeve (Arthia)

Quest Progress:

- Talk to the sailor in the northwest part of Esteria.
- Confirm that you will deliver the letter to his girlfriend.
- If you open the letter, you have opened the possibility to get *Reward 2* additionally to *Reward 1*.
- Talk to the woman in the western part of Reeve.
- If you have opened the letter, you will have an additional option to tell the woman the truth about her boyfriend and if you do, she will give you *Reward 2*.
- Talk to the sailor in Esteria again to get *Reward 1*.

1.32 The sick Boy

Reward:

- 1 Ether

Expenses:

- 1 Antidote

Quest Locations:

- Underground Lorence (Arthia)

Quest Progress:

- This quest can only be done before Lord Terence was defeated.
- Enter the residence in southeast part of Underground Lorence. Talk to the father. Give him an Antidote for his son.
- Try talking to his son.
- Enter the storage room in the southeast part of the residence and enter the secret passage right behind the floor on the right wall.
- Walk east, then north. At the end press CONFIRM to collect your reward.

1.33 It was huge

Reward:

- 100 EXP
- Jason's Max MP +10

Expenses:

- none

Quest Locations:

- Underground Lorence (Arthia)

- Lorence Castle (Arthia)

Quest Progress:

- This quest can only be started before Lord Terence was defeated. It can be finished anytime.
- Talk to the woman in the center of Underground Lorence.
- If Lord Terence was defeated, then the woman will be in the southeast room of Lorence Castle 2F.
- After defeating Phantom Bat, return to the woman to collect your reward.

1.34 Hide and seek

Reward 1:

- 1 Karma Ether

Reward 2:

- 1 Phoenix Flame

Expenses:

- none

Quest Locations:

- Lorence Castle (Arthia)

Quest Progress:

- This quest can only be done after Lord Terence was defeated.
- Enter the garden at Lorence Castle and talk to the boy.
- Find the girl in the southwest part of the garden and talk to her.
- Return to the boy and Talk to him again.
- If you tell the boy where the girl hides, you will get *Reward 1*. If you don't tell the boy where the girl hides, you will get *Reward 2*.
- Talk to the boy or the girl to get your reward.

1.35 The Power of the 12

Reward:

- 12 Potions
- 12 Super Potions
- 12 Ethers
- 1 LV-Potion

Expenses:

- 12 gold

Quest Locations:

- Vendetta (Arthia)

Quest Progress:

- Approach the fountain in Vendetta.
- Throw in a total amount of 12 coins to get your reward.

1.36 About Fortunetelling and Candy

Reward:

- hidden cutscene

Expenses:

- 10 gold

Quest Locations:

- Vendetta (Arthia)

Quest Progress:

- This quest can only be done before chapter 3.
- Talk to the boy blocking the house entrance west of the market.
- Bribe the boy with 10 gold or more.
- Enter the house and talk to the fortuneteller. You don't have to pay the 10 gold, she will read your fortune anyway.
- Enjoy your reward.

1.37 Corny needs a Weapon

Reward:

- Darkness Cape

Expenses:

- Steel Blade

Quest Locations:

- Vendetta (Arthia)

Quest Progress:

- This quest can only be done before chapter 3.
- Enter the inn and go upstairs. Talk to the red-haired man.
- Give the man a Steel Blade.

- Before the beginning of chapter 3 the man will appear on the ship to Dalia. He will give you your reward.

1.38 Marsh Flowers

Reward:

- Insomnia Amulet
- Orb of Raging Karma

Expenses:

- none

Quest Locations:

- Vendetta (Arthia)
- Great Marsh (Arthia)

Quest Progress:

- Enter the house northwest of the market in Vendetta. Talk to the woman.
- Go to the Great Marsh located west of Lorence Castle.
- Travel through the marsh and find 8 orange Marsh Flowers.
- Return to the woman in Vendetta and collect your reward.

1.39 Honey is healthy

Reward:

- 1 Leaf of Life
- 1 Leaf of Magic

Expenses:

- none

Quest Locations:

- Dalia (Arthia)
- Krato Mountains (Arthia)

Quest Progress:

- Find at Krato Mountains the cave with the message on the wall.
- Go outside the cave. Note the 3 flowers standing in a triangle.
- At a position equally distanced from all 3 flowers you will find a Honey Drop if you press CONFIRM.
- Talk to the food collector in the southeast part of Dalia to collect your reward.

1.40 Delicious Lobster

Reward:

- 1 Star Artifact

Expenses:

- 1000 gold
- 1 Lobster

Quest Locations:

- Vendetta (Arthia)
- Dalia (Arthia)

Quest Progress:

- If you don't have one yet, buy a Trading Bag for 1000 gold.
- Trade with the people in Vendetta until you have 1 Lobster.
- Talk to the food collector in the southeast part of Dalia to collect your reward.

1.41 He's coconuts

Reward:

- White Pearl

Expenses:

- 1000 gold
- Coconut

Quest Locations:

- Dalia (Arthia)
- Desert Port (Arthia)
- Luvia (Arthia)
- Vendetta (Arthia)

Quest Progress:

- If you don't have one yet, buy a Trading Bag for 1000 gold.
- Either trade in Luvia and Vendetta until you have a coconut or buy a coconut at Desert Port.
- Talk to the food collector in the southeast part of Dalia to collect your reward.

1.42 Traders 'n' stuff

Reward:

- Treasure Clue 3

Expenses:

- Golden Knuckles

Quest Locations:

- Desert Port (Arthia)
- Adel Mountains (Arthia)
- White Peak City (Arthia)

Quest Progress:

- Either buy a pair of Golden Knuckles in White Peak City or collect the ones from a chest at Adel Mountains. For the latter you need to have Endout in your party.
- Talk to the man standing next to the piece of paper on the floor at Desert Port.

1.43 Scared Knight

Reward:

- 300 EXP

Expenses:

- none

Quest Locations:

- White Peak City (Arthia)

Quest Progress:

- Talk to the man standing left of the fountain in White Peak City and listen to his problem.
- If you choose to give him advice, you will get your reward.

1.44 One Glass too much

Reward:

- 500 EXP
- 1 Energy Leaf
- 1 Magic Liquid
- Treasure Clue 1

Expenses:

- 1 gold

Quest Locations:

- Luvia (Arthia)
- Castle Luvia (Arthia)

Quest Progress:

- Talk to the woman standing next to the fountain in southwest Luvia.
- Bribe her with 1 gold or more. Agree to do her the favor and take the Pen and the Paper.
- Talk to Claudio at Luvia Inn 2F and he will give you his autograph.
- Talk to the woman again to collect part of your reward and get a the Wine.
- Enter Castle Luvia and walk straight north until you come into the king's bedroom.
- Luke, the guard, will take away the Wine from you and throw you out of the room.
- Return into the room and collect the rest of your reward from the treasure chests.

1.45 That Job

Reward:

- 1 Leaf of Life

Expenses:

- none

Quest Locations:

- Luvia (Arthia)
- Lorence Castle (Arthia)

Quest Progress:

- Talk to the younger woman in the kitchen of Lorence Castle 2F.
- Talk to the maid in Luvia Inn 1F and tell her about the job in Lorence Castle.
- Return to Lorence Castle and talk to the once-maid to collect your reward.

1.46 Mysterious Stone Plate

Reward:

- Mysterious Stone Plate

Expenses:

- 5000 gold
- 20 Red Pearl
- 5 Lobster
- 10 Saltstone
- 50 Rose

Quest Locations:

- White Peak City (Arthia)
- Luvia (Arthia)
- Diovlleh Island (Arthia)

Quest Progress:

- Defeat all Monster Arena opponents at White Peak City to obtain Stone Plate Part 1.
- Find Stone Plate Part 2 at Diovlleh Island.
- Trade with a trader in Luvia for Stone Plate Part 3.
- When you have collected all parts, the Mysterious Stone Plate will be put together.

1.47 Tasty or not tasty

Reward:

- Illuminata

Expenses:

- none

Quest Locations:

- Dalia (Arthia)
- Kaeri (Kadro)

Quest Progress:

- Talk to the waiter in Kaeri's restaurant next to the hotel to obtain a Hamburger.
- Talk to the food collector in the southeast part of Dalia to collect your reward.

1.48 When FedLex fails

Reward:

- Wet-Shield ability for Jason

Expenses:

- none

Quest Locations:

- Kaeri (Kadro)
- Termina (Kadro)

Quest Progress:

- Talk to Kevin Garlod in his office in Termina Downtown. Accept the job offering.
- Bring the package to the teacher in northeast Kaeri.
- Return to Kevin to collect your reward.

1.49 The 7 Books

Reward 1:

- 1 Leaf of Life

Reward 2:

- 1 Leaf of Magic

Reward 3:

- 1 Strength Fruit

Reward 4:

- 1 Dexterity Fruit

Reward 5:

- 1 Agility Fruit

Reward 6:

- 1 Intelligence Fruit

Reward 7:

- 1 LV-Potion

Reward 8:

- EXP Orb

Expenses:

- none

Quest Locations:

- Vendetta (Arthia)
- White Peak City (Arthia)
- Luvia (Arthia)
- Kaeri (Kadro)
- Termina (Kadro)
- Ariana's House (Kadro)
- Mandora (Kadro)
- Black Jack City (Kadro)

Quest Progress:

- Talk to the nun in the basement of the Church in Mandora. Ask her about the church.
- Each book will earn you one reward and they are always located in bookshelves. When you have found all 7 books, you will obtain *Reward 8* automatically from the nun.
- Book "Photoshop" can be found in Vendetta Inn 2F and will earn you *Reward 1*.
- Book "D&D" can be found in White Peak City Inn and will earn you *Reward 2*.
- Book "Giovanni's Pizza" can be found in Luvia's library. Search in the 5th row, 8th column, south part of the shelf. It will earn you *Reward 3*.
- Book "Black Runes" can be found in an apartment in Kaeri. Enter the left building in the southeast part of town, first apartment on the left on the first floor. It will earn you *Reward 4*.
- Book "Cheats" can be found in Termina in Kevin Garlod's office and will earn you *Reward 5*.
- Book "Grimoire" can be found in Ariana's House. It's in the east part of the house on the second floor. It will earn you *Reward 6*.
- Book "Dictionary" can be found in Dragonheim Villa in Black Jack City. Enter the left door on the second floor from the entrance, right next to the stairs. It will earn you *Reward 7*.

1.50 Laserfreak Geek

Reward:

- Ultima Lasersword

Expenses:

- Aero Lasersword

- Aqua Lasersword
- Inferno Lasersword
- Terra Lasersword

Quest Locations:

- Black Jack City (Kadro)

Quest Progress:

- Talk to the guy in the corner in the shop in Black Jack City.
- Agree to trade your four laserswords for his one.

1.51 Collectors Value

Reward:

- Dark Omen

Expenses:

- Bloodfinger
- Devilfinger

Quest Locations:

- Kaeri (Kadro)
- Black Jack City (Kadro)
- Medirok (Kadro)

Quest Progress:

- Talk to the owner of the mall in Medirok one the third floor of the mall.
- Bloodfinger can be bought in Kaeri.
- Devilfinger can be bought in Black Jack City.
- Agree to trade your two swords for his one.

1.52 Dungeons, Devils and Dragons

Reward:

- Dragon Teeth Necklace

Expenses:

- 10 gold
- 10 Ancient Teeth

Quest Locations:

- Black Jack City (Kadro)
- Genesis Dome (Kadro)

Quest Progress:

- Talk to the man on the balcony in Dragonheim Villa in Black Jack City.
- To obtain 10 Ancient Teeth from Fat Trident is relatively hard as the dropping chance is only 1%. Even using the SR Item Crash will only increase it to 3%.
- Go into the casino of Black Jack City and play a game on any of the slot machine.
- Talk to the guy in the west corridor of the casino and obtain the Lucky Charm.
- Go to Genesis Dome and use the Lucky Charm's SR Jackpot to force the Fat Tridents to drop Ancient Teeth until you have 10 of them.
- Unleashers can be useful here if you don't want to wait until a character has gained enough SR to use Jackpot or if you don't want to switch the equipment so often.
- Return to the man on the balcony in Dragonheim Villa in Black Jack City and collect your reward.

1.53 Mmmmhhh, Chocolate

Reward:

- Soul Carrier

Expenses:

- none

Quest Locations:

- Dalia (Arthia)
- Medirok (Kadro)

Quest Progress:

- Collect the Chocolate in Medirok Hotel 3F in the east room from the table.
- Talk to the food collector in the southeast part of Dalia to collect your reward.

1.54 May I ask for this Dance?

Reward:

- EXP Orb

Expenses:

- 30000 gold

Quest Locations:

- Dalia (Arthia)
- Medirok (Kadro)

Quest Progress:

- This quest can be started only during the ball in Mandora Kingdom.
- After Endout suggests to talk to everybody in the room, you can talk to a woman and ask her for a dance.
- Play the minigame *Dancer*.
- Take the Broken EXP Orb to the trader in the green clothes in Unitopia.
- Allow the trader to fix your EXP Orb. If you refuse his first offer to do it for 50000 gold, he will make you another offer for 30000 gold.

1.55 Doctor playing with Dark Powers

Reward:

- Dark Light

Expenses:

- Illuminata
- Demoniata

Quest Locations:

- Dalia (Arthia)
- Ariana's House (Kadro)
- Unitopia (Kadro)

Quest Progress:

- Get Illuminata from the quest *Tasty or not tasty*.
- You get Demoniata from the Bounty Hunter after your second encounter.
- Talk to Doctor Seth in the hospital of Unitopia.
- Allow him to merge the two swords.

1.56 His greatest Student

Reward:

- Master-Shield ability

Expenses:

- 1100 gold

- 90 Coins
- 90 Perfumes
- 90 Roses

Quest Locations:

- Lorence Castle (Arthia)
- Adel Tower (Arthia)
- Castle Luvia (Arthia)
- Termina (Kadro)
- Astralis (Kadro)
- Mandora (Kadro)
- Black Jack City (Kadro)
- Unitopia (Kadro)

Quest Progress:

- Talk to the Shield Master in the armor shop in Unitopia after you have obtained all 8 elemental shield abilities.
- Flame-Shield can be obtained by defeating Flame in Lorence Castle. This can be done only before defeating Lord Terence.
- Frost-Shield will be automatically obtained after defeating Source on top of Adel Tower.
- Storm-Shield can be learned through a Thor Crest which can be bought from the man that appears during the night at Mandora's cemetery. You need to get a Trading Bag for 1000 gold first before you can trade with that man.
- Wet-Shield can be found obtained through the quest *When FedEx fails*.
- Quake-Shield can be learned from the owner of the Dragonheim Villa. He's located in the backyard of the building which can be accessed through the basement.
- Wind-Shield can be learned through Machine Feather which can be found in one of the towers of Castle Luvia. To enter a tower you need to bribe the guard with at least 100 gold.
- Bright-Shield can be found in Astralis' library on a book shelf. This can be done only before Astralis has been destroyed.
- Shadow-Shield can be learned through a Soul Carrier which can be obtained from the quest *Mmmh, Chocolate*.

1.57 Sydon's Best

Reward:

- Eternal Dark

Expenses:

- Dark Omen
- Dark Light

Quest Locations:

- Medirok (Kadro)
- Unitopia (Kadro)

Quest Progress:

- This quest can only be done after Simonair has been defeated.
- Dark Omen can be obtained through the quest *Collectors Value*.
- Dark Light can be obtained through the quest *Doctor playing with Dark Powers*.
- Talk to Carl in Unitopia's Tech Lab.
- Let Carl merge the two swords into a new one.

Minigames

1.58 Switch Master



illustration 5.1.1 – Switch Master

Cost:

- 5 gold per switch
- minimum of 105 gold

Reward List:

- Strength Ring

Location:

- Lorence Castle 2F (Arthia)

Rules:

This game can be played only once.

Trigger the switches so that all switches stay down. Triggering one switch also triggers its four neighbor switches. Each trigger costs 5 gold.

Tips and Tricks:

- Work your way through the switches symmetrically. The solution of the puzzle is symmetric between the northern and southern half.
- Trigger the switches in such a way that you can set column by column into the triggering state.
- The minimal solution requires 21 triggers of different switches.
- Start from either left or right.

1.59 Kill Arshes



illustration 5.2.1 – Kill Arshes

Cost:

- 250 gold

Reward List:

- 25 points: 500 gold
- 40 points: 1 Redeema
- 50 points: Steel Spike
- 66 points: Necklace of Oblivion

Location:

- Vendetta (Arthia)

Rules:

Collect as many points as you can before the time runs out. To get points you have to shoot Arshes. To shoot Arshes simply move the crosshair onto him while he's visible.

Tips and Tricks:

- It takes a moment until you move the crosshair onto Arshes. As soon as he teleports away, move the crosshair to the center of the game area so the distance to all possible destinations are minimal.
- Don't go for the Necklace of Oblivion if you don't intend to use it or at least sell it. It's not easy to get a perfect score of 66.
- Necklace of Oblivion is not listed on the prize list in the game.

1.60 Eating Contest



illustration 5.3.1 – Eating Contest

Cost:

- 150 gold

Reward List:

- 1st place: Ring of Hunger
- 2nd place: 1 Boost Dust
- 3rd place: 1 Super Potion
- 4th place: 200 gold

Location:

- Vendetta (Arthia)

Rules:

Press CONFIRM and SPECIAL alternating to take the food into your mouth and swallow it. When the time is up you will get a prize according to the place you've earned.

Tips and Tricks:

- It's usually faster to hit the buttons with a finger from each hands than just use two fingers from one hand.
- Ring of Hunger can be quite useful in tight situations where healing is necessary, but the enemies are in a advantageous position as it has the SR Hunger which steals HP from the target.

1.61 Fishing



illustration 5.4.1 – Fishing

Cost:

- 100 gold per try, paid afterwards

Reward List:

- up to 25 cm: Super Potion
- up to 45 cm: Karma Ether
- up to 110 cm: Meta Potion
- up to 145 cm: Synth Redeema
- over 145 cm: first time Phoenix Sword, for every next time 1 Magic Liquid

Location:

- Harvey Woods

Rules:

Approach the water to start fishing. When a fish has taken the bait, keep pressing SPECIAL to reel it in. The reeling progress is displayed by a special indicator in the top right corner of the screen.

When the fish pulls the line at the same moment, the line can tear and the fish will be lost. The indicator for the reeling progress also displays how stressed the line is. A green color indicates that there is minimum force while a red color indicates that the line is close to tearing.

Tips and Tricks:

- Watch the indicator closely when you have a fish on the line.
- Keep pulling even when the fish is pulling at the same time. Stop pulling only when the line has become stressed enough to be able to tear on the next pull.

- Be careful how much you fish as you pay afterwards. If you don't have enough money, you will have to sell your stuff at the shop of the lake owner.

1.62 Dancer



illustration 5.5.1 – Dancer

Cost:

- none

Reward List:

- Broken EXP Orb

Location:

- Mandora (Kadro)

Rules:

This minigame can only be done once.

The woman will lead the dance. She will move into one direction by one tile. Follow her steps, do not follow the woman herself. She will progressively dance faster and faster.

If you can't follow her step until she has finished her step or if you try to move in the wrong direction, the game is over.

Tips and Tricks:

- This minigame is only accessible during the ball at Mandora Castle.
- The woman does not dance outside an area of 5x5 tiles. If she happens to reach the border of the area, keep in mind that there are directions she won't go to next. This makes her next move easier to predict.

1.63 Black Jack

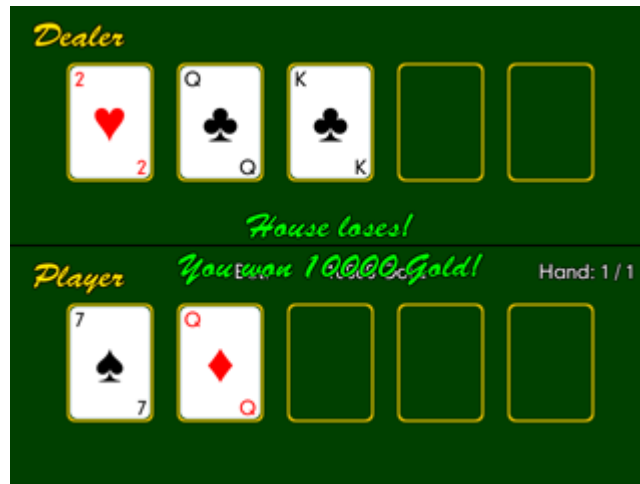


illustration 5.6.1 – Black Jack

Cost:

- 1 – 10000 gold (per hand)

Reward List:

- 2 – 25000 gold (per hand)

Location:

- Black Jack City (Kadro)

Rules:

You have to get as close as possible to 21 without busting. 10, Jack, Queen and King all count as 10 and an Ace counts as either 1 or 11, whichever suits you better. If you double, you double your bet and get hit only once and that's it. If you have two cards of the same value, you can split and play more than one hand independently. Each hand plays its own bet so be careful when to split. You can have up to 4 hands at the same time. You cannot split if you cannot pay the bet for the next hand.

Tips and Tricks:

- The dealer has to play by specific rules. He has to hit if his score is below 17 and he has to stand if it's 17 or higher.
- A general rule is to stand at 16 or higher, but sometimes that doesn't apply.
- You can make a lot of gold quickly if you know how to play well as Black Jack is a game of luck and skill.

1.64 Roulette

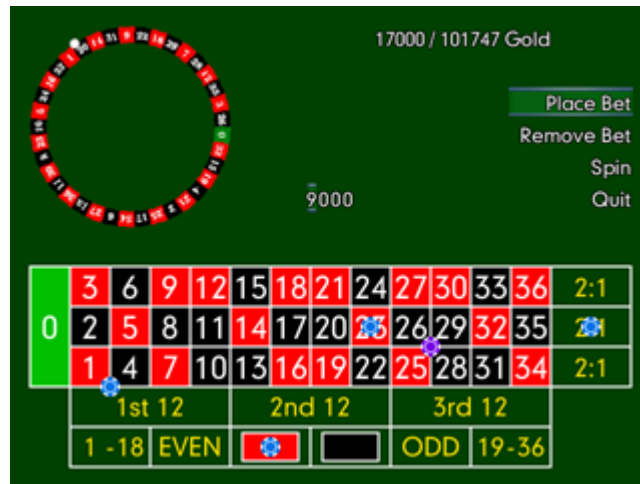


illustration 5.7.1 – Roulette

Cost:

- 1 – 9999 gold

Reward List:

- 2 – 359964 gold

Location:

- Black Jack City (Kadro)

Rules:

You can bet on different numbers or groups of numbers and if you picked the right ones, you get paid. The payout rate depends on your chance that the number appears. e.g. the payout for just one number is 36:1 while the payout for all red numbers is 2:1. If 0 appears, the house wins.

Tips and Tricks:

- A way to steadily win gold if you don't have a bad streak is to stick to one certain amount of gold that you bet and always bet on the bets that have a payout 2:1. In case you lose, double the amount of gold. In case you win start over with your initial amount of gold. In that case you need to win only once in a row to actually win the gold that you could have won initially.
- This game relies on pure luck.

1.65 Slot Machine

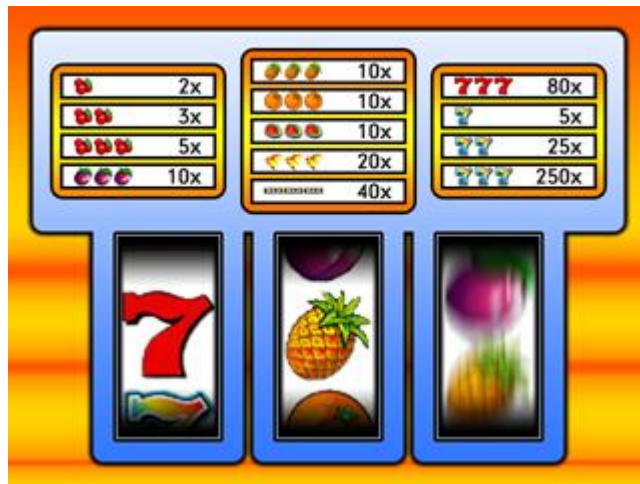


illustration 5.8.1 – Slot Machine

Cost:

- 1 – 1000 gold

Reward List:

- 2 – 250000 gold

Location:

- Black Jack City (Kadro)

Rules:

Just throw in your gold and watch the wheels spin. Depending on the combinations listed you can win different amounts of gold.

Tips and Tricks:

- This game relies on pure luck.

Information Pages

1.66 Page 1: Elements

How to get it:

Talk to the scholar in Lisk and ask him about elements.

Contents:

The page gives you a list of the elements in the game and the efficiency of the element against each other. Each element has two elements which it is strong and two elements which it is weak against.

1.67 Page 2: Monster Status

How to get it:

Buy a monster for the Monster Arena either in White Peak City, Luvia, Mandora or Medirok.

Contents:

Displays the monster status.

1.68 Page 3: Status Effects

How to get it:

Talk to the scholar in Esteria and ask him about status effects.

Contents:

Explains all normal Status Effects in the game.

1.69 Page 4: Trading Bag

How to get it:

Buy a Trading Bag in either Esteria, Vendetta, Luvia, Mandora or Unitopia.

Contents:

Displays the contents of the Trading Bag.

1.70 Page 5: Meta Explanations

How to get it:

Talk to the priest in Mandora's church.

Contents:

Explains all normal Meta Status effects in the game.

1.71 Page 6: Monster Gallery

How to get it:

After defeating Loderro, talk to the man in Lorence Castle located close to the blue treasure chest where Lorence Key was found.

Contents:

Displays the graphics of all monsters that were met in the game, displaying boss names in red color.

1.72 Page 7: Game Statistics

How to get it:

Talk to the green-haired boy in the east part of White Peak City.

Contents:

Displays following game statistics:

- the number of times the game was saved
- the game time played
- the number of days that past in the game
- the number of steps
- the number of information pages unlocked
- player highscore in the minigame Kill Arshes
- the biggest fish caught in the fishing minigame at the secret location Harvey Woods
- the highest amount of gold ever in player possession
- the total amount of gold aquired
- the number of battles that were fought
- the number of different enemy types met
- the highest damage ever dealt to one enemy
- the total damage dealt to enemies

Game Endings

1.73 Bad Ending

How to get it:

Lose the battle against *Archnemesis*.

What happens:

After the lost battle, *Jason* activates the bombs previously planted on the *Hyperion*. But it's not enough to bring it down in time. *Nemesis* is able to activate the *Chaos Machine* and merge the universes.

1.74 Sad Ending

How to get it:

After defeating *Archnemesis* halfway back to the entrance of *Hyperion* the party will be interrupted. Depending on which side wins, the ending will be altered. If *Endout's* party wins, after the party returns to the entrance of *Hyperion*, the sad ending will commence.

What happens:

Endout leaves *Kadro* in search of a way back home. During his travels he finds out that the universe is dying. His doubts of doing the right thing by killing *Jason* become stronger. Within about 2 years the universe completely decays and all life dies.

1.75 Good Ending

How to get it:

After defeating *Archnemesis* halfway back to the entrance of *Hyperion* the party will be interrupted. Depending on which side wins, the ending will be altered. If *Jason* wins, after he returns to the *Chaos Machine*, the good ending will commence.

What happens:

Jason explains missing pieces of the background story and attempts to seal away *Chaos* once again. After an initial failure, *Chaos* starts speaking to *Jason*. It restores the power link of *Jason* to *Chaos* and *Jason* becomes a *Guardian of Chaos* yet again. With his returned power he is able to seal away *Chaos* and dies during the process.

1.76 Secret Ending

How to get it:

Lose the battle against *Rivy* in *Andras Temple*.

What happens:

After the lost fight, *Rivy* leaves and makes his way to *Nemesis*. He faces *Nemesis* alone to stop his plans, but he isn't strong enough and dies in his attempt. *Nemesis* is able to activate the *Chaos Machine* and merge the universes.

Monster Arena

1.77 General

The Monster Arena is a unique minigame system within the game itself. You can simply bet on one of two monsters fighting each other and win money or you can get your own monster and let it fight against other monsters to win valuable prizes. As your own monster fights more often, it becomes stronger. You also have the option to train your monster outside of a battle for a certain fee.

During a monster fight where your own monster fights another monster, you can give your monster special commands using the CONFIRM, LEFT and RIGHT buttons. If a command is successful, the corresponding monster attribute will be raised temporarily. The corresponding attributes are:

- CONFIRM: power
- LEFT: aggressive
- RIGHT: speed

When the monster gets successfully hit by the opponent, all the attribute bonuses are cancelled.

The game is based a lot on chance which gives weaker monsters a real chance and doesn't allow stronger monsters to be invincible. As a general rule a monster with lots of health is much harder to defeat.

1.78 Monster Attributes

Health:

- Represents the monster's health points.

Power:

- Increases the minimum damage that can be dealt to the opponent.
- Increases the maximum damage that can be dealt to the opponent.

Aggressive:

- Increases the minimum damage that can be dealt to the opponent.
- Increases monster's hit rate.
- Increases monster's critical hit rate.
- Decreases opponent's critical hit rate.
- Decreases the chance to the monster will accept a special command given during battle, counteracting the Obey attribute.

Speed:

- Decreases the minimum damage that can be dealt to the monster.

- Decreases opponent's hit rate.

Obey:

- Increases the chance to the monster will accept a special command given during battle.

The Aggressive attribute has the most useful properties, but increasing it too much will cause the monster to disobey commands more often during a battle which can lead to defeat.

1.79 Growth

The monster becomes stronger as its attributes are stimulated. At the end of a battle the stimulated stats are calculated and the corresponding stats are increased permanently. The higher a stimulation factor is, the higher is the chance that the attribute will be increased. Stimulations are not limited to battles or training, they remain even after a battle or training is over.

- Health is stimulated depending on how much damage was dealt to the monster relatively to the monster's Maximum Health. It can also be increased by using the item *Energy Leaf*.
- Power is stimulated depending on how much damage was dealt to the opponent relatively to the opponent's Maximum Health. It is also stimulated by successful Power Up commands during battle. It can also be increased by using the item *Organic Spikes*.
- Aggressive is stimulated by successful hits and additionally by successful critical hits. It is also stimulated by successful Aggressive Up commands during battle. It can also be increased by using the item *Pepperoni*.
- Speed is stimulated by any kind of attack from the opponent (whether hit or missed). It is also stimulated by successful Speed Up commands during battle. It can also be increased by using the item *Star Fragment*.
- Obey is stimulated by successful commands during battle. It can also be increased by using the item *Elven Ear*.

1.80 New Monsters

Depending on where you buy your monster, it will be initially weaker or stronger.

Table 10.9.4.1 – attributes of new monsters

City	HP	POW	AGR	SPE	Obey
White Peak City	90 – 130	8 – 12	8 – 12	8 – 12	4 – 6
Luvia	95 – 135	13 – 17	13 – 17	13 – 17	6 – 8
Mandora	100 - 140	18 – 22	18 – 22	18 – 22	9 – 11
Medirok	105 – 145	23 – 27	23 – 27	23 – 27	11 – 13

Even though a new monster is much weaker than a monster that has been trained in the previous areas, it can be useful if a new monster is brought from a later arena to an earlier one. The disadvantage of this is that you won't be able to get the items from an earlier arena earlier in the game.

1.81 Opponents

Table 10.9.5.1 – White Peak City opponents

Name	HP	POW	AGR	SPE	Bet	Prize
Doom Shroom	192	9	9	9	3,5	2500 gold
Salomon	213	14	8	12	2,1	5000 gold
Stinger	193	8	15	12	1,8	1 Synth Redeema
Humphry	244	10	12	13	1,4	1 LV-Potion
P.I.C.K.	243	17	13	10	1,3	Flame Scarf
Mickey	306	16	13	16	1,1	Stone Plate Part 1

Table 10.9.5.2 – Luvia opponents

Name	HP	POW	AGR	SPE	Bet	Prize
Bowra	300	14	19	15	4,3	3500 gold
Skelett	267	16	20	17	3,6	7500 gold
HARRR	308	20	23	18	2,9	3 Elixir
Murray	325	24	21	14	2,2	1 God Elixir
Timeshifter	420	26	18	20	1,7	1 Grendel Potion
Lady Zii	333	28	21	24	1,6	1 LV-Potion
Mindhunger	449	29	23	21	1,4	1 Leaf of Life
Grok	447	29	25	25	1,2	1 Leaf of Magic
Sunder	502	30	26	27	1,1	EXP Orb

Table 10.9.5.3 – Mandora opponents

Name	HP	POW	AGR	SPE	Bet	Prize
Sphinx	467	28	24	23	3,1	20000 gold
Cerbeclus	508	32	25	21	2,3	3 Ruby
Slinger	558	33	23	29	2,1	5 Unleasher
Hobo	859	41	20	21	1,8	Power Rod
Gnarly	666	34	28	33	1,7	1 Strength Fruit
Dusa M.	707	41	33	35	1,5	1 Dexterity Fruit
Lux	743	44	39	41	1,3	1 Agility Fruit
Steve	691	40	107	55	1,2	1 Intelligence Fruit
Boss Toss	850	50	50	50	1,1	Rage Aura

Table 10.9.5.4 – Medirok opponents

Name	HP	POW	AGR	SPE	Bet	Prize
Pest	761	48	47	52	3,9	25000 gold
Mutador	871	52	45	54	3,4	50000 gold
Falc	914	56	52	61	2,9	50 Plasma Bullet
Ruin	1440	51	53	44	2,3	10 Unleasher
Jungle Jack	1263	56	58	53	1,9	10 God Elixir
Turega	1189	61	57	62	1,7	5 Magic Liquid
Laplace	1274	63	62	63	1,4	Opal Ring
Pythonia	1337	60	87	61	1,3	Topaz Ring
Ragna	1500	70	70	50	1,1	Rage Extender

1.82 Tips and Tricks

- If the monster's Aggressive attribute is higher than the opponent's Speed attribute, the monster has a chance between 90% and 99% to hit the opponent. Otherwise the chance is between 80% and 90%.
- Power affects minimum damage more than twice as much as Aggressive.
- Having a high Obey attribute early on will allow to defeat stronger opponents more easily.
- Constantly using special commands will increase the Obey attribute faster than the other attributes.
- If you are low on cash, defeating the first or the first two opponents in an arena will help you a lot, especially if you need the money to continue to finance your monster fights.

Trader Listing

There are various traders on Arthia and Kadro trading different goods. Each trader has a quantity of an item to trade and requires a quantity of another in return. Some merchants require gold. The items that can be traded follow.

- Red Pearl
- Yellow Pearl
- Green Pearl
- Coconut
- Cotton Mat
- Rope
- Lobster
- Empty Vial
- Cheese
- Fish
- Perfume
- Diamond
- Love Potion
- Bread
- Saltstone
- Coin
- Vase
- Herb
- Aloe Leaf
- Potato
- Crystal
- Rose
- Chicken
- Iron Bar

1.83 Esteria

Row 1, merchant 1: 1 Green Pearl for 7 gold.

Row 1, merchant 2: 1 Fish for 1 Yellow Pearl.

1.84 Vendetta

Row 1, merchant 2: 1 Saltstone for 2 Fish.

Row 1, merchant 3: 1 Green Pearl for 7 gold.

Row 2, merchant 1: 2 Fish for 1 Green Pearl.

Row 2, merchant 2: 1 Lobster for 5 Fish.

1.85 Desert Port

Row 1, merchant 1: 2 Cotton Mats for 1 Lobster.

Row 1, merchant 2: 1 Potato for 1 Yellow Pearl.

Row 3, merchant 1: 1 Coconut for 10 gold (limited to 4 Coconuts).

1.86 Luvia

Row 1, merchant 1: 1 Diamond for 1 Perfume, 1 Love Potion.

Row 1, merchant 2: 10 Cheesewheels for 1 Rope.

Row 1, merchant 4: 1 Coconut for 1 Cheesewheel, 1 Fish.

Row 2, merchant 1: 2 Ropes for 1 Vase.

Row 2, merchant 2: 1 Yellow Pearl for 6 gold.

Row 2, merchant 3: 1 Aloe Leaf for 1 Bread.

Row 3, merchant 2: 2 Herbs for 1 Cotton Mat.

Row 3, merchant 3: 1 Chicken for 2 Green Pearls.

Row 4, merchant 2: 1 Empty Vial for 1 Yellow Pearl.

Row 4, merchant 3: 1 Red Pearl for 12 gold.

Row 4, merchant 4: 1 Perfume for 1 Empty Vial, 2 Roses, 2 Herbs, 1 Aloe Leaf

Row 5, merchant 1: 1 Vase for 2 Yellow Pearls.

Row 6, merchant 1: 1 Rose for 1 gold.

Row 6, merchant 2: 1 Green Pearl for 8 gold.

Row 7, merchant 1: 2 Chicken for 1 Lobster.

Row 8, merchant 1: 1 Iron Bar for 2 Saltstones, 1 Vase

Row 8, merchant 2: 1 Love Potion for 1 Empty Vial, 3 Coconuts, 1 Crystal, 1 Herb

Row 8, merchant 3: 1 Red Pearl for 10 gold.

Row 8, merchant 4: 10 Roses for 1 Green Pearl.

Row 9, merchant 2: 2 Yellow Pearls for 1 Red Pearl.

Row 9, merchant 3: 1 Crystal for 1 Yellow Pearl.

1.87 Mandora

Row 1, merchant 1: 1 Perfume for 1 Empty Vial, 1 Herb, 1 Aloe Leaf.

Row 1, merchant 2: 1 Red Pearl for 2 gold.

Row 1, merchant 3: 1 Lobster for 2 Fish.

Row 1, merchant 4: 1 Fish for 2 Red Pearls.

Row 2, merchant 1: 1 Rose for 1 gold.

Row 2, merchant 2: 1 Herb for 1 Cotton Mat.

Row 2, merchant 3: 1 Coin for 100 gold.

Row 2, merchant 4: 1 Cotton Mat for 10 gold.

Row 2, merchant 5: 1 Saltstone for 10 gold.

Row 2, merchant 6: 1 Potato for 1 Red Pearl.

Row 2, merchant 7: 1 Bread for 1 gold.

1.88 Unitopia

Row 1, merchant 1: 1 Coconut for 1 Iron Bar.

Row 1, merchant 2: 1 Vase for 1 Iron Bar.

Row 2, merchant 1: 1 Rope for 5 gold.

Row 2, merchant 2: 5 Empty Vials for 1 Coin.

Row 3, merchant 1: 1 Aloe Leaf for 1 Potato.

Row 3, merchant 2: 1 Cheesewheel for 1 Empty Vial.

Row 4, merchant 1: 1 Coin for 5 Yellow Pearls.

Row 4, merchant 2: 1 Iron Bar for 20 gold.

Treasure Chest List

Unknown Laboratory:

- 2 Potions, 1 Phoenix Feather, 3 Potions, 1 Bronze Helmet, 500 gold, 5 Potions, 1 Bronze Sword, 1 Bronze Shield

Reeva East Cave:

- B1: 1 Potion, 1 Iron Sword
- 1F: 3 Antidotes

Lisk:

- Inn: 1 Phoenix Feather
- 1 Agility Ring

Forest of Illusions:

- 3 Potions, 1 Antidote, 1 Ether, 1 Extra Blade

Lisk Forest:

- 1 Iron Shield

Esteria:

- 500 gold

Echo Cave:

- 1 Barrier Dust

Giada Castle:

- 1F: 3 Echo Herbs
- Giada Key

Great Marsh:

- 1 Super Potion, 1 Phoenix Feather, 1 Ninja Suit, 1 Ether, 1 Redeema

Lorence Castle:

- 1F: Lorence Key, 1 Unleasher, 1 Super Potion
- 2F: 1 Strength Ring, 3 Boost Dusts, 1 Moon Crest

Vendetta:

- 1 Ring of Hunger, 1 Steel Spike

Krato:

- 1 Unleasher

Krato Mine:

- B1: 1 Super Potion
- 1F: 1 Scream Ring

Krato Mountains:

- 3 Motion Needles, 1 Ether, 1 Redeema

Ghost Ship:

- Lower Deck: 1 Resistance Dust

Dalia:

- 1 Bandage

Adel Mountains:

- 1 Golden Knuckles, 1 Unleasher

Adel Tower:

- 1F: 3 Bandages
- 2F: 1 Power Greaves
- 4F: 1 Bandage

Katana Desert:

- South: 1 Unleasher

White Peak City:

- Shop: 1 Ice Crest, 3 Bandages

Silent Forest:

- Bridge: 5000 gold
- 1 Magic Liquid, 1 LV-Potion, 2 Phoenix Flames, Treasure Clue 2, 1000 Gold

Ice Cavern:

- 1 Phoenix Flame, 1 Unleasher, 3 Phoenix Feathers, 1 Super Potion

Harvey Woods:

- 1 Dexterity Fruit

Luvia:

- Inn: 1 Bandage
- Sewers: 1 Unleasher, 1 Star Artifact
- West Cave: 1 Ruby, 1 Energy Leaf, 1 Synth Redeema

Castle Luvia:

- Watch Tower: 1 Machine Feather, 1 Mist Ring
- 1 Super Potion, 1 Karma Ether, 1 Magic Liquid, Treasure Clue 1, 1 Energy Leaf, 1 Phoenix Flame

Tower of Memories:

- 2F: 1 Shield Ring
- 5F: 1 Meta Potion, 1 Soul Ether
- 8F: 1 Thunderhelm
- 11F: Treasure Clue 5

Pandemonium:

- Circle 9: 5 Unleashers, 10 Elixirs, 1 Protector Ring, 5 Rubies
- Demon Nest: 5 Unleashers, 3 Grendel Potions, 1 Resistor Ring, 5 Magic Liquids
- Eternal Desert: 1 Phoenix Ring, 1 Rage Extender, 1 Liquid Fire, 1 Phantom Belt, 1 Pandora's Box, 1 Rage Aura
- Halls of Death: 10 Unleashers, 3 LV-Potions, 1 Ruby Pendant, 1 Lotus
- Spirit Void: 1 Reflector, 5 Unleashers, 10 God Elixirs, 1 Master Rod

Dark Passage:

- 1 Leaf of Magic, 1 God Elixir, 1 Phoenix Soul

Diovlleh Island:

- Stone Plate Part 2

Cravgon:

- Bridge: 1 Neon Mail
- Cargo Hold: 1 Grendel Potion
- Engine Room: 1 Sonic Blade
- 1 Phantom Scythe, 1 Inferno Lasersword

Between the Worlds:

- 1 Grendel Potion, 1 Magic Liquid

Southern Woods:

- 1 Karma Ether

Kaeri:

- Hotel: 1 Phoenix Flame, 1 Air Crest

Marla Pass:

- 3 Bandages, 3 Attribute Redeemas, 1 Water Shield, 3 Ethers

Termina:

- School: 1 Intelligence Fruit, 1 Elixir
- Sewers: 1 Valium Ring, 1 Magic Liquid, 1 Soul Ether, 1 Zero Blade, 1 Synth Redeema, 1 Ruby, 1 Soul Ether

Ember Volcano:

- 1 Power Ring, 1 Mind Ring, 1 Ruby, Bat Plate (4 times), 1 Elixir, 1 God Elixir, 1 Phoenix Soul

Lakeside:

- 1 Thunder Crystal

Andras Temple:

- 1F: 5 Piercing Bullets
- 2F: 3 Meta Potions
- B2: 1 Strength Fruit, 5 Eye Drops
- Outer Corridor: 1 Blaze Belt, 1 Soul Ether

Mandora Castle:

- Prison: 1 God Elixir, 1 Phoenix Soul
- 1 Leaf of Magic, 1 Rubia, 1 Phoenix Soul

Forgotten Plains:

- 1 Unleasher, 1 Karma Ether

Mountains of Slumber:

- 3 Resistance Dusts, 5 Piercing Bullets, 3 Electro Crests

Dragonheim Villa:

- 1 Synth Redeema, 1 Phoenix Soul

Crios Island:

- 1 Unleasher, 1 Clover, 1 Intelligence Fruit
- Depths: 1 Unleasher, 1 Cross Crest, Dragon Eye (2 times), 1 Resistance Dust

Genesis Dome:

- 1F: 1 Unleasher
- 2F: 3 Phoenix Flames, 1 Yellow Flower
- B1: 1 Lux Powder, 1 Soul Ether

Western Passage:

- 1 Unleasher

Unitopia:

- Underground: 1 Elixir, 1 Phoenix Flame, 1 Eternal Flame

Thirsty Dunes:

- 1 Leaf of Life, Metal Detector, 1 Synth Redeema, 1 Sand Gem

Hyperion:

- Chaos Machine: 3 Soul Ethers, 3 Meta Potions, 2 God Elixirs, 1 Ruby, 1 Magic Liquid, 2 Phoenix Souls
- 1 Plasma Blob

Hidden Items

College:

- in one of the bookshelves in the library: 2 Potions
- in the library on the table with the feather: 1 Phoenix Feather

Unknown Laboratory:

- behind the boxes after the stairs in the second room: 1 Bronze Armor
- in the locker south-east in the first room: 2 Potions

Reeva:

- in a barrel next to the mayor's house's entrance: 1 Phoenix Feather

Lisk:

- in Ithar's house 2F in the storage room: 1 Ether
- on one of the scarecrows: 1 Phoenix Feather

Forest of Illusions:

- north-west in the eastern area, one tile west of the bush: 1 Ether
- between the two pillars at the lake: 1 Agility Fruit
- at the tree, west of where Grave Guard appears: 1 Phoenix Feather

Giada Castle:

- west room from main hall in a box: 1000 gold
- room with 16 armors, east from mail hall: 1 Iron Plate
- library between the book titles starting with L: 1 Phoenix Flame

Lorence Castle:

- on one of the statues in the throne room: 1 Ether

Vendetta:

- behind the boxes in the north-east part: 1 Ether

Krato Mine:

- in the hole in the wall in B2: 1 Star Artifact

Ghost Ship:

- in a lifeboat: 1 Elixir

Dalia:

- in the south part of the town in a barrel: 1 Phoenix Feather

Adel Tower:

- behind one of the pillars on top: 1 LV-Potion

Ship to White Peak:

- on the table: 1 Phoenix Flame

Ice Temple:

- in the south-east part of the sliding room: 1 Frost Blade
- in the north-west part of the sliding room: 1 Bladed Knuckles

Southern Woods:

- in the ashes of the campfire: 1 Elixir

Kaeri:

- on the west wall behind the shops: 1 Soul Ether

Ariana's House:

- in the crate standing in the corner: 1 Ruby

Andras Temple:

- on the left console in 2F: 5 THV

Mandora:

- at the cemetery on the stone grave with the flowers: 1 Magic Liquid

Black Jack City:

- in the basement of Dragonheim Villa in a bowl on a table: 10 Plasma Bullets

Genesis Dome:

- in the pool in the second room of 1F: 1 Magic Liquid

Unitopia:

- in the trash can at the market: 1 Unleasher

Secrets, Tips and Tricks

1.89 Cameo Appearances

Following people and characters have cameo appearances in the game. The order of appearance follows.

Juliana:

Appears as *Juliana* in a conversation as a friend of Jason who got shot after Jason leaves the library at his college in the Prologue.

Boris Mikić (Blizzard):

Appears as Unity Force *Blizzard Triad*. It is obtained automatically when Lilith joins the party.

Also appears as Attack Magic *Blizzard Pure*.

Arshes:

Appears as *Arshes* in the minigame Kill Arshes.

Reno-s--Joker:

Appears as *Reno*, owner of Dalia's shop.

Juan:

Appears as *Juan* in the secret location *Cheater's Paradise*.

StarrodKirby86:

Appears as *Starrod Spirit* in Silent Forest three times.

Sir Lag-A-Lot:

Appears as *Sir Lag-A-Lot* in Luvia.

Bobby Richeson (HaloOfTheSun):

Appears as Unity Force *Halo of the Sun*. It is obtained automatically when Lucius joins the party.

Hellfire Dragon:

Appears as enemy *Hellfire Dragon* in the bizarre dream at the beginning of chapter 6.

Calintz:

Appears as *Derek*, owner of the hotel in Kaeri.

TerreAqua:

Appears as *Aqua Lasersword* and *Terra Lasersword*, both swords weapons that can be bought in Kaeri.

RoseSkye:

Appears as *Rose Skye*, the mysterious man who entrusts Jason with the Gift.

Spoofus:

Appears as *Spooman*, a sandwich fanatic at Marla Pass.

mumerus:

Appears as boss enemy *Mumerus* in Termina Sewers.

Jules Senko (GuardianAngelX72):

Appears as Unity Force *Guardian Angel X*. It is obtained automatically when Ariana joins the party.

Spencer Lee Conrad (legacyblade):

Appears as *L.B.*, owner of the weapon and armor shop in Mandora.

Ashley Taylor (WhiteRose):

Appears as *Rapture Rose*, a whip which can be bought in Mandora.

Diokatsu:

Appears as *Dio*, the prisoner who helps the party escape from Mandora's prison.

NAMKCOR:

Appears as *Namk Cor*, owner of Dragonheim Villa in Black Jack City.

Alex Burness (Phasedscar):

Appears as *Phased Scar*, a halberd which can be bought in Medirok.

Caro Ru Lushe:

Appears as *Caro Ru Lushe*, a whip which can be bought in Medirok.

Robert:

Appears as *Robert* who trades his Portable Beam Cannon for the Old Beam Cannon.

Boris Matešin (Stealth):

Appears as *Stealth Mine* in Thirsty Dunes 98 times.

1.90 Pandemonium

At the satanic church in South Lisk there is a hidden dungeon. Enter the church and walk up the stairs and behind the altar in the center of the platform a hidden switch can be found. It will open a door to the underground. There are 4 mini-dungeons with each having a boss at the end who guards valuable treasures. After defeating all 4 bosses, the pillar in the middle of the entrance hall will disappear and open the path to another boss which guards the most valuable treasures in Pandemonium.

The puzzle in Circle 9 is generated anew on each attempt.

The solution for the riddle in Death Halls is that each status has a description of a painful or uncomfortable experience connected with a direction. Turn the statues in the opposite direction mentioned in the texts.

1.91 Cheater's Paradise

Before Vamp joins the party during Chapter 3, it is possible to enter Katana Desert with Jason alone or with Endout and Lilith. The way through the desert is north, east, south, east which leads to Cheater's Paradise. The moments where Vamp would usually say to change the directions where to go, there are different dialogues by Jason or by Endout.

1.92 Hidden cold Path

Silent Forest has a secondary entrance to the north. The frozen treasure chest can be opened by thawing it with a Flame Blade.

1.93 Frozen Walls

In the Ice Temple in the dark room there are two small secret chambers. They can be accessed by thawing them with a Flame Blade. They chambers are located in the northwest and southeast part of the room.

1.94 Harvey Woods

Harvey Woods are located north of Luvia. Southeast of the cave exit from Katana Desert there is a small forest that can be entered from the south. The minigame *Fishing* can be played there.

1.95 Diovlleh Island

At Luvia's cemetery there is a large gravestone. It is possible to interact with the gravestone and a number pad appears asking for 5 digits, one after another. Entering the digits 4, 8, 9, 8 and 6 will open a new path. The code can be obtained by talking and bribing the woman in White Peak City that walks around in the west part of the town. The book ID she reveals is the ID of the book from Luvia's library that has the code written in.

After traveling through a few caves that are hot enough to progressively decrease health, the path leads to Diovlleh Island and another satanic church. In the church there is a door which requires to have all 5 Treasure Clues. They can be obtained at following locations.

- Treasure Clue 1: Reward of the quest *One glass too much*.
- Treasure Clue 2: At the secret location *Hidden cold Path*.
- Treasure Clue 3: Reward of the quest *Traders 'n' stuff*.

- Treasure Clue 4: Reward of the quest *Oh, those Sailors*.
- Treasure Clue 5: At the top of the *Tower of Memories*, outside of the room where the Warp Portal to Cravgon is located.

Slipping the Treasure Clues in the given slots unlocks the door to the hardest battle in the game against the strongest opponent in the game: *Hellvoid*, the *Guardian of Chaos*. It is not recommended to attempt to defeat Hellvoid with an average party level of less than 90. The recommended level is 100. Defeating Hellvoid will give each character a unique reward:

- Jason: *Lexima Drive* and *Chaos Drive* abilities – Jason's strongest normal abilities.
- Endout: *Soul Mirror* – Allows to execute each action twice.
- Ariana: *Omega Cannon* – Activates all gun abilities including the most powerful gun ability *Havoc Beams*.
- Sydon: *Chaos Jewel* – Allows Dragmatek to learn *Chaos Nova*, the most powerful single-target ability in the normal game.
- entire party: *Celextial Harp* – Allows to learn the Unity Force *Lexima Burst*, the most powerful multi-target ability in the normal game.

1.96 Hidden Place between the Worlds

Right after Lilith has left the party, teleport on the platform that is east. Walk south and you will notice that there is a piece of platform that looks like there is another platform west of it. Try to teleport and you will find a Grendel Potion.

1.97 Secret Beach

At the Lakeside where Andras Temple appears, there is a small path north of the entrance. It is possible to walk through the shallow water and enter a secret part of the beach where treasure chest with a Thunder Crystal can be found.

1.98 Burning Return

After escaping from Ember Volcano, it can be entered again. Now the long stairs are now partially under the lava. At the bottom of the stairs a Burning Crystal can be found.

1.99 Crystal Cave

On Kadro further to the east, beyond Mountains of Slumber, a cave can be found after walking south along the mountains' roots. In the cave a crystal formation can be found. It holds a hidden treasure, a Frozen Crystal.

1.100 Game Mode: And again!

After playing through the game once in *New Game* mode, the *And again!* will be unlocked. It features four times as much gold and EXP from battles and unlocks several features at the very beginning of the game such as all Information Pages, additional Battle BGMs and Analyze ability for Jason.

1.101 Game Mode: Warrior

After playing through the game once in *And again!* mode, the *Warrior* will be unlocked. It features half as much gold and EXP from battles for the ultimate challenge and unlocks several features at the very beginning of the game such as all Information Pages, additional Battle BGMs and Analyze ability for Jason.

1.102 Game Mode: Exerion

After playing through the game once in *Warrior* mode, the *Exerion* will be unlocked. It features gives the party *Exerion* which making its wielder incredibly strong and unlocks several features at the very beginning of the game such as all Information Pages, additional Battle BGMs and Analyze ability for Jason.

1.103 Making No Random Battle Encounters

Making a no encounter work is quite simple, but getting the items for that isn't. The required items are *Necklace of Oblivion* and *Phantom Belt*. *Necklace of Oblivion* can be obtained by beating the minigame *Kill Arshes* with a perfect score of 66. *Phantom Belt* can be obtained by defeating *Legion* in the secret location *Pandemonium*. When you have both items, equip them on any character. You can even equip them on different characters, it's only important that you have them equipped. Now open the *Options* menu from the game menu and change the setting *Encounter Mode* to *Always evade*.

1.104 No Limit for Meta Limit

For an unlimited amount of Meta Limit usage, you need 3 items. Specifically you need 3 *Rage Auras*. One *Rage Aura* is given automatically from Lucius after you get the Prism Diamond in Chapter 9. One can be obtained by defeating the strongest monster in the *Monster Arena* in Mandora (Kadro). The last one can be obtained by defeating *Legion* in the secret location *Pandemonium*. Equip all 3 *Rage Auras* on one character. After that character has 20% or less of his HP, he will be able to use his Meta Limit over and over.

1.105 More EXP

This also works without having any EXP Orbs, but the effect is rather poor. Equip all your EXP Orbs on one single character. Preferably choose a character who can single-handedly kill quite an amount of enemies. Go fight enemies to level up that character. The character will obtain all EXP from the battle, even the EXP that the other party members should have obtained and he will have the EXP multiplied due to the EXP Orbs. Now find an EXP Distributor in one of the cities and let him redistribute your EXP. The final effect will be as if all party members had EXP Orbs equipped.

1.106 Invincible Faberell

It is possible to defeat *Faberell* at the very first encounter in Lorence Castle. You will need a lot of *Super Potions*, *Phoenix Feathers* and *Ethers* in order to defeat him. There is no real recommended minimum level for your party, but having Lilith at level 30 or higher can be a huge help since she learns the ability *Redemption* at level 30 which is a healing spell that targets all party members. Jason should be at least at level 20 as he learns the ability *Fireball* and Endout should be at least level 24 as he learns the ability *Bright Blow*.

Since there are not many possible actions you can take, the fight is actually rather easy if you follow a specific pattern. The only thing that makes the fight hard is that Faberell is much faster than your party members and you have to predict his actions as he always attacks first. If Lilith keeps healing the other party members all the time, Jason keeps using Fireball and Endout keeps using Bright Blow, you should have no major problems dealing over 100000 damage to Faberell which makes you practically the winner. In case Faberell uses the spell *Death* and can defeat Jason or Endout, restore his fighting spirit with a Phoenix Feather from either Jason or Endout. If he defeats Lilith, immediately restore her fighting spirit with either Jason or Endout while the other uses a Super Potion.

- Break away from your usual pattern only if a character is low on MP. You should let your characters always heal their own MP except for Lilith because she needs to keep constantly casting Redemption or another healing spell.
- Remember that you have Soul Rage abilities at your disposal as well.
- You can deal up to about 10000 damage per turn to Faberell with a bit of luck.
- If Lilith has not learned Redemption yet, you should attack with one character while the other two use Super Potions to heal any damage Faberell might do. Any other combination can be too risky.
- Keep in mind that Lilith only takes 50% damage from darkness based abilities like Summoning which Faberell also casts from time to time.
- If you feel confident, you can let Lilith cast Fireball as well. Her Fireball spell deals more damage than Jason's does. Just make sure you keep

your HP high all the time so Farebell can't wipe out your party by casting Nova.

- If you can survive long enough for Faberell to spend all his MP, he will have to recharge which gives you 5 free turns.
- For your trouble you will get 10000 gold, 1000 EXP and Viper, a sword usually obtained later in the game.

1.107 Hidden Rage Extender

During day at Luvia market in the north-west part there is a man behind one of the crates. After talking to him and agreeing to pay his fee of 100 gold, he will appear the following night at Luvia's cemetery in the north-east corner. The man will trade in a Rage Extender for 30 Diamonds, 30 Crystals and 30 Iron Bars.