

Breath of Fire II FAQ/Walkthrough

by DaLadiesMan

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Breath of Fire 2 - GBA - FAQ/Walkthrough v0.1
By: "Psycho Penguin" Steve McFadden
If you want to email me: psychopenguin24@aol.com
If you want to contact me via AIM: HeShootsHeGores
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GOAL OF THIS GUIDE: Well, as some of you may know, I have not done a new guide in a long time now. Heck, this is my first guide work of any kind in a good 6 months now. Therefore, I decided I wanted to do a new guide. I am working on guides for Grandia 2 and Final Fantasy 7, but they are not as good as I planned. Therefore, I am doing a "practice run" so to speak for a new GBA port of a classic SNES game. I hope this guide lives up to my lofty expectations (not sucking), and I hope it helps a lot of people out.

ONE IM RULE: If you IM me with "who are you?", I will not be nice at all. That is all.

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(***** - 1.0 INTRODUCTION - *****)

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Wow, I feel like I do this sort of thing once in a while. It feels like yesterday that I was making my grand return with a guide for... uh, some game. But now, here I am making my grand return to the FAQ writing scene. Oh, don't feel bad, you reviewers, I am still going to grace the site with my outstandingly blessed reviews. I am a multi talented person, you know.
</reviewer sarcasm> Now that THAT's out of the way.....

Breath of Fire 2 is a game I have owned for years on the SNES now but never really got into, due to my total hatred for the Breath of Fire series. Let's face it, Capcom should not really be producing role playing games if the best they can come up with is shoddy games like Breath of Fire 3. However, I loved the GBA port of Breath of Fire. And I hated Breath of Fire for SNES! Since I loved Breath of Fire 2, despite the fact I never got more than halfway through it.

I have already completed Breath of Fire 4 and Breath of Fire 3, which were not two of my more fun games to play through. I decided to complete all 4 of them, so I am halfway there. And I figured that since Breath of Fire 2 is coming out and a lot of new players are going to be playing it, I could play through the game and do a guide for it at the same time. Killing a whole bunch of birds with one stone is my specialty!

Anyways, enjoy the guide, and try not to email me/IM me unless you have to. I have enough things to do online as it is, and I don't go on as much as I used to. :P

-Psycho Penguin

=====
(***** - 2.0 CHARACTERS - *****)
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RYU

Ryu is the most versatile character in the game, in my opinion. He has some faults, mainly the fact that he cannot combine with another party member to make a shaman combination. However, his dragon spells more than make up for it, especially later on in the game when you get the Gold Dragon. He can equip a sword, and he has several unique ability. His field ability is fishing, which as you may expect allows him to fish for items and fish. His battle ability is Guts, which allows him to gain back a certain amount of lost HP. However, the more you use it, the less effective it is. Ryu is a well rounded character, but he is worthless compared to the Ryus in the other games.

BOW

Bow is the childhood friend of Ryu, as you will meet him early in the game and then he will stay with you throughout. He is a very magic dependent user, which may surprise you, due to the fact he is a wolf. He is a lot like Momo in Breath of Fire 3, due to his low attack percentage, high attack power, great magic, and a large amount of AP. He has a shaman combo, combining Devil and Wind. His field ability allows him to hunt down animals on the world map. His battle ability is Shot, which is basically the Risky Shot ability. It will either kill the enemy or do 1 HP. It is good to do on a tough enemy, but for easier enemies, you would be better off just hitting them. Bow is a decent character, but his high miss rate will drive you bonkers.

RAND

You will meet up with Rand in the Colloseum. He is the most interesting character in the game, in my opinion. He has a high amount of defense and

attack, and a super high amount of hit points. He has great healing magic, which will definitely come in handy many times throughout the quest, due to Ryu's stunning lack of healing magic. His shaman combo combines earth with either fire or water. He has a field ability which allows the party to roll along the world map without battles, but if you run into a tree or wall, it will trigger a battle. Definitely an unique ability that I never thought of before. His battle ability allows him to attempt to revive a dead member. Rand is a great character to have on your team.

NINA

If you have played any Breath of Fire game, you know about Nina. Great magic, worthless in every other department. There is no exception here. Despite the fact her magic is perhaps the best in the game, I rarely ever wanted to use her, because eventually her AP would run out, and she would be worthless to have. Her attacks miss a lot, and when they do connect, they do crap. And she gets killed way too easily. However, she may be worth having on your team based on magic ability alone. Her battle ability allows her to recover AP, and her field ability will allow her to call on the bird for flight later on in the game. She's a decent character, but I felt she wasn't good enough.

KATT

Katt is one of my favorite characters in the game despite her one glaring flaw. You see, she has some devastating magic attacks that are granted to her as soon as she joins your party. However, she won't get enough AP to use them for a long time, possibly the entire game if you don't level her up enough. Plus, she has a low amount of hit points, although not quite as low as Nina. She has some great attack power, though, which made me fall in love with her almost immediately. ^.^ Her battle ability enables you to dare people to hit her, which allows your other characters to go by unscathed. It's good to use when a character is close to dying and Katt has full HP. Her field ability allows you to hunt. She has a nice shaman combo. Overall, she's a very well rounded character that I liked to use.

STEN

Sten is a decent character, but nothing really special. He averages a decent amount of every stat, but he does not shine in any one area. Therefore, he is a good character to have for a while, and you will need to use him from time to time, but you will never really feel like you have to use him. He has some nice magical attacks, like Missile. His battle ability is interesting, because he tricks the enemy into thinking he is dead. Therefore, the enemy will tend to ignore him. However, if the enemy does decide to attack him, then he takes twice as much damage as usual. The field ability is also interesting, as he pulls the party across short distances. His wind and fire shaman combo is decent. Overall, he's a decent character, but nothing special.

JEAN

I wish I could just say "worthless" and move on. Unlike Peco in Breath of Fire 3 and Ershin in Breath of Fire 4, Jean is a complete worthless "joke" character. He's a frog, but he's also the prince of SimaFort. He does very little damage in his attacks, especially his battle ability, called Jab. Jab is a joke attack, right? Tell me Capcom put it in there just to annoy the player or something. Jean does VERY little damage to each enemy with the Jab attack. It's worthless. His field ability enables him to turn into a frog and jump. You only need to use him a few times, otherwise, don't even bother using this. He gives frogs a bad name.

SPAR

Spar is another magic user, although his magic is status related for the most part. He excels in hit points and ability points, but lacks in everything else, especially defense. Thankfully, the high amount of hit points makes the low

defense bearable. He doesn't have many strong magical attacks, but he can make the party a whole lot stronger. He also has the Warp spell, which can let the party warp from place to place. His battle ability is cool in the fact it's so unpredictable. Spar will call out to Mother Nature, who will respond by doing one of several things. You'll rarely see the same thing happen twice in a row. His field ability allows the party to walk through trees. Overall, he's one of the better characters.

BLEU

Well, she's a hidden character, but she is well worth it. Boasting some awesome magical attacks, and a high amount of AP, she is the best magic user in the game! Plus, she has a decent attack power, defense, and agility. She can also level up to Level 100 if you wanted her to! BoltX is an awesome attack that comes in handy towards the end of the game. Her field ability lets her hunt, but she burns whatever she hunts. Bleu can use her battle ability to recover all of her hit points, so you will rarely have to heal her. She is the second best character in the game, in my opinion.

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( ***** - 3.0 BASIC INFORMATION - ***** )
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I don't have much basic information to share, as I just started the game, but check back on each update as I add more and more info!

BATTLE SYSTEM

From what I see of the battle system so far, it's really cool. You have seven commands ready for you: ATTACK, AUTO, ITEM, MAGIC, SPECIAL, DEFEND, and ESCAPE.

Attack: You can target your attack on an enemy. Fortunately, unlike Golden Sun, your character will move onto the next enemy if the enemy they target was defeated. Sometimes, you can pull off a critical attack, and sometimes you will miss. This is based entirely on luck and has nothing to do with your skill.

Auto: Putting the battle on auto allows your characters to just keep attacking and getting attacked until the battle is over. I use this a lot, as it makes battles go by quicker, but be wary of fighting tougher enemies with this option on!

Item: As you may have guessed, you can select this option to use an item. You can also use it to equip weapon and armor without wasting a turn, in case you messed up outside of battle and equipped the wrong thing.

Magic: You can use the magic you have learned in this command. Each magic spell costs a certain amount of MP, and each character has different spells. Some target the enemy, some target the party, and some target multiple characters.

Special: In the character section, I noted each character has a special ability during battle. Use this option to pull off the character's special ability.

Defend: You can use this to defend from physical attacks of enemies, cutting damage in half. It does not work against magical attacks, however.

Escape: Using this option allows you to escape from battle. You get no experience or gold by using this, however, and sometimes you cannot escape right away.

When you win a battle, your characters split the amount of experience you receive, which is a pain in the butt. I never liked that about the Breath of Fire series. If you win 2800 experience and you have 4 members in your party, you get 700 for each character. The gold you get is deposited into the rest of your gold, which you can then spend.

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(***** - 4.0 FAQ'S - *****8*****)
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1. Why is the GBA version better than the SNES version?

A: The one main difference between the two is the modified battle system found in the GBA version. It really adds a whole lot of fun factor to an already fun game. The music and sound effects have also been improved to a certain extent, and the game looks just as good as it did on SNES. Plus, it is easier to find on GBA.

2. Where can I find the ROM of the SNES version and GBA version?

A: You can find the GBA ROM at <http://www.gbxeu.com> , and the SNES ROM at <http://www.alex.tvtaxi.com/rpgclassics> .

3. I can't beat that huge monster at the beginning of the game!

A: Well, you're not supposed to. Let him kill you and just watch the story scene that plays out.

4. Does it really matter what I choose when I have the option to select between two things?

A: Sometimes it does, sometimes it doesn't. I'll try my best to let you know when it does matter and when it doesn't matter.

=====
(***** - 5.0 WALKTHROUGH - *****)
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```
$-----$$-----$$-----$
$ Party: Ryu/Bow      $$      5.1 The Opening      $$ My Levels: 1/1      $
$-----$$-----$$-----$
$ Enemies: Beak                $$ Boss: Beak                $
$ Items: TreePl, Herb                $$                          $
$-----$$-----$$-----$
```

The game will start off in what appears to be a church, but it is soon to be revealed as your main character's house. By the way, for future reference, I am just going to call the main character the default name "Ryu", but you are allowed to call him whatever you like. Watch the scene, which shows your dad trying to find your sister, Yua. Apparently, she has run off to the mountain to the north. When you can move, get the TREE POLE from Ryu's shelf, then go downstairs.

When you go downstairs, head over and talk to Ganer. He will ask you to find Yua. Say yes to him, and then exit the church. When you see two women talking, approach the one on the right and talk to her. She will tell you that Yua is in the mountain, so go up to the mountain. Follow the path, and you will find Yua. A enemy will attack you!

```
$-----$
$-----/ BOSS /-----/ BEAK /-----$
```

```

$-----$
$      50 HP, 10 MP, 5 EXP, 5 GP, 22 Attack, 40 Defense, 15 Agility      $
$-----$
$ How to win: This battle is not all that difficult. Just put it on Auto
$ $ until Ganer saves your ass by using a magic
spell.                               $
$-----$

```

The next scene is pretty good and provides some insight into the game's early storyline. Ganer will get down on himself, thinking that he is the reason for Ryu and Yua's mother's death. Yua will say that she sees their mother in her dreams every time she sleeps on the mountain, which is why she goes up there all the time. She then tells you that you may be able to see their mother, so choose to take a nap.

After this, return to the village. Amazingly, the village looks different, with new people, and no one seems to know who Ryu is! Go to the church, and the father there will allow you to spend the night. In the middle of the night, you will meet up with Bow, who is attempting to steal a candle! Bow will join your group! Sneak out of the village, all you have to do is exit through the gate. Save your game at the statue to the right if you wish.

When you exit the village, you will be on the world map. It will start to rain, so go to the northwest cave. Bow will use the candle he stole (wow, it actually came in handy!), so follow the tail. Eventually, you'll find a boss. You can't kill him, so don't even bother.

Watch the introduction, and you will be in Hometown.

```

$-----$$-----$$-----$
$ Party: Ryu/Bow          $$      5.2 Hometown          $$ My Levels: 1/1      $
$-----$$-----$$-----$
$ Enemies: E-Sludge, Leech, Gonghead          $$ Boss: None          $
$ Items: LifePL          $$                               $
$-----$$-----$$-----$

```

Watch the scene, where you will ask the Elder for work, and he will tell you to go find a girl's pet. You don't know about it, until you see the girl, then for some reason you agree. ^.^ Get the LIFE PL from the shelf in the Elder's room. Then, go out and explore the town. There's a save statue on the right side of the town, there's also an Inn, Weapons Shop, and a Item Shop. Buy some Herbs from the item shop, then go and save. Head out of the town onto the world map.

On the world map, just walk around and get into random battles. Get to level 5 for both characters, which would take a little while. It's fun to get to the nice and exciting new battle system, though. Once you are on Level 5, you should have enough money to get some weapons and armor from the Weapons Shop. So, go into the town, save, rest at the Inn if you'd like, and then go buy a Bronze Sword for Ryu and a False Bow for Bow. Get some Steel Armor too, if you can afford it. Now, save again, and exit the town.

Go southeast from the town, until you get to Mt. Fubi.

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(----- COMING IN A FUTURE UPDATE -----)

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(***** - 7.0 DRAGON GUIDE - *****)

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(----- COMING IN A FUTURE UPDATE -----)

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(***** - 8.0 BOSS GUIDE - *****)

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\$-----\$

\$-----/ BOSS /-----/ BEAK /-----\$

\$-----\$

\$ 50 HP, 10 MP, 5 EXP, 5 GP, 22 Attack, 40 Defense, 15 Agility

\$

\$-----\$

\$ How to win: This battle is not all that difficult. Just put it on Auto

\$

\$ until Ganer saves your ass by using a magic spell. \$

\$-----\$

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(***** - 9.0 LISTS - *****)

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-----*Here is a bunch of lists. enjoy.*-----

(=====) --- 9.1 WEAPONS --- (=====)

(----- COMING IN A FUTURE UPDATE -----)

(=====) ---- 9.2 ARMOR ---- (=====)

(----- COMING IN A FUTURE UPDATE -----)

(=====) ---- 9.3 ITEMS ---- (=====)

(----- COMING IN A FUTURE UPDATE -----)

(=====) --- 9.4 RECIPES --- (=====)

(----- COMING IN A FUTURE UPDATE -----)

(=====) --- 9.5 ENEMIES --- (=====)

[Name]	[HP]	[MP]	[Experience]	[Coins]	[Attack]	[Defense]	[Agility]
A-Sludge	900	100	3000	950	270	55	190
Amom	531	172	2322	897	281	138	132
Amonica	110	14	194	147	151	125	43
Anubus	137	34	555	279	186	63	138
Arachnod	81	10	56	32	73	35	54
Aruban	119	10	117	88	99	55	63
Assasin	152	30	794	415	207	88	100
Atlas	189	20	260	96	134	55	67
B-Ogre	342	10	483	224	187	30	87
Banbhand	154	25	181	106	115	50	78
Baracuda	153	14	392	306	153	44	133
Basilisk	170	12	262	84	111	59	83
Beetle	102	0	10	192	90	73	56
Big Hand	953	30	2560	424	291	152	111
Biruburu	34	0	9	5	37	23	23
BloodSkr	38	10	12	8	39	23	30
Bugbear	26	0	12	10	38	22	57
C-Bear	253	6	203	128	115	60	78
C-Kameo	219	30	776	205	246	164	70
C-Sludge	7	10	1502	51	4	500	300
Cancer	186	50	595	193	219	132	81
Carm	190	175	1260	590	254	133	139
Catfish	105	12	102	54	62	30	50
Chorking	25	10	3200	1613	265	500	500
Conch	284	50	1350	316	265	195	73
Corpse	28	0	5	7	25	15	14
Cotris	234	42	570	223	203	89	95
Crodworm	151	35	715	208	164	66	81
Cuttlecb	74	12	93	30	86	45	47
Cyclops	950	50	2880	100	280	130	63
D-Bringer	207	12	353	135	110	70	62
D-Crsdr	264	50	762	512	213	124	77
D-Fly	65	10	20	14	42	26	44
D-Spider	186	21	451	187	211	93	84
D-Spirit	164	10	625	312	214	83	89
Dadelous	513	26	2024	700	350	158	1
Darious	254	15	772	210	181	73	88
Dethpede	136	10	26	16	55	30	37
Devilkid	32	20	6	20	38	22	30
Dinabehm	299	30	635	220	200	78	84
DinaFung	289	6	282	76	108	46	72
Docaden	31	5	9	8	40	28	6
DPaladin	309	36	1414	642	266	144	83
Dragoon	234	15	1260	685	245	119	109
E-Dragon	680	100	3920	685	321	138	99
E-Sludge	13	0	1	2	1	0	8
Eaterman	32	10	7	6	36	21	28
Fastman	145	12	65	3	1	33	80
Fatty	492	30	1600	0	130	0	92
G-Idol	369	43	1220	480	269	126	1
G-Lizard	118	12	112	83	96	45	63

G-Rider	325	12	1650	515	220	118	102
G-Shaker	209	15	321	63	95	45	51
Gallop	202	32	398	138	178	64	169
Ganet	5	50	500	2	1	511	511
Ganga	258	15	500	120	154	80	1
Gargoyle	165	14	603	305	158	53	117
Ghoul	48	10	16	11	40	24	22
Gonghead	21	0	3	3	22	18	18
Gongking	1000	32	2600	1211	252	0	172
H-Crab	102	20	120	42	86	70	17
H-Fly	30	10	20	8	51	13	55
Harpy	27	8	9	14	37	21	29
Headhuntr	251	16	922	295	214	122	101
Heleet	714	80	3460	620	350	156	102
Hellion	920	50	4020	1355	389	159	103
Hemoglod	40	40	180	0	41	24	51
Humus	237	7	915	422	229	102	109
Hunchbak	16	0	2	3	23	14	18
J-Fish	63	5	52	24	78	28	120
Jacky	4	10	111	333	159	500	100
K-Goblin	46	12	19	17	50	24	40
K-Sludge	1000	500	7000	5000	300	150	500
Kimaira	989	30	3725	552	306	142	129
Kimoto	75	20	27	18	49	36	40
Kiyhood	188	13	469	232	189	97	86
Leech	19	10	2	2	24	10	16
Lyverma	289	40	1172	201	221	105	100
M-Golem	307	0	790	300	269	112	1
M-Knight	6	10	666	666	211	511	159
M-Mummy	47	5	30	23	52	31	57
Magicmas	228	20	1652	557	202	98	62
Mamot	736	15	1724	302	257	69	92
Maindstr	220	33	832	270	228	88	102
Meedid	175	20	332	167	127	63	69
Mimic	69	20	38	46	69	38	42
Monopede	68	0	38	21	57	39	39
N-Rider	1000	500	5000	3000	400	208	230
Needle	181	30	394	192	175	67	79
Ogre	80	10	50	33	59	43	40
P-Dragon	999	200	6630	3000	478	162	133
P-Eater	128	5	152	220	156	107	72
Pepshun	133	20	720	0	120	67	69
Pharoah	150	30	263	164	31	45	49
Pima	161	20	158	62	109	42	121
Pollen	69	30	97	18	50	25	63
Poltrgst	57	26	89	30	89	51	60
R-Guard	189	40	832	251	216	71	172
R-Slug	241	100	206	521	201	76	102
Racegude	281	50	1626	515	253	124	113
Ralooba	273	41	296	159	123	61	78
Rapider	148	16	349	163	150	64	102
Road Slug	176	33	383	175	132	48	79
Ryusight	1	15	280	0	123	0	83
S-Goblin	16	0	2	6	27	14	23
S-Golem	452	20	489	492	165	72	1
S-Idol	218	10	89	41	69	32	1
Seenates	145	0	66	33	61	45	49
Sheef	154	15	358	314	193	74	94
Shupri	174	20	331	229	199	91	86
Sireen	121	15	159	95	111	40	69

Skeleton	271	10	920	521	258	125	105
Sniphead	68	5	19	16	44	36	37
Soulflik	83	29	269	35	119	62	64
Stamen	183	10	64	32	62	27	48
Stinger	105	30	140	57	123	62	60
Stooly	70	30	24	16	49	35	51
Titong	260	20	590	289	192	89	84
Tri-Eye	205	20	402	176	183	75	66
Trikster	32	0	11	26	37	26	30
Tsi-Fly	22	10	4	3	34	15	24
V-Head	122	14	112	44	89	68	41
Venusfly	161	18	214	61	112	55	51
W-Bear	73	0	20	23	48	35	36
Widow	22	10	5	4	26	18	18
Willowsp	44	20	20	11	41	32	39
Zodiac	890	100	5290	1220	441	151	149

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(***** - 10.0 SHOP GUIDE - *****)

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(----- Hometown -----)

WEAPON/ARMOR SHOP

Bronze Sword - 250 zenny
False Bow - 300 zenny
Suede Armor - 600 zenny
Salad Bowl - 60 zenny
Steel Armor - 120 zenny

ITEM SHOP

Herb x1 - 8 zenny
Antidote x1 - 12 zenny
LifePL x1 - 500 zenny
Smoke x1 - 100 zenny
Worm x2 - 4 zenny
Shrimp x1 - 20 zenny
Urchin x1 - 10 zenny
Stickrod x1 - 300 zenny

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(***** - 11.0 SECRETS & SIDE QUESTS - *****)

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(----- COMING IN A FUTURE UPDATE -----)

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- Revision History -

v0.1 - April 18, 2002 - 35.2K

*Eh, why not?

*Guide was worked on enough that it's good enough for first postal..

v0.004 - April 18, 2002 - 34.8K

*Tomorrow's the big day when I finally submit this guide!

*Walkthrough completed through 5.2 I can't wait to get the English version today...

*Basic information section started, describing the battle system.

*Conclusion added.

*Format of walkthrough changed somewhat.

*Planned for final pre release update: More walkthrough work, some lists work, and some basic information work.

v0.003 - April 17, 2002 - 28.7K

*After taking a day off, work has resumed.

*The game is coming out tomorrow!

*I used the Japanese ROM to start the walkthrough, just to see if there were any changes from the SNES version. None so far.

*Walkthrough started, completed through 5.1

*Enemy list finished.

*Boss guide started.

*Planned for tomorrow: More walkthrough work, since I'll finally have the damned English version. Also, I'll finish up the parts of the guide that need to be finished before submitting.

v0.002 - April 15, 2002 - 19.5K

*Pre release work is fun.

*All I did was work on the enemy list. But I did a lot of work on that.

-Planned before submittal: Walkthrough work, lists finished, and some guides started.

v0.001 - April 14, 2002 - 13.4K

*Decided to start work on guide.

*Hopefully, I will have this guide worked on enough so it will be good enough to post on Tuesday.

*Format has been started. I don't know if this will be the final format...

*Introduction and characters section added.

- Credits -

Me: Because I did this damned guide.

All my GameFAQs friends: CMoriarty, AstroBlue, Adrenaline, ATadeo, DTurner, Gruel, Yakuza.

Jenn, Cassey, Lorraine, Amanda, all the rest of my chicas: Killer.

You can be credited if you send me some useful info.. which is doubtful.

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(***** - 13.0 CONCLUSION - *****)
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Thanks for reading my comeback guide! I hope it doesn't totally suck. If you want to LET ME KNOW HOW THIS GUIDE IS, email mcfaddendaman@aol.com . THIS IS FOR FEEDBACK ONLY. If you email this addy asking questions about the game, I will delete your email and put you on the spam list so you can't email me any more. I will try to get to your game related questions at psychopenguin24@aol.com as quick as I can, but please be patient. Oh, and if you IM me, please be nice.

Again, thanks for reading, and see you next guide!

-Psycho Penguin
(c) 2002