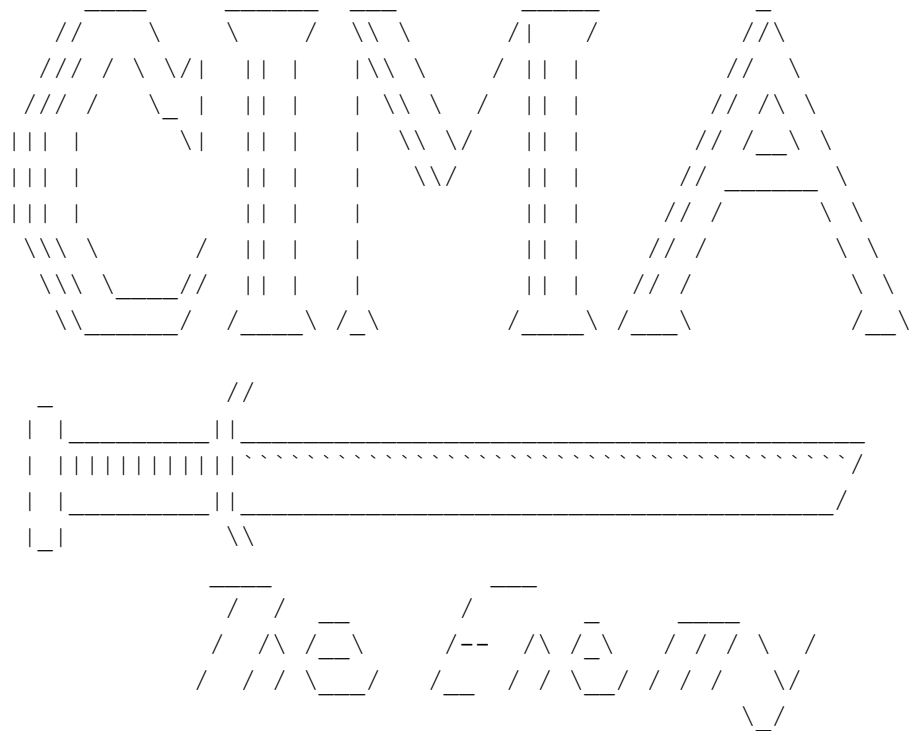


CIMA: The Enemy FAQ/Walkthrough

by The Lost Gamer

Updated to v1.5 on Nov 28, 2004

Version 1.5 11/28/04



CIMA: The Enemy Walkthrough
by The Lost Gamer (ilovecartoonssomuch@yahoo.com)
http://the_lost_gamer.tripod.com/
Copyright 2004

For the latest version of this guide, check
http://the_lost_gamer.tripod.com/guides.html

Table of Contents:

- 001. General information
- 002. Story
- 003. Characters
- 004. Walkthrough
 - 004a. Blue Creek
 - 004b. Beginning World
 - 004c. Silver Snow
 - 004d. Lost Forest
 - 004e. Dragon's Dungeon
 - 004f. Panic Factory
 - 004g. Cold Snow
 - 004h. Strange World
 - 004i. Sky Garden
 - 004j. Fire Dungeon
 - 004k. Weakling Forest
 - 004l. Air Garden
 - 004m. Lonely Factory
 - 004n. Twilight World
 - 004o. Phantom Snow
 - 004p. Hope Forest
 - 004q. Night Trap
- 005. Controls

006. Credits

001-General Information

This is a walkthrough for the GameBoy Advance (GBA) game called CIMA: The Enemy. You can e-mail me at ilovecartoonssomuch@yahoo.com, but make the subject blank if you do.

Enjoy the guide, and all the Richard Nixon jokes!

002-Story

An alien race called the CIMA have landed on earth. They feed off human hope, so their takeover has to be careful (if they seem too powerful, the humans would lose hope and then the CIMA would have nothing to feed off of).

A resistance has formed to stop the CIMA. They are called Gate Guardians. Gate Guardians prevent civilians from becoming trapped by CIMA.

Ark and Ivy, the two main characters, are training to become Gate Guardians. Because they're amateurs, a skilled Gate Guardian, Jester, is there to train them. Jester, Ark, and Ivy are on a train headed for new frontiers.

Because the train is headed to unknown lands, the Gate Guardians (Ark, Jester, Ivy) are accompanying the people on the train, just in case CIMA is active in the unknown lands.

The CIMA are active in the unknown lands. Quite active. The train, the 14 people onboard, Ark, Ivy, and Jester are sucked into CIMA gate, and they become trapped in a CIMA dungeon.

There is a way out of the CIMA dungeon (if there was no way out, there wouldn't be any hope for the humans, and the CIMA need the humans to have hope for the CIMA to feed off of). Can our heroes figure out how to exit the dungeon?

003-Characters

Gate Guardians:

Ark: An 18-year-old male. Ark and Ivy are training to become Gate Guardians under the teaching of Jester, who is already a Gate Guardian. Because Ark is older than Ivy, he is certain that he will be a better Gate Guardian than she.

Ivy: A 17-year-old female. Ivy is training to become a Gate Guardian, just like Ark. Because she has been training to become a Gate Guardian for a month longer than Ark has, she is certain that she will be a better Gate

Guardian than he.

Jester: He is one of the most powerful Gate Guardians, and is the only one who possesses the Purple Majesty. He spends his time teaching Ark and Ivy how to stop the CIMA.

Esswood A: Jester refers to this man as Chief. Scientists doing research with majesties call him director. You don't know much about him, but he is definitely in a position of power.

Six Stars: These are the six best Gate Guardians alive. Jester is one of them.

Train Passengers:

Halley H, 10: A boy who is eager to help Ark and Ivy whenever he can. He's good at finding treasure.

Emmy H. 8: Halley's sister. She's easily frightened and relies on other people like Halley to help her, even though she becomes braver as the game progresses.

Jean H, 37: Father of Halley and Emmy. He's a doctor.

Eberle H, 34: Wife of Jean. Loves her children. She can cure you if you're poisoned or paralyzed.

Philis S, 16: She has a crush on Ark.

Telmia S, 38: Mother of Philis.

Doug O, 68: A blacksmith whose daughter Elizabeth was killed by Falcken, so he is hostile toward Gate Guardians.

Ileyda O, 62: Doug's wife. She's nicer than he is.

Claude L, 37: The conductor of the train. Easy-going.

Yurald D, 45: A priest. CIMA stay away from him.

Vanrose U, 31: The leader of the pioneers. He's so confident in himself that he does dumb stuff and insults Ark and Ivy whenever they're not being as perfect/strong as possible.

Shelley Y, 27: Vanrose's girlfriend. Oooh...

Rick G, 28: A magician who is engaged to Diana. He's the most cowardly of the settlers, but he's trying to be brave for Diana.

Diana I, 26: Rick's fiance. She gets sick of him being a wimp and throws away her wedding ring. She then tries to get the attention of Vanrose and Ark, the other two single men in the group.

CIMA:

Builder CIMA: CIMA make dungeons, but not all CIMA do that. Only certain CIMA, called Builder CIMA, do that. They are the ones you meet in boss fights.

Crimson Nine: The nine most powerful CIMA. Sort of like the Six Stars.

Pike Nighttrap: One of the Crimson Nine. He and Jester know each other. He kills Jester.

Genox: He's about as freaky as they come.

Elvira: She likes to fight with Genox.

Falcken: He killed Doug's daughter twenty years ago.

Sawma: Another builder CIMA.

004-Walkthrough

004a-Blue Creek

Select new game, and choose a name for the main character. His real name is Ark.

The game starts with a movie. I'll include explanations of things that need to be explained in parenthesis.

The movie takes place on the continent of Altran, Jillani Reigon. Northwest 40 km; 130 meters under the Chipeya mountains.

Two people, Jester R. and Esswood A. are traveling on an elevator-like platform down into a mine. The two talk. Their dialogue reveals that this is actually a majesty mine, which doubles as a research center. It is the biggest on the Gate Guardians own.

(Whenever a CIMA is killed, a thing called a majesty may be left behind. The type of CIMA killed influences the type of majesty. The four you will get from killing CIMA are diamonds (left by flying CIMA), rectangles (left by most CIMA), spheres (left by strong CIMA), and stars (the kind that is left behind most rarely). Because majesties come from dead CIMA, research is being done on majesties to see if they can reveal a clue about killing CIMA).

As for the research "Purple" is at the testing stage, and "Light" is almost ready. Jester says it shouldn't be long now. Esswood agrees; this is the light of hope for those who live on the surface.

("Purple" and "Light" are kinds of Majesties. CIMA do not drop these kinds of Majesties when they die. Presumably, they are man-made.)

At level seven, the platform stops and Jester and Esswood get off. A researcher is waiting for Esswood. He says the research is coming along smoothly.

Jester and Esswood continue along to a guarded area. The guards let the two of them pass. Esswood and Jester go down a set of stairs and along a corridor. They end up overlooking what seems to be a swimming pool, except the pool is full of containers in addition to water. The containers hold large majesties.

Jester didn't know they had such a large amount of majesties. Esswood confirms it is different than normal citizens using majesties to build items.

(Normal citizens can use majesties they find and combine them to make items).

Jester is impressed, but Esswood says that they can't locate the Plug or the Base. Jester says they'll keep searching. Esswood repeats that this is the only way to save everyone. Jester agrees.

Esswood asks about CIMA movements. Jester says that they have been very active, which is a bad sign. Esswood says it's been 20 years since the release of the Singularity...almost the limit. Jester says it won't be long until the transformation begins.

Esswood says they must get the Singularity to open soon, or else they will be doomed. Jester says he knows that.

The scene changes to the Altran Continent, the Eastwick Reigon. 14 pioneers of the first immigration group are heading west to a land they've never seen.

Ark and Ivy are on the train. Ivy tells Ark to calm down. The two of them start to bicker about who is better, and tell each other to not be in the way when Jester is around.

Jester comes in and asks what happened to "Fight to Protect"? Ark and Ivy apologize to Jester, but not to each other.

("Fight to Protect" is a Gate Guardian motto. The other one is "Protect Everybody").

Dr. Jean comes by and says that he feels safe as long as Jester is around. Jester says to leave things to him, Ark and Ivy. Jean asks if Jester thinks CIMA will appear.

Jester says it's possible because the area isn't secure. Halley, Jean's son, asks if there will be CIMA. Halley starts to like Ark, Ivy and Jester because the three of them are strong.

Ark says Jester is one of the "Six Stars", the six best Gate Guardians in the business. Ark says he's good in battle, and Ivy is...better than nothing at all. Ark and

Ivy start to fight again.

Jester apologizes for their behavior because they're new recruits. He leaves.

From here, you can now control Ark and Ivy. Time to learn some controls. If you don't want to, skip ahead to the paragraph that starts with "Have Ark talk to people"

Press start and a menu pops up. Highlight the lowest box (the one with a picture of a wrench on it) and press A. You are taken to the save screen. Save your game and continue.

Press start again. Select the box in the middle (it has a picture of a sword and shield). You get taken to the status menu. Press R and L to switch amongst the characters (Ark and Ivy).

If you look at the right part of the screen, you'll see the four kinds of majesties that I talked about earlier (rectangle, diamond, sphere, and star) along with the number of majesties you have. Currently, you have none.

Select the hammer by the majesties. A menu pops up. Remember Esswood talked about normal citizens making items out of majesties? This is what he was talking about. You see all of the items the shown character can make, along the number of majesties needed to make that item.

In the box left of the majesty box is the item box. Press select when the cursor is over an item to see what that item is.

You can put items in the five boxes to the left (but right of the character picture). Make a mental note of the items that are there for Ark.

Certain items (items that can be worn, like Ivy's defense shield) can be put in one of the four boxes around the character's picture. Do this to make the character equip that item.

Items can also be put in the trashcan. Do this to get rid of that item forever.

A final note about the status screen: in the upper/left corner is the name of the displayed character, and underneath that is that character's life meter. In this game, green=good, so you want the whole meter to be green, which means that character is at full health. You can use items on a character (move an item to the character's picture) to restore health and do other things. You can only use a health restoring item if a character is not at full health.

That's it for the status screen. Go back to the normal gameplay. Press B, and a menu pops up. Look familiar? It's the five items Ark had in the status screen! Officially, these are the five items in his pockets. Use

the A button to use one of the items.

Have Ark talk to people by using the A button. Move around the train and talk to everyone (That's 14 people, excluding the Gate Guardians (Ark, Ivy, Jester)). For some reason, Ivy doesn't let Ark exit the train because it's moving. You can read the books on each train car to learn about those characters. Don't forget to take to Vanrose and Claude, who are at opposite ends of the train.

After you do that, go back through the train. When you're in the doctor's train car, the train starts to shake. It stops after a while. Ark and Ivy should go to Claude and see what's wrong.

Move Ark and Ivy to the front of the train (up/right) to see the conductor. He says that he's trying to stop the train, but it's not working. They're being pulled forward into a Gate. Oh no!!!

Luckily, Ark, Ivy and Jester are Gate Guardians, so their job is to protect people who end up in Gates. Talk to the train passengers. You can talk to Diana to see her get in a humorous fight with Rick. What a wimp Rick is.

Talk to Jester last. He confirms what Vanrose said; that only a strong CIMA could be behind this.

The train is sucked into the gate. Rick continues to be a wimp. Eventually, the train stops moving when they are inside the world of the Gate.

Jester didn't plan on this; he wanted to train Ark and Ivy slowly, but now they're going to get first hand experience. Jester reminds them of the Gate Guardian goal: to protect everyone.

Ark, Ivy and Jester exit the train. They appear to be floating in space. However, there are train tracks, so it looks like the train can leave. Unfortunately, most of the tracks are gone.

Everyone exits the train. Jester lets everyone know that there is a way out. CIMA feed on hope, so they will give everyone hope of a way out until everyone is dead.

Luckily for everyone, they might be able to exit, despite the fact that this will be hard. Everyone goes through a portal, which leads to a dungeon. Time for Ark and Ivy to learn how to get through these dungeons.

004b-Beginning World

Walk forward. Jester points out a corridor to you. Those corridors are safe; CIMA do not enter there. Because it is safe, you should bring all of the train passengers there. If only you knew how to do that.

Walk forward some more. Jester points out a CIMA hive.

CIMA will come out of that hive. Jester also points out a narrow hallway, and gives unnecessarily complicated directions on how to get people to move.

Stand in the narrowed hallway. A CIMA attacks you. Press A, and Ark swings a sword at it. Two hits will kill the CIMA.

From here on, pressing the A button results in Ark using his sword. If you hold onto the A button, Ark will run, and charge his sword at the same time. If he charges his sword, it does more damage.

Now, because you're in the narrowed hallway, you can see that if CIMA are going to get out and hurt the train passengers, they will have to go past Ark and Ivy before they do so. Have Ark make sure no CIMA get past him.

Press the R button. One of the five option menus pops up. Use R to select the middle box. Move the cursor so it is behind Ark and Ivy (past the narrow hallway, not in the room with the CIMA hive). Press R twice. All of the train passengers move to that spot, in groups.

Let's explore the group thing a bit. Press start and select the box on the right. The four groups pop up. As you can see, each group has four people in it. You can switch people around and put them in different groups later on in the game.

Now go back to the game. If you press R, you'll notice that besides the crosshair icon you chose earlier are four pictures. Each picture is of a member of a certain group. You can select a person's picture to send him/her to a particular spot. If you select the crosshair with A (instead of R), you can send all four members of that group to a particular spot. Selecting the crosshair with R sends everyone in all the groups to a particular point.

Now go back to the game and press the L button. The four groups pop up (the group in the middle is the group that you last selected). Use this to switch between the groups. Note that you can switch between groups only if all of the members of the group you're focusing on are in one spot.

You might want to experiment until you get the hang of it. Try moving individual members of one group in different places, and then move everyone in that group to the same place. Switch to another group and do the same thing.

Okay, once you're done with that, there is some more you should know about controls. Press start and select the box on the top. Select a character to talk to him/her. Sometimes, a character's picture is in black and white (like Ark's), which means that he/she has nothing to say at the moment.

You may have noticed that when you were fighting CIMA, a green heart appeared over the heads of characters that were in sight. Time to learn about that. Press start and

select the box on the right, which has a heart picture.

Press R/L to move between the characters. In the middle of the screen is a number next to the hearts. The number indicates how much that character trusts Ark. If the number is more than zero, they trust Ark, and the heart color will be green. If not, it is red and they don't trust Ark.

So in gameplay, when a green heart appears over the head of a character, that person's level of trust has gone up. If a red heart appears, their level of trust has gone down. You want all of the characters to trust you (if they don't, they won't make items for you, which is bad). All of them should trust you, except Doug and Vanrose, who aren't very nice people. Remember the green heart is good, red heart is bad.

Also on this screen is a box on the right. The picture in the upper/left corner of this box is the weapon that character wields, if he/she has one. The number next to it is the character's level.

The number next to the boot indicates that character's speed. The number next to the armor is that character's defense. The number next to the fist is that character's strength. The number next to the shirt (with sleeves) is that character's stamina. The number next to the weight is that character's weight.

One last thing about controls. Go to the status menu (middle box of start menu). The bottom of the screen has pictures of the characters in your party. The meter next to each picture is that character's health meter. If the meter is full, the number next to it is white. If the number is yellow, that person's health is low. If the number is red, that person's health is dangerously low. The number is the exact number of hit points that character has filled. Also, if a skull is next to the picture of the character, that means that character is poisoned. Finally, the heart color (green or red) is the same as in the trust menu.

Now that we're done with controls, send everyone in the party to the safe corridor Jester mention earlier. Last time you only needed to send the people to one point. However, you can send everyone to three different points (the characters will travel to each point in the order that you set the points in). If you want only two points instead of three, make the last two points the same point.

Send everyone to the safe corridor (which should require you setting more than one point). This sounds complicated, but isn't.

Once everyone is safe, Jester walks off. Follow him. He is standing next to a switch. When Ark stands on the switch, a bridge appears. Have Ark stand on the switch. Move everyone across the bridge and onto the switch on the other side of the bridge.

When everyone is across, Jester moves on ahead. Go across the bridge (if it isn't intact, move someone onto the switch on that side of the screen). Get the box in a corner of this area (it contains material), and walk to Jester.

Jester is by a set of stairs. He says that you can go down the stairs if everyone is moved so they are by the stairs.

Move everyone by the stairs (this requires more than one move). Then go down the stairs. If no one is hurt, save your game. If someone is hurt, turn off your gameboy and do this floor over again.

Forget the train passengers and start walking along. Jester calls your attention to two things: a switch and a column.

You'll see columns in this game. Basically, if a column blocks your way, you can't go past. To lower a column, you must do something (kill a CIMA, hit a switch, etc.).

You'll also see switches. Hit a switch with your sword to activate it. Switches have various effects. Hit the switch here to lower the column. Keep moving ahead.

Jester calls your attention to another switch. Hit that switch. This traps a CIMA in a room, so it can't attack you. That's good.

Keep going onward. You'll find the stairs. Move everyone to the stairs. Save, and go down the stairs.

Look around. A door blocks your way, but it's locked. You need the key! Where can it be? Go back up the stairs.

Okay, remember the CIMA you trapped in a room by raising a column? Go into that room and pick up the box in the corner. It has a poison block, which prevents poison. Have Ark equip it (on the status menu).

Exit the room and raise the column again so the CIMA is trapped. Head up/right from here. A CIMA walks around a floor made up of squares. Kill the CIMA and go past.

In the corner (on the right) there is another box. It has material in it, but no key. Darn. Head up/left and kill the CIMA there (it pops out of the ground).

Once the CIMA is dead, a column lowers. Go to the now-accessible room. Open the box for the key. Yay! Go back to the stairs, and go down them.

Open the door and walk into the room. A CIMA appears. But this is no ordinary CIMA, it is Pike Nighttrap. He's one of the nine most powerful CIMA. Since Jester is one of the six most powerful Gate Guardians, the two know each other very well.

Jester makes Ark and Ivy leave. He tells them to save the others. Ark and Ivy try to save the others, but Vanrose thinks they're being cowardly. Everyone's trust rate of Ark and Ivy goes down to negative numbers.

Pike deals a heavy blow to Jester. Ark and Ivy run back to see if they can do anything at all. Pike picks up Jester (Jester's blood falls to the floor).

Jester, in a final attempt to stop Pike, uses the Purple Majesty (the one he talked about with Esswood). However, Jester doesn't have the Plug (he talked about this with Esswood as well).

So Jester is making the dungeon collapse on itself, thus killing himself and Pike. Ark now has to get everyone to escape the dungeon before it collapses. Go back up the stairs and save.

Here you can get everyone's trust rating higher, since now everyone's trust rating is negative. Stand by the CIMA nest (the one that red CIMA that walk on two legs come out of) and move everyone so they are in camera view. Then kill the CIMA as they appear, and everyone's trust levels will go up. You can do this as long as you'd like, even until everyone's trust rate as at the maximum (100).

If you don't want to do that (or when you're done), lead everyone to the stairs that lead up. Go up the stairs.

Walk Ark and Ivy out of the area. Pike starts to speak. Because Jester didn't have the plug, Pike was badly wounded, but not killed. Jester is dead. Oh, why couldn't it have been Richard Nixon instead?

Pike needs to rest to get back to full strength, and he wants to make sure no one will survive. He makes the dungeon collapse.

Ark and Ivy wake up next to the train on the platform in the middle of space. Ivy points out that since Ark and Ivy are still alive, most likely everyone else is, too.

A piece of the train track connects itself to the track. Hypothetically speaking, if that were to happen (it would take many tracks), the train track would connect itself to the exit and then the train could take everyone out of the gate. But how could that happen?

A portal leading to another dungeon appears. It seems safe to assume that every time a dungeon is completed, a piece of the train track will connect. Well, the only way to know if that is true or not is to finish the next dungeon! Enter the portal.

004c-Silver Snow

Save your game. Go up/right into the room. Go right and kill a crab CIMA, then go into the small room above. Kill

the two CIMA here to lower a column.

Go to where the column was, killing the two CIMA that are in the way and getting the box in the lower/left corner. Cross into the next room, and you find Halley. Ivy tells you that you'll have to walk up to Halley.

Being very quick, move forward and to the left. Kill the CIMA here and hit the switch to activate a bridge leading to Halley. Then go right, and up at the end. Hit the switch, which causes a second bridge to activate (it also activates a CIMA nest near Halley) and run across the bridges to reach Halley. He lets you know that he's good at finding treasure, and then starts following Ark and Ivy.

Go back across the first bridge you made, then hit the switch in the corner to lower a column. Get the box in the top/left corner (by the switch that you hit to make the first bridge pop up), then enter the room in the lower/right (by the second switch you hit to make a bridge pop up). In this room, Halley finds some material. If you're having trouble getting Halley in the room, exit it by holding up/left until you're all in a row, then enter it by holding down/right.

Go to the where the column was, and follow through this area to reach the stairs. From now on, Halley will stop following you around and follow the three-point order system. Go down the stairs and save.

Go down into the next room and kill the two CIMA there. Stand guard by the CIMA nest in the top/right corner (kill any CIMA that come out), then move Halley onto one of the green squares in the lower/right corner.

Step on the other green square to lower a column. Send Halley to the safe area (blue floor) ahead. Go ahead and clear the big square area of CIMA (there are four or so) and get the box by the hole. Stand by the nest and hit a CIMA into the hole to lower a column.

Send Halley into the room on the left of this square. Have him cross the bridge that's in bad shape (Halley is small, so this is okay; if Ark tried to cross the bridge, his weight would crush it).

Halley crosses the bridge onto an area that looks like a big, backwards "L", slightly tilted. Send Halley up the short part of the "L" to get some material, then send him to get the box in the corner of the long end of the "L". He gets a key to open the boss door for this dungeon.

Get Halley back to Ark and Ivy, and take him to the safe spot of the area leading right of the square. Kill the CIMA here. There's a column leading up off of this area. Wait for a CIMA to come out and step on the switch and then go quickly past the column.

Follow this area along. Kill the CIMA and get the two boxes. Go back to the column, except it's up and the CIMA

is nowhere around. Use Halley as bait (which isn't a very nice thing to do, but you don't have any other option) to get the CIMA out again and then instant the CIMA steps on the switch and lowers the column, go out there and save Halley's butt. If the CIMA doesn't step on the switch, you need to get Halley on the switch and then save him.

Go back to the square area, and go through the exit in the lower/right part of the square area (leading left/down) to reach the stairs. Go down them and save.

In the next level, go up into the next room and head right. Kill the blue CIMA here to lower a column. Enter the room you can go into because the column is gone and kill the CIMA inside. Bring Halley into this room to get some material.

Leave Halley in this safe room, then go back and go up/left in this room. Kill all the CIMA here (get the box in the upper/right) to lower a column.

Go past the column to reach a room with a switch. A CIMA is walking around in squares, and steps on the switch occasionally. When he does, it lowers two columns. Use this to go past the left column and reach a room with a CIMA (kill it) and a box (get it).

Go back through the column. Bring Halley to this area and send him up to the stairs (through the right column; stand on the switch to let him pass), then follow after him. Go down the stairs and get the two boxes.

This room is a boss room, so you'll have to prepare for the fight. Go up the stairs and on the status screen, equip Ark with the two status items you have (power block and status sld.), then go down the stairs and save.

Go through the door, and Ivy tells you that in a boss fight, you can't use the status screen; you can only use the five items that show up when you press B. This doubles as a "pause" button, somewhat.

You'll meet Genox, a strange CIMA who built this dungeon. He sends Bruton, a brownish, quick turtle creature that shoots out circular things.

Bruton runs quickly around the arena, sending out energy balls when he makes a change in direction. My preferred place in the arena is the "W" shaped corner at the bottom. Here, Bruton will occasionally run by, going left. If you watch from this safe place, you'll figure out how he moves. Then, attack him while he's passing left, after he's shot out energy balls in the right corner of his run and before he's shot out energy balls when he hits the left corner. As the fight goes on, the energy balls move farther, so look out for that, including energy balls shot by him while he's out of sight.

Near the end, it's okay to launch a kamikaze attack (just attack as much as you can without caring for your own

safety) to finish him off, as any life lost won't carry on to the next dungeon.

When you kill Bruton, Genox reappears and says you're stronger than you look. Looks aren't everything, you know, which I think Genox should know because he looks like a girl (not the picture of his face, but the sprite of his whole body in general).

Elvira, a higher level CIMA, comes and yells at Genox for messing around. The two of them run away. Halley comes in, saying how cool Ark and Ivy are, and they're nice and thank him for his help (he found the key, after all).

Pick up the box and go through the exit in the up/left. You make it back to the area where the train is floating in space. Another piece of track comes down, so it is true that track pieces come down after beaten dungeons.

Enter the train and talk to Halley, then exit. Ivy stops to tell you about building items and tells you that since majesties resonate differently with different people, the majesties needed to make items differ from person to person (also the items made). Blah blah blah, I went over this stuff already, didn't I? Exit the train and go to the next dungeon.

004d-Lost Forest

I guess they call this the lost forest, because calling it the lost woods would be sort of stealing the name from another video game (Fire Emblem Gaiden...hee hee). Save your game here.

Go forward a bit and kill the CIMA here. Move Halley onto the switch, which lowers a column, granting you access to a small area with a switch and a box. Quickly go in and get the box and hit the switch and go back out before any CIMA come to get Halley.

Hitting the switch lowered a column. Move Halley to the safe area where the column was, then go into the area past the column. Kill the CIMA and get the box here.

Right of the small area where there was a box and a switch are big machines that shoot huge balls. While as far away from them as possible, go right past them as quickly as possible, then take the stone path up to an area with a single CIMA. Kill the CIMA and bring Halley here, the same way you did, and he finds some material.

Go back left past the ball-shooting machines, except this time hit the switch along the way to lower a column. Go there, which leads to a new area. Kill all three CIMA in this area, then have Halley step on a switch to give you further access to a part of this area. Kill the two CIMA here to lower a column. Get the box and go to where the lowered column was (bring Halley along, once you get out of the part he gave you access to).

In this area is an open tree, which serves as stairs. Go down the stairs and save your game.

Go left, hanging around the lower part of this area. Get the box and kill the CIMA. You'll notice a blue CIMA just standing there on a switch. Sneak up on this guy and kill him quickly.

The switch he was standing on, lowered columns, giving you access to another part of this area. On the other side of these columns are a box, a switch, and a CIMA nest, which gives out Brutons (the previous boss, except he doesn't run fast). Have Halley get on the switch and run in and get the box and activate the switch (Bruton turns to chase you instead of attack Halley). Once you're done, get the heck outta there and get Halley off the switch, trapping Bruton in that area.

The switch you hit lowered a column, so get to the safe area where the column was (look out for a crab CIMA on the way). Go past it and kill the crab CIMA here.

You need to go down/left, across a spike pit. The spikes fade in, stay there for a while, fade out, stay out for a while, then fade in and the process repeats. Go past the pit when they're fading out, then kill the CIMA there to lower a column.

Lowering the column gives you access to the area with the exit stairs. Get the box here (if you can't pick it up, check the status screen. If all of Ark's spots have stuff, he can't pick up any more, so give some stuff to the other party members to free up space fro Ark). Bring Halley across the pit by having him stay on the right end, then sending him across as soon as the spikes start to fade.

Once Halley is over, go to the exit stairs and go down. Save your game here.

Go down and up/right to find Vanrose, who is in a tight situation. Go around to the back of the area where he is, traveling in a clockwise direction. Kill the CIMA you meet as you do. While doing this, send Halley so he is going the same way, only you'll be there first to kill the CIMA because he's not that fast.

There's a switch at the end. Set it up so Halley stands on the switch, then circle back around so you're in the area where you first found Vanrose. When Halley steps on the switch, the bridge connects, so run over to get Vanrose. Get Halley up and left away from danger once you've crossed the bridge.

Grab the box there and hit the switch, lowering a column. Move Halley back on the switch, go across the bridge, and move Halley off the switch, quickly because CIMA attack Halley if he just stays on the switch.

Get a box in the corner to your right, then go to where the

column lowered. It leads to exit stairs. Go down the stairs (bring Halley to the exit) and save your game.

Go through this area, which leads to a trap that makes it impossible not to leave either Halley or Vanrose exposed. Vanrose mistakes himself for Rambo and tries to go on alone. Ivy tries to stop them, and the two of them fall into a Teleport(ation) Trap, which means they were warped somewhere else.

Vanrose insists on going alone. Seeing as he won't obey Ivy's orders, Ivy decides to obey his. You now control Vanrose, and can control Ivy with the three-point system.

Go right, and walk along this area, which has plenty of CIMA. Kill them all and get the box in the lower/right part. Put Ivy on the switch, allowing you access to more of this area. Kill the CIMA in this area and get the two boxes.

Once done, stand on the switch. Send Ivy to Vanrose, the same way Vanrose got there (if Vanrose is on the switch, Ivy doesn't get stopped by a column). Once she's past the column, you might want to go up to help her get past the CIMA nests there.

Once Ivy's safe past the CIMA, take her to the safe area leading right. Clear the following area of CIMA, and have Ivy stand on the switch, giving you access to more area. Enter this area (get Ivy away from the switch) and kill the CIMA there (lowering a column) and get the box for the dungeon key. Put Ivy back on the switch to get out of this area and take the two of you to where the column lowered.

This leads to the exit area, so go up the stairs. Go through this area here, kill the CIMA you meet, and hit the switch. That didn't help at all. It looks like Vanrose and Ivy will have to wait for Ark and Halley to show up. Ivy doesn't really think Ark is that talented, but as long as he's got Halley, she's sure he'll do his best.

Back to Ark and Halley. Ark shows the same confidence in Ivy; she might be hard to get along with, just like Richard Nixon, but she'll do fine.

Clear this next area of CIMA and get the two boxes. Help Halley to a switch, and as soon as you kill a CIMA from a nest, dash to the other switch and step on it to lower a column. Dash back to help Halley, and then take him to the safe area where the switch lowered.

Clear the next area of CIMA and get the box in the upper/right corner. There are three switches. Get Halley and Ark on the green ones, and a CIMA on the pink one. You might want to get Halley on one, have Ark lure the CIMA at you, then momentarily have Ark step on his switch before the CIMA kills Halley.

The lowered column that comes due to the three switch deal leads to the exit. Go down the stairs and save.

Walk out to the next area. Ark and Halley see Ivy. Ivy says, "It took him long enough!" Ark asks, "Hey? Aren't you happy to see me?" Ivy says, "We don't have time for all that mushy stuff. Just hurry up and throw that switch already!" Ark whispers to Halley, "I told you she was hard to get along with..." Halley whisper back, "I see what you mean..." Ivy says, "Hey! What are you two whispering about?" Ark says, "Nothing at all! Just sit tight."

Hit the switch there to free the two of them. Kill the CIMA in this area and get to them. Ivy and Vanrose rejoin your team, even if they don't want to.

Kill the CIMA here and hit the switch in the upper/right, leading to a new area. Go up this area, through a small passageway obscured by the trees. Hit the switch to lower a column. Kill the CIMA in this area, then lead Vanrose and Halley right past where the column was to the exit stairs. Go down them and save the game.

Boss fight time. Go through the door to meet Elvira, who yelled at Genox last time. She's confident she will win, though, and brings in two bad guys for you to fight. They're...flowers?!

Right off the bat, you're in good position to chop out a good amount of health from these guys, until they go away. From then on, they're moving around the arena. The blue one shoots stuff out, across the arena. This stuff is easy to dodge from a distance. Less easy to dodge is the other flower that, when hurt by the blue one's stuff, rush attacks you. When you see it get hurt, quickly run out of the way to avoid the attack. A strategy is to go around the arena clockwise, thus always on the move, which is a good alternative to dodging.

The patient among you will be fine with just dodging to kill the one flower, and when that's done, go after the other flower, looking out for the stuff it shoots out.

There's a weird colored bush at the bottom. Hang out by this bush, and you're in great position to hit either of the two flowers because they come by it, but you have the problem of being hurt by the energy balls, so you might want to try hanging out right, rushing left to attack and dodging right.

Once you've killed the two of them (they're not much of a threat; the main problem is Moon Flow hitting you multiple times in a row with the energy balls), Elvira comes back and remembers an important engagement and runs off. Grab the box and exit. Talk to everyone on the train, then leave the train to go into the next dungeon.

By the way, here's something you might have missed: In addition to talking to people on the train, if you exit by going through the leftmost car (where Vanrose was when you started the game). When you do this, all of the train passengers come out and tell you about how much they trust

you. Neat.

004e-Dragon's Dungeon

Go up to the youth, and he lets you know that you're in the Village of Rooda. This village is a well-done satire of other RPGs, complete with everyone repeating themselves and a mayor happy to welcome the heroes. Ark and Ivy's confusion at this village really sells the joke (it's normal for an RPG, but would be abnormal in real life).

The mayor sends you on a quest. You have to go to the dungeon and rescue the maiden inside and slay the dragon. Since the maiden is Emmy (Halley's sister), you guys have to go.

Enter the dungeon, which is a big cave and save your game. Here, stuff will fly out of the lava, so keep moving to avoid it.

Kill the blue CIMA here and pick up the box in the corner. Killing the CIMA made a column lower, so go past where the column was. Kill the CIMA you meet and go down the left road. Get the box here, kill the CIMA, and go back right through the narrow passageway.

Go up here and then go right. Kill the CIMA and get the box and hit the switch to lower a column. Go back down and then go right, past a CIMA nest, toward where the lowered column is.

Go past where the column is to reach a safe area. Past that is a switch and some CIMA. Kill the CIMA, then bring Halley and Vanrose to the switch. Stand on it with the two of them, which lowers a bridge.

Send Halley across the bridge to the switch on the other side. When he gets there, send Vanrose after him (Vanrose can fight better than Halley) and go up/right. A blue CIMA is standing around doing nothing. Kill it and get the box.

Killing that CIMA lowers a column. Cross the bridge and kill the CIMA here, if Vanrose hasn't done so already. Get the box in the corner and go past the column. Go past them to reach the exit stairs.

Save your game here. Go down a bit and you see Emmy. She's in trouble and needs saving, fast. Go down and follow the road left, then go down at the corner. Go down here, and on your right is a platform near one with a big dragon. Past that on the right is a switch. Hit it to make two bridges appear, one leading to the dragon platform.

This dragon is too hard to try to kill, especially since you're strapped for time, so go up to lure it toward you. Go back down and hit the switch when the dragon is on the bridge. The bridge disappears and the dragon falls to its death.

Hit the switch again and go to where the dragon was. Hit the switch there and go down. Hit the second switch and run across the bridge to meet Emmy.

Emmy has been attacked by a poisonous CIMA, so you'll probably have to give her one of the black potions (on the status screen) to cure her, and maybe a life potion if her life is low.

Get the box here and go back through this area to where Halley and Vanrose are, this time taking care to kill the CIMA. Go through the now-open hallway leading up/right so Emmy finds the material there.

The exit to this area is still blocked. Remember how you didn't go as far down as you could have, but rather turned up to lure the big dragon left? Go there, and continue going down. Get the box here and hit the switch in the corner to lower the column leading to the exit.

Take everyone to the exit and they all talk. Emmy was really scared, but Halley is happy to have her back and starts to like Ark and Ivy even more, if possible.

Get the box in the corner and go down the stairs. Save your game here. When you start to go to the next room, Emmy asks why they have to go through the dungeon instead of just staying put. She's scared. Ivy promises they'll all stay together and that everything will be all right. Halley backs this up, and Emmy agrees to go on.

Go forward into the next room and get the boxes in the two upper corners. As you can see (by pressing R twice to scope around), there are two normal switches and two green switches.

The upper green switch is by a CIMA nest. Send Vanrose up there because he can protect himself. Send Halley and Emmy on the normal (brown) switch, lowering a column, then get on the other green switch.

This lowers a column. Stand on the normal switch in this area, then send Halley/Emmy/Vanrose through the right part of this area, so they're going directly down at you. Lead them to the safe area to the right, and don't forget to get the box in the corner there.

Go through this safe area, and you reach a switch with the female symbol on it. Kill the CIMA/bat on the other side of the column. Put Emmy on the female switch, and move around so Ivy's on it, too, lowering the column. Send Halley and Vanrose onto the switch past the column, the switch with the male symbol on it.

Uh oh! The female symbol switch was a teleport trap! Emmy goes into big baby mode and starts crying, thinking they're going to die and that she'll never see her family again and that Ivy is a bigger liar than Richard Nixon. Ivy slaps Emmy for the Richard Nixon remark.

Just kidding about the Richard Nixon business. But Emmy does call Ivy a liar, and Ivy slaps Emmy. Ivy gives Emmy no choice: Emmy is coming along with Ivy.

You now control Ivy like you usually do Ark. Magically, Ivy and Emmy have full health again. Go through this area and go to the room on the right. It has a switch and a CIMA nest. Hit the switch with your gun, lowering a column.

Take Emmy to the safe area past the column. Go into the next room and kill the CIMA here to lower a column. Past the column is a big black thing. Huh?

While standing up/left of the black thing, fire at the black thing, sending it down/right. Do this several times until it's on a switch. Kill the CIMA in this area but don't hit the black thing.

Having the black thing on a switch lowers a column. Go past that column. Kill the CIMA in this small area to lower another column. Get the box here and guide Emmy to the safe area of the most recently-lowered column.

The next area is full of CIMA, in particular, the kind that looks like a pole and shoots out energy balls. Kill all of the CIMA here that aren't the totem pole kind. Send Emmy through this room along the top part. Stop her so she's by where the first totem pole is shooting energy things at her (don't let them hit her). With this distraction, you can now hit totem pole with ease (also hit the CIMA from the CIMA nest). When it's dead, do the same with the second totem pole, as they are too preoccupied with Emmy to worry about Ivy.

When the totem poles are dead, move Emmy to the safe area past them, which leads to the exit. Ivy compliments Emmy, which makes Emmy happier. Go up (or is it down?) the exit stairs.

Go up the next room. It's a bit too dangerous for Emmy (Emmy disagrees but Ivy thinks so). What would Ark do? We find out as the control shifts back to Ark.

Get Vanrose and Halley on the switch (the CIMA reappear) and then cross over to them. Go down the exit stairs and save the game.

Go down, and move into the room to the left. Kill the CIMA in this room and get the box. Exit this room, and almost directly across from it is a small room-like thing. Get the box there and kill the CIMA to lower a column.

Go down past this column. Go into the room on the right and get the box and kill the CIMA. Go down, and there's a long, empty room. Bring Halley here to find some material.

Directly left of this room are some ball-shooting things and a switch. Staying as far away from the ball-shooting

things as possible, bring Halley and Vanrose to the switch, which lowers a column. Dash left past the column, and take Halley and Vanrose off the switch as soon as you do, because the ball-shooting thing attacks them.

Kill the CIMA here to lower a column. Step on the switch and bring Halley/Vanrose over there, then go through the lowered column to reach the exit stairs. Go down them and save.

This is the room Ivy and Emmy are in. Emmy and Halley are the small ones, so they're the only ones who can cross the two bad bridges to reach the switches on the other side.

Go along this area, killing all the CIMA there, including a totem pole one. Lead Halley along this way, so he's above his bridge. Go back to where Vanrose is, then send Halley and Emmy to their respective switches.

When they're on their switches, run over the bridge to help Halley/Emmy. You might have to give Emmy a potion before she dies. When they're okay, hit the switch on the other side of the second bridge (if you had gone straight while going to Halley).

This stabilizes the bridge/columns, so now you can take Halley and Emmy off their switches. Get the boxes in this area while protecting them and bring Vanrose and Ivy to that area.

Hit the switch in this area to lower a column. Send Ark solo over there to kill the CIMA and grab the key from the box.

Send everyone over the second bridge, to the exit. Emmy and Halley hug, and Emmy's much braver now. It's a girl thing, it seems. You should probably use a Potion C to heal everyone, then go down the stairs and save.

It's boss fight time. Ark and Ivy find Genox again. They knew it was him because he's such a weirdo (remember the strange village?). Genox sends a dragon after them. You can only kill a dragon with a dragonslayer sword.

In this fight, the big dragon head will, on occasion, shoot out a high energy blast, so stay to the sides. Stay away from the tail at the back.

There are two small dragon heads (that move) on either side of the big dragon head. Hit them and destroy them. They shoot out fireballs in groups of three which you have to dodge.

When the two heads are dead, Genox pops up and throws three swords into the arena. Pick up the one with a blue handle, and attack the dragon head with it. The dragon head shoots off two rounds of four energy balls at you, which you have to dodge, making it hard to hit the dragon head. Patience is key to beating this guy.

Don't pick up a red-handle sword, or else one of the small dragon heads shows up. When you've won the fight, Genox scatters. Pick up the box and go on the blue teleport pad to go back to everyone else. Exit to get to the train.

On the train, talk to everyone, then leave for the next dungeon.

004f-Panic Factory

Save your game here. Clear the next room of CIMA, except for the totem pole because that takes too dang long. Get Halley/Emmy/Vanrose on the switch, making a switch appear. Hit this to lower a column, then get everyone to the safe area past the column. Don't forget that box in the corner!

Kill the CIMA in this next area, except the blue one standing on the switch. Go across the bridge leading up/right. Get the box and kill the CIMA there to lower a column. Get everyone past that column and go down the exit elevator.

Go in this room to find Doug, the old blacksmith who hates you. Go down to the right and kill the CIMA there. Bring Halley and Emmy across the bridge and have them step on the switch and get the box. Have Halley get the box, and he finds some material here as well.

Go across the bridge to Doug, quickly as a CIMA is waiting for Halley and Emmy. Doug calls you a monster. He must have you mistaken for someone else, like Richard Nixon. Get the box and hit the switch and go back across the bridge. Once you're left of the bridge, bring Halley and Emmy back.

Go through this room and kill all the CIMA to lower a column. Go past this column and get the box waiting for you, along with a CIMA.

Now take everyone to the exit of this room, which was activated by the switch on Doug's platform and is in the up/right area. Doug explains that he thinks Ark is a monster because he exposed the kids to danger.

The kids are eager to help, which is why they went, but Doug isn't convinced and starts thinking about how his daughter died twenty years ago...go down the elevator.

Save here. Go through this next area, killing all the CIMA and getting the two boxes. Put Doug on one switch and Vanrose on another. Cross the bridge made by the switches and step on the switch there. Stay on this switch and bring everyone to you, on the switch.

Kill the two CIMA in this area to lower a column. Go past the column and kill the CIMA in there. Send someone on the switch, which makes a second switch pop up. Hit this second switch to lower a column.

Take everyone past this column and go down the elevator. Save the game. In this next (rather big) area, kill all the CIMA there and hit a switch (lowering one of three columns).

Knock a CIMA into one of the holes to lower a column, letting you into a side-room. Go in this room and kill the CIMA (opening a second side room) and hit the switch (lowering one of three columns).

Go to the newly-opened side room. Get the box in here and kill the CIMA and hit the switch to lower the last of the three columns. Take everyone to the exit, past the three columns. Go down the elevator and save.

Go in this room, and you'll find a bad bridge, which Halley and Emmy must cross. Doug tells them not to, but they want to. Take them to the switch, lowering two columns. Hit the switch above the two columns to permanently set down the two columns.

Halley and Emmy go back, and a sudden shaking destroys the bridge, sending Halley and Emmy plunging down into the depths of hell, where they meet Richard Nixon. Doug and Vanrose lose trust in Ark, which is lame because they're the co-Presidents of the "I mistrust Ark and Ivy" club.

Hey, Halley and Emmy aren't in hell; they're okay! Halley promises to protect Emmy. You can tell he'd make a great Gate Guardian. Halley's weapon is his slingshot, and you control Halley now.

Kill the CIMA in this room and hit the two switches and get the box for a key. Bring Emmy on the bridge and put Halley next to her. They decide to wait for Ark.

Doug thinks he heard Halley scream. Doug, you think too much, if that's possible. Go up and right, killing the CIMA in this area. When they're dead, a column goes down. Get everyone into the safe area past this column.

Go down/left in this room. Kill the CIMA here to lower a column, granting you access to a small part at the corner. Hit the switch here and get the box, then get out.

This box is a godsend, because it has the heal ring. This baby slowly heals the life of whoever has it equipped in one of the four non-usable items (done so in the status screen). You can move this freely from character to character, so the patient among you (like me) will heal everyone's HP to the fullest at each room. I recommend leaving one of the four non-usable items spots (top/right for me) empty for everyone, except the person with the heal ring, thus making it easier to move it from person to person.

From here, take everyone to the exit, going up/left. Here you might want to try out the heal ring and heal everyone's HP.

Go down the stairs and save. Go in this room to find Emmy and Halley. Kill the two CIMA on opposite sides of this gray thing to lower a column. Go past this column and go right to find a switch. Get Doug and Vanrose on this switch, then go across the bridge that appears to Halley and Emmy.

Halley and Emmy rejoin you guys. Get them to the switch and go right to some safe area (kill the CIMA on the way). Go into the next room and kill the CIMA and get the box. Bring Halley or Emmy in this room to get some material.

Go back all the way to the first room of this level. Go down/left through some safe area to reach the exit. Doug is happy that Emmy and Halley are safe, and they show confidence in Ark and Ivy.

Go down the elevator. Heal Ark and Ivy to full health with the health ring and have Ark equip the health ring. Save your game and go up to the boss fight.

You meet Falcken, the CIMA who was around twenty years ago when Doug's daughter died. In fact, it was because of Falcken that Doug's daughter died. Doug hits Falcken, but then goes away. Time to fight.

Falcken brings a dragon, Fallayga, which was the bad guy guarding Emmy, to fight you. He will rush around the arena, sometimes running into you, and dropping fire behind him.

This guy is a kamikaze enemy, and just runs around. You can't use much strategy here, but here's my solution: if you go down, you'll find the red "safe" area. If you started there and walked up/right, you reach a grate on the floor. Stand on the grate and you're safe here, as the dragon won't run over you, so all you have to worry about is stray fireballs hitting you.

From this spot, hit the dragon when he passes by and you'll kill him pretty easily. When he's dead, Falcken goes away just like Genox and Elvira did. Get the box and then exit. On the train, talk to everyone.

When talking to Doug, you can use him to upgrade your weapon and/or armor. It costs one piece of material to upgrade one of those one level. You'll want to upgrade everyone as far as they can go, all the time (with one exception that I'll note later).

Exit the train and go to the next dungeon.

004g-Cold Snow

Save your game here. Go up to see a dangerous area, where snowballs roll. Ark names the sensible plan: timing the runs so no one gets hurt. Vanrose, who has his own plans, runs off.

Ark takes after him. Go down the path and right into the first room you find. Get the box in the corner and kill the CIMA here. Knock the big black square CIMA onto the switch, like you did with Ivy in the Dragon Dungeon. This stops the snowballs.

Go down the path and hit the switch at the end. This lowers a column at the end of the room to the left. Go in this room. Kill the CIMA here and get the box, then exit this room.

Get the box in the corner of this room, and kill all the CIMA in this room, except the totem pole. This gives you access to the exit, so go down the stairs and save.

FYI, don't worry if Ark is full of stuff so he can't pick up the boxes; just pick them up later when Ivy comes through, like she has to.

In the next room, kill the CIMA. Hit the switch to lower a column and hit the black CIMA onto the switch to get a bridge to start. Go across the bridge.

Hit the black CIMA here onto the switch and leave down/left. In this room, kill the CIMA and get the box. Go into the first room (safe area precedes it) on the left. Kill the CIMA here to lower the column here as well. Follow along this area and pick up the box and hit the switch to lower a column.

Go back to the long part of the room and keep following it down/right. Exit it up/right and kill the two CIMA there to lower a column. Go past the lowered column to the exit. Go down the stairs and save.

Go in this room to find Vanrose, who's found Eberle. It's easy to get to her, and you don't really need Vanrose's help.

Go up and fight the two CIMA there. The column left of you lowers. Go left and you'll see a CIMA nest near the edge of this area. Kill the CIMA there and when the next CIMA comes out of the nest, hit it so it falls in the hole in the middle of this room.

This, for some reason, makes an ice bridge to Eberle's platform. Go over there to save her. Get the box on this platform and take Eberle over to Vanrose.

Eberle is really happy not to be dead and is happier (if possible) to hear that Halley and Emmy are okay. And she is even happier to hear that Richard Nixon is dead.

Ark is generous and thanks Vanrose for running off like an egocentric jerk, because if Ark didn't hurry after Vanrose, Ark wouldn't have found Eberle.

Switch back to Ivy and the gang. Ivy wants to go, even though Ark's not back yet. He'll be okay, she's sure. Go up safe area, timing your run so you don't get hit by the

snowball. Go to the first right room. Kill the CIMA here and send the black CIMA on the switch. From here, go to the exit of this room, without needing to do anything but get there and kill any CIMA that get in your way.

Go down the stairs and save. In the next room, kill the CIMA and move the black CIMA onto the switch. Do the same with the black CIMA in the next room. Here, simply take everyone to the exit. In one spot in this room (by the last CIMA nest you come to), send Halley into the left of the two small areas down/left of that CIMA nest to find some material. Once that's done, get to the exit and go down the stairs.

Go into the next room to meet up with Ark/Vanrose/Eberle. Halley and Emmy are happy to see their mom again. She's happy to see them, too. Ark and Ivy start to fight, but then stop.

Eberle lets you know that if you've got a status effect (poisoned or paralyzed so you can't fight), stand by her to be cured in a while.

Since you have five people now, Ivy tells you about parties. Use the L-button to see which party you can control with the R-button. If faces appear instead of the party option, that means the party in motion isn't all together (if all of them are in the same spot, you can switch parties).

You can switch the members of parties in the rooms with exits. You do this in the party menu (press start and select the right thing). To try it out, put Eberle in a party with her two kids and put Doug alone in party 2.

One more thing: after you press R to direct dudes, when using the center icon (indicating everyone) press A to indicate everyone of the current party or press R to indicate everyone of all of the parties.

Go down in the long room and kill the two CIMA at the bottom, opening the column to your left. Enter the room to your left. Kill the CIMA in this room, get the box in the corner and hit the switch to lower a column.

Go back to the long room and go up, which is where you killed two CIMA earlier. Go left into the room where you hit a CIMA into the hole in the middle of the room.

Go all the way down this room into another room. Kill the CIMA here and get the box. Bring Halley here for a protect block.

Go back right. Put Doug on the switch here, making a switch appear in the place Eberle was. Go and hit the switch where Eberle was. This lowers a column, leading to the exit stairs. Take everybody there and use the heal ring to heal everyone who needs it.

Go down the stairs and save. Go into this next room and

kill the CIMA here. This whole room has switches doing new stuff, so look out.

If you hit the switch on the left, you'll see the arrow turns from down to left. Do this. See the gold-colored platform by the right switch? Hit the switch and get on this platform. It will start to move and go left because the arrow is pointing left.

Kill the CIMA here and get the box for the dungeon key. Hit the switch here, then get back on the moving platform to be back by the first switch.

Take Halley over to that area, except you don't need to be on the platform. Move Halley around until he finds the material. Get him on the platform, then hit your switch to bring him back to you.

Move everyone onto the platform. While they're going there, hit the switch so the arrow points down. Once everyone's on the platform, hit the switch to get it going and ride it left, then down, like the arrow indicates. Have Ark constantly swing his sword left on this ride so he hits the switch on the way, lowering a column.

Get the box in this area and clear it of CIMA to lower a column. Go past this column and kill the totem pole CIMA here. Move Halley around here until he finds the material.

From here, take everyone to the exit (up/right of this area). Go down the stairs, heal Ark and Ivy to full health with the heal ring (leave Ark with the heal ring), and save your game.

Go to the boss fight. Elvira is there, upset you made it all the way. She sends a weird boss, Focdabe, after you.

Focdabe runs around you in a circle, and he makes a semi-circle, he runs at you. You need to dodge this and you should keep moving to do so. The best way is to move in the direction he will at the end of his semicircle.

After running at you, he runs away to stand for a few seconds in a spot near the edge of the room (this spot changes). Run up to him and hit him when he's in one of those spots.

If you're hurt badly, spend all your time just dodging and the heal ring will fix you up in time.

Once he's dead, Elvia is upset. Genox shows up, and it appears the two are having a running contest over who kills Ark and Ivy, with them both having two losses. Until next time, they say.

Everyone comes up, and Ark starts acting differently (I didn't notice. What are they talking about?). Everyone laughs, and I get sad because I don't understand.

Get the box for a shield ring (improves defense) and exit.

Talk to everyone on the train, then leave for the next world.

004h-Strange World

Save your game here. Go into the next room. On your right is a hole (you can't fall in it) with a totem pole on a platform going up and down the hole. When it's at the top, the column right of it lowers. Go past that column when you can, and get the box and hit the switch.

Go through the left part of this room to where the column was. Bring everyone to the safe area past the column.

In this room, kill the CIMA and go up/right, across this dangerous area where ball-shooting things are. Kill the CIMA that is on the switch, because the ball-shooting things are disabled without something on the switch. Kill the other CIMA here to lower the column leading to the exit.

Go back to the ball-shooting area and hit the switch in the middle of this place to lower a column. Go past that column and kill the CIMA in this room. Get the box here.

Strange note: Halley asks, "Can we get along with CIMA?" if you talk to him on the talk menu. That question came from out of nowhere, and is interesting if you've beaten the game.

Take everyone to the exit now, and go down the stairs. Save your game.

Shelley's in this next room. Vanrose is upset (because Shelley is his girlfriend). Separate the parties so that Halley, Emmy and Eberle are in a party and everyone else is in another party.

Kill the CIMA in this following area. Put Halley's party on the right switch and put Doug's party on the left switch, then go across the bridge that forms to get Shelley.

Get the box in the corner and go back across the bridge. Take Vanrose's party away to safety, then hit the switches in the two upper corners of this big room. Each switch lowers a column directly under it.

Go down through the left column and kill the CIMA in this area to lower a column. Get the boxes here and take everyone to the exit, the safe area past that column.

Note: if you want a protect block, take Halley to the room on the right.

At the exit, everyone talks. Shelley's fine and it seems everyone else is. Halley talks about how cool Ark is and Emmy says that Ivy is invincible. Shelley compliments Ark on instilling trust in the kids, but Ark just says it's

because everyone works together.

Shelley follows this up, complimenting Ark on being humble. Doug and Vanrose interject, saying it's probably just luck and they trust Ark about as much as Richard Nixon, which isn't a whole lot. Shelley tells them to shut up, because there's no need to fight.

Go down the stairs and save. Give Ark the heal ring here. In the next room, the path branches. The right one has less CIMA, but it seems like a trap, so Ark will go left. Doug and Vanrose, therefore, decide to go right. Shelley goes along with Vanrose and Doug because they need someone who isn't a complete jerk to come along.

You control Vanrose now and lead Shelley/Doug. Since these guys are going the route with less CIMA, they won't need the heal ring, which is why I had you give it to Ark.

Have Vanrose take the right path. Take everyone to the stairs and have Vanrose kill the few CIMA you meet. Go down the stairs, and Vanrose is happy that he chose a good path.

Back to Ark. Kill all of the CIMA in the left path, then take everyone to the stairs. Go down the stairs and enter this room.

Back to Vanrose. Enter this room and kill the CIMA inside, lowering a column. Go past this column to another room. Get the box in this room and hit the switch to lower another column, which leads to the exit. Take everyone to the exit stairs and go down them.

This room is a trap, and your exit is blocked. There's a switch by a CIMA nest, which activates a bridge that leads to a safe area.

Get the box in the corner. Get Vanrose on the switch, then lead Doug and Shelley across the bridge. You could lead Shelley and Doug to the switch on the other side that activates the bridge, but...

Back to Ark. Go into the next room and kill a CIMA to lower a column. Move left past the ball-shooting thing (do this as far away from the thing as possible) and go past the column to a switch area. Bring everyone here.

Put everyone on the switch, then leave to the left and get the box and kill the CIMA here. Move out of this room, then put Eberle and Emmy on the switch in that room.

Go right and leave through the bottom. Kill the CIMA in this room to lower a column leading to the exit. Move Halley to the switch in this bottom room.

Stand on the switch in the middle room. Bring Emmy and Eberle into the middle room, then take them to the bottom room. Have everyone get to the exit and go down the stairs.

Save your game here. This is the room where Vanrose's party is. Bring everyone to the switch on your side, but clear the area of CIMA first, which lowers a column. When everyone's on the switch, go across the bridge to save Vanrose.

Vanrose is sorry for being a jerk. Go past where the column lowered because you killed the CIMA. Kill the CIMA in this area and hit the switch lower another column.

Go past that column and get the box and hit the switch to lower a column leading to the exit. Take everyone to the exit.

Go down the stairs and save. Kill all the CIMA in the next room. Move Halley and Emmy across the up/left bridge (the one with holes in it). Have one of them get the box in the corner for the boss key, and then have them stand on the switch to lower the bottom/left column. Go past this column and move Halley and Emmy on the bridge before a CIMA kills them.

Go through this area and hit the switch at the end to lower the column leading to the exit. Heal Halley and Emmy with the heal ring, then put them back on the switch so Ark and Ivy can get in the main area, then take them off the switch.

Move everyone onto the switch in the main area, lowering a column so you can get to the room on the right. Kill the CIMA here, get the box, and bring Halley here to find some material. Then take everyone to the exit and go down the stairs.

Save your game here and go to the boss fight. A new CIMA, Sawma, is here. His eye has a nasty scratch on it. Sawma brings Belton (is he related to Bruton? They look alike) to fight you.

Swords come down from the ceiling, trapping you in a small area with Belton. Luckily, Belton isn't that tough.

Belton runs at you, then stops for a really short time to bring his fist back and punch you. When he stops, dodge out of the way and hit him. You can hit him when he's doing this, too.

To beat him easily, press A rapid-fire. Belton doesn't even manage to hit you this way before you kill him. Really simple, yay!

Sawma comes back and leaves. Shelley compliments Ark and he gets embarrassed and starts to blush. Ark explains that he's just not used to getting complimented. Ivy says, "That's natural. Why would you be?" Ark gets kind of mad but Ivy moves on past it.

Get the box and exit the room. Talk to everyone on the train and upgrade everyone's stuff to level two now, then

exit.

004i-Ice Garden

Save the game here. Kill the CIMA in this room, except the blue guy standing on the switch.

There's a strange thing on with the bridge in the middle of the room. The three pieces of the stairs operate like this:

Safe - Piece A - Piece B - Piece C - Safe

- 1: Piece A appears.
- 2: Piece B appears.
- 3: Piece A disappears.
- 4: Piece C appears.
- 5: Piece B disappears.
- 6: Piece C disappears.
- 7: Piece C appears.
- 8: Piece B appears.
- 9: Piece C disappears.
- 10: Piece A appears.
- 11: Piece B disappears.
- 12: Piece A disappears.
- 13: Repeat from step one.

It's not too hard to understand, luckily. Go across these bridges to the other side of the room. Kill the CIMA here and get the box. Hit the switch to stabilize another bridge.

Go back across the strange bridge and cross the bridge you stabilized. Go along this area, killing all the CIMA you meet. At the end of this area, pick up the box and hit the switch to lower a column.

Go past this lowered column and get the box in this room.

Go to where there are three green switches on the ground. Bring two people here and have them stand on two of the switches. Have Ark stand on the third one, and a column lowers, leading you to the exit.

Take everyone to the exit, uh, whatever that thing is, and go through it.

Go into this room to find the priest, Yurald. He's near a CIMA, but they stay away from him, so he's okay. You still should try to get him quickly, though. Go in this room (the bridge by the start is a bad one). Go down/left through the room, and at the column blocking your way down, go left/up.

You're at the bridge that leads to Yurald, which isn't full. Send Halley and Ivy across the bad bridge to a switch, which makes the bridge show up.

Go across the bridge, kill the CIMA, get the box, hit the

switch, save Yurald and go back across the bridge, quickly because Halley and Emmy get attacked. You may want to cross the bridge and get Halley/Emma away to safety on their bridge, then heal them before sending on the switch a second time to let you cross with Yurald.

Once you cross back over the bridge, you're by the column lowered by hitting the switch by Yurald. Go in this room. Get the box here, and hit a CIMA into the hole to lower the column leading to the exit.

Before going to the exit, go up from the broken bridge and kill the CIMA in this area to lower a column. Go past the column and kill the CIMA in this room. Bring Halley to this area to find some material.

Take everyone to the exit of this room. Go down the thing and save your game.

This room has another of the floating platform/lots of switches thing. Hit the switch at the start and ride the platform all the way left. Hit the switch at the end to lower a column, and on the way back right, go up to the platform in the middle of this area.

Get the box on this platform, and hit both of the switches (left one to change the arrow, right one to call the platform). When the platform comes back, get on it, and at the turn it goes up. Kill the CIMA in this area to lower a column near the beginning of this area.

Ride back on the platform to the start of this area so you can go past that column. Kill the CIMA here and get the box for some material. Bring Halley here for a paralysis block as well.

Move everyone onto the platform, then get on it and ride it. Move off onto the middle platform and hit the two switches so the platform will then follow the way up, and get back on the platform as it goes up. From here, lead everyone to the exit, go down the thing and save.

In this room, CIMA surround everyone and attack. Ark's defense against this is as bad as Richard Nixon's plan to get out of Vietnam, so the CIMA steal Halley, Shelley, and Yurald.

The effect is the same as teleporting; they're someplace else, and you now control Shelley and lead Halley and Yurald.

Go into the next room. Get the box and kill all the CIMA here. Put Halley and Yurald on the switch, then hit the switch that appears in the upper/left.

This lowers a column. Take everyone to the safe area past the column. Kill all the CIMA in the next room (stay as far away from the ball-shooting things as possible) to lower a column leading to the exit. Get the box here, and take everyone to the exit, remembering to keep them away

from the ball-shooting things.

At the exit, they talk and notice that CIMA stay away from Yurald like Richard Nixon wanted investigators to stay away from Watergate. Go up the exit thing.

Get on the bridge in this room to see the switch on the other side. Oh well, they're stuck here.

Back to Ark and the gang. Go into the next room. Pick up the box and kill the CIMA there to lower a column. Take everyone to the safe area past that column.

Kill the CIMA in the next room. On the left, you'll notice a tough situation: two switches, one green, one red/pink. You must get a CIMA on the pink switch and stand on the green switch at the same time. The best (?) way to do this is to lure the CIMA over, stand down/left of the CIMA's switch, then quickly run up/right (through the CIMA) to get to your switch. This works better if you use someone like Eberle to do it (Eberle has the highest HP of all the available characters who won't fight CIMA).

Once that's done, go down from the switches. Kill the totem pole CIMA, then go right at the end. Get the box, kill the CIMA, and hit the switch to make a bridge appear.

Take everyone across the bridge, to the exit. Go down the exit thing and save.

This room has Shelley, Yurald and Halley. Kill the CIMA in this room (there's some sort of explosion in the area with the three people, and due to Yurald's power, CIMA won't come near him, so they don't hurt the three people near him, so don't worry about them). Get everyone on the switch, which makes not one but two bridges appear. Go across the bridge to Shelley to have the three of them rejoin as party two.

Go across the second bridge (leading right) and get the two boxes here to receive the speed ring and boss key. The speed ring makes whoever has it equipped in one of the four non-usable items slots go much faster. This one is just about as useful as the heal ring, so, like the heal ring, I keep a spot open just for it (lower/right) to make it easier to move it amongst everyone.

Also, kill the CIMA in this room to lower a column, leading to the exit. Take everyone there, and talk. Go down the exit thing and heal Ark and Ivy completely with the heal ring. Give Ark the heal ring and the speed ring, then save your game.

Go up to the boss fight to meet Falcken. Doug pops up again to tell Falcken that he's a big jerk. Doug leaves then, too. Falcken summons Farlay, a boring boss.

Farlay will shoot energy balls at you, in groups of three or four. He will also shoot out an energy ball that explodes into eight energy balls. Farlay's other attack is

to bring meteors crashing into the arena.

To avoid the energy balls, dodge them, and to avoid the meteors, dodge them as well (white stuff appears on the floor where the meteors will land, just avoid the white stuff).

Occasionally, Farlay shoots a rock at you. Hit the rock with your sword, back at Farlay, to hurt him. Do this until you kill Farlay, which takes a long time. Most of this fight is spent dodging and not fighting.

Another way to hurt Farlay is when a meteor lands (in a group of two, not a whole bunch of meteors), whack it quickly with your sword before it disappears. You should whittle the meteor's health to nothing, so it explodes into six pieces of rock, that go flying (hopefully one hits Farlay).

When you've Far-laid the boss to rest, Falcken comes back and leaves, as you might expect. Get the box and leave the dungeon. Talk to everyone on the train, then leave for the next dungeon.

004j-Fire Dungeon

Save your game here. Go into this big room. Well, this room isn't fun. Just go around this area, killing all the CIMA you meet. Killing the CIMA lowers switches, granting you access to more rooms where you kill more CIMA, and so on. Kill all the CIMA in this area, hit all the switches, and get all the boxes. Make sure Ark has the speed ring so you just zip right through this room.

Once you're done with the room (the last lowered column leads to a room with a CIMA and a box with material), take everyone to the exit. Problem: rampant CIMA. Solution: Send everyone to the exit, one at a time, giving each person the speed ring as they go.

Before leaving this room, send Halley into the room on the left (just before the exit, it's an empty room across from a room with a CIMA nest that is the same shape) to find some material.

Go down the stairs and save. In the next room, you find Philis. Uh oh, she's in trouble! We've got to save her, because she's the cute one! Make sure Ark has the speed ring so he can help her, fast. Using an all dash here is a good idea as well.

Kill all the CIMA in this room, and get everyone on the switch to activate a bridge. Cross the bridge to where Philis is. You can't get her, yet, though. Kill the CIMA in this area to lower a column. Go past that column and hit the switch on the ground near the ball-shooting thing to lower the column blocking Philis. Go back to the Philis to save her.

Go back to the ball-shooting area and walk across the two green switches diagonally so they're stepped on at the same time, lowering the column to the exit. Take everyone to the exit, staying as far away as possible from the range of the ball-shooting things, of course.

At the exit, they talk. Philis is happy that Ark saved her. Ivy asks, "Aren't you glad to have such a cute girl grateful?" Ark says, "Now listen here...", but Philis interrupts, "Truly...Thank you so much, Ark."

Flustered, Ark says, "I...was just doing my job, that's all." Halley notes, "Ark's getting red!" Ark says, "No I'm not..."

Emmy says, "You're all red like a balloon!" At this betrayal, Ark asks, "You too, Emmy?..." Eberle laughs and just says they should be glad everyone's safe. Doug is glad, because Philis reminds him of his daughter...Ivy with a "Let's go, folks!". She's been watching too many Porky Pig cartoons.

As a somewhat important note, Philis may look like she's twelve, but she's sixteen, two years younger than Ark. And women do like older men...hmmm...

Anyway, go down the stairs and save the game. Crap, another room just like the first one of this dungeon, with one unhappy difference: the lava in this room shoots out stuff at you, like in Dragon Dungeon. Poop.

Well, go around the room, killing all the CIMA and getting all the boxes. Killing all the CIMA lowers a column, leading to a room on the right. Halley can find a power block (blocks power weakening, instead of making you more powerful) here. Kill the CIMA in this room to lower the column leading to the exit. Take everyone to the exit, using the speed ring on everyone, or another all dash if you're lazy. It's about time I had you use some of the items you get from all the boxes I have you pick up.

Go down the stairs. Before moving on in this room, heal everyone with the heal ring and give Ark the heal ring and the speed ring (he's going to have a bit of a tough time ahead, fighting the boss of the dungeon alone). Save your game and walk forward.

The floor shakes and opens up. Philis falls in the hole, and Ark and Doug jump in after her, without thinking. The hole then closes.

They're all fine (of course), and Ark isn't too happy that Doug is there. Doug gets all emotional because Philis reminds him of Elizabeth (his dead daughter).

Move on to the next room. In this room, kill the CIMA and get the box in the corner. Put Philis on the lowest switch, Doug on the middle one, and move Ark on the top one. A column lowers. Move them to the safe area past this column.

The next few rooms are FULL of CIMA. Philis is worried about Ark and thinks he'll die, but he can't die because he won't be able to protect everyone then. Philis isn't convinced, but there's no other option, so Ark will have to go.

Go into this next room and kill all the CIMA, lowering a column. Go past that column and kill the totem pole CIMA there.

Put Doug and Philis on the switch in the first room, which lowers the column above it. Go past that column and kill all the CIMA in that room, lowering a column. Get the boxes here for the boss key and an all-dash.

Go past the lowered column to a small area with a CIMA nest and a switch. Stand on this switch, lowering a column down below. Move Philis to the switch past the column you just lowered (she'll be by the exit). Get to Doug (past the column he is holding down) and send him on the switch with Philis. Go to them, and they talk. Philis is happy that Ark is okay.

Go up the exit stairs. You're in the boss room. Philis is again worried that Ark will die if he fights the boss alone. Like Ivy makes any difference in boss fights.

Speak of the devil (no, not Richard Nixon), you're back with Ivy. Go down the stairs and save your game. Move the parties like so: Emmy and Halley in party one, Vanrose and Yurald in party two, Shelley and Eberle in party three. Go into the next room and get the boxes and kill the CIMA here.

Move everyone onto the switch in this room, which lowers a column and makes a switch appear in the corner. Hit this switch to lower the column in the upper/left. Take everyone to the safe area past this switch.

Go past the safe area and kill the CIMA there. Put party two on the switch. Go past the now-lowered column into the next room.

Kill the CIMA in this room to lower a column. Go past that column and hit the switch and get the box. Go back to the previous room. Move party three on the switch in this room.

Clear the next room of CIMA and get the box. Move party one on the switch here, and step on it with them. Bring party two to the switch where party one is, and bring parties two and three on the switch where you are. Then take everyone to the exit.

Go into the next room and save. This is the boss room. Ivy calls out to Ark, and Ark notes that he's gotten a lot of warnings lately about how he'll die. No matter. Boss fight time.

Genox brings on two dragons to fight you. Right off the

bat, go right. You see the corners here? When you're hurt, stay in one of these corners to let the heal ring heal you up.

The two dragons are just like the dragon heads from the fight in Dragon Dungeon. Kill them by hitting them. Just move in, hit one a few times, move out, heal, and repeat the process until they're both dead.

Genox comes back at the end and can't believe Ark won. Ark can't believe that was the best Genox had (I agree). Genox runs off at the end ("Some things never change..." notes Ark).

Phillis and Doug come up to Ark. Phillis says, "Ark! Are you OK?" Ark says, "Sure...I'm fine." Phillis says, "When I see you fight...I think my heart'll stop!" Ark goes, "Awwww..."

Ivy shows up with everyone else and asks, "Am I interrupting a private conversation...?" Ark asks, "What are you talking about? Is everyone OK?" Ivy says, "Fine, naturally. After all, it's me!" Ivy then notes, "You all seem to be getting along rather well..."

Ark says, "Hey!..." Phillis says, "I don't know what to say..." Ivy laughs, "Ha ha ha! Just joking...after all, I can't imagine any girl liking Ark here!..." Phillis says, "That's not true! I think he's quite handsome..." She does not add, "At least his hair is its natural color, Miss I Dye My Hair Blue." Instead, Ivy asks, "You're not serious, are you, Phillis...?" Phillis stammers, "I...um...well..." Ark interjects, "Ivy, stop teasing her!" and she apologizes.

Get the box and leave this dungeon. Go in the train and talk to everyone. You can upgrade everyone's stuff to level three now. Do this for everyone EXCEPT Shelley and her weaponry, as you'll never fight as Shelley again. Then leave for the next dungeon.

004k-Weakling Forest

Save the game here. Go into the next room and kill all the CIMA (this includes going down to the clearing below, so you can get the box in the clearing).

More moving platforms here. Hit the switch here and ride the platform to the area in the middle of the room. Get the box and hit the switch in this area, then get on the second moving platform (the switch activates it).

Kill the CIMA in this room, lowering a switch, giving you access to another room.

Go back to the beginning of this room, and take everyone to the switch here, making a switch appear in the middle platform. Hit this switch to lower a column leading to the exit. Take everyone there.

Go down the stairs and save. Rick is in this room. Give Ark the speed ring, as you'll have to do a lot of running around to save Rick.

Kill the CIMA in the first room and hit the switch, both of which lower columns. Go past the upper column that went down.

Kill the CIMA in this room, lowering the column above you. Go past this column and hit the switch in this room to lower a close-by column. Go past this column and hit the switch in this room to lower a column by Rick.

Go down toward Rick, past the two columns. Get the box in this room, hit the switch (lowering the column guarding the exit) and save Rick.

Take everyone to the exit. Rick says that was the scariest thing that ever happened to him. Halley notes, "Rick's not very brave, is he?" Rick is offended at first, but doesn't get mad because, well, it's true. He's the biggest coward of the bunch, even more than Emmy.

Go into the next room. Rick freaks out because he's a wimp, but Yurald calms him down, like Richard Nixon calming the American public down and reassuring them that he has nothing to do with Watergate, except that Yurald isn't lying.

Go into the next room and kill the CIMA in here to lower a column. Move everyone to the safe area past this column.

Kill the CIMA in this room to lower a column. Go past this column and kill all the CIMA in that room (remembering to go down). Get the box in this room and bring Halley into this room to get the material (near the bottom of the room).

Go back to the room with the switch on the floor. Move everyone on the switch to make a bridge appear. Go across the bridge and kill all the CIMA in this room.

Lead everyone across the bridge, one by one, onto the switch on the other side of the bridge. You may have to step on one of the switches yourself to help others cross the bridge, depending on who is in what party and the order you send the parties in.

Once everyone has crossed the bridge, take them to the exit. At the exit, Ark thanks Rick for his help in stepping on the switch, because every little bit helps, and thanking someone usually boosts someone's confidence (like when Ivy thanked Emmy).

CIMA attack! Rick, Yurald, Philis and Ivy get transported somewhere else. After another confidence booster, Rick is ready to go.

Go into the next room. Get the box in the corner and kill

all the CIMA in this room to make a column lower. Move everyone to the safe area past this switch.

In the next room, kill a CIMA. There are two blue switches here, right by ball-shooting things. Get someone (not Yurald, the slowest) on a switch and Ivy on another and go right off them, out of the way of the balls. Stepping on the switches lowered the column blocking the exit.

Go past the ball-shooting thing and kill the CIMA in this room. Get the box in the corner, then bring everyone past the ball-shooting thing (time this so there are no injuries).

See the switch down below? Move everyone on the switch, then cross the bridge that appears. Get the box for the dungeon key, then go back over the bridge and take everyone to the exit.

Ivy thanks Rick for his help, but he's more impressed about how she'd go into scary areas to protect them. Ivy says, "Like Ark says: "Protect everybody" is our motto! That's the one thing you can believe him on! I want people to believe in me, too...!"

Philis seems worried. Rick asks what's on everyone's mind, "Ivy...You don't like Ark, do you...?" Ivy says, "What!? Of course not...! I could never like such a fool!...Besides, he's too full of himself for his own good!"

Rick, not falling for it, says, "Is that so? It must be very tough for you..." Ivy agrees, "It's hard with a partner like that, let me tell you!"

Philis asks, "Ivy, you definitely don't like Ark, do you...?" Ivy admits, "Well, maybe as a friend...But only as a friend!" Philis, relieved, says, "Thank goodness..." Ivy asks, "What?...?" and Philis shakes it off with a "Oh...nothing."

Go up the stairs. In this room, you can't go on because of a column. Time to wait for Ark.

Back with Ark, he's sneezing, because they say you sneeze when someone is saying something bad about you. He bets it's Ivy, who never seems to stop making fun of him. Go down the stairs and save.

Kill the CIMA in this room, then hit the two switches to lower two columns. Go into the now-open area and kill the CIMA there to lower a column.

Go past this column, and kill all the CIMA in this area. In places, the ground will start to crack (it will collapse if someone stays on the cracked ground) but after a while the cracks disappear.

Don't forget to get the boxes in this area, and when you've killed the CIMA, the column blocking the exit lowers. Take

everyone to the exit, being sure not to break one of the cracked floors. Go down the stairs at the exit.

Hit the switch here to free Ivy. After a brief reunion, give Ark the speed ring and heal Ivy and Ark to full health with the heal ring. Save your game here.

Go up for the boss fight. Sawma sends another flower after you. Just like the other flowers, this one is tough.

The flower will make dark gray energy balls surround him. He summons them clockwise, and one of the eight balls doesn't show up for some reason. Run in through the spot with the missing energy ball and hit him. Also, when the flower runs at you, immediately change direction, a few times to be safe.

There's not much else I can think of to say about this boss. When you do beat him, Sawma comes back and leaves. Ark seems to be getting closer to winning each time, so he bets they're scared of him.

Ivy doesn't think so, but it's cute of him to think that. He remembers he sneezed and asks her about it. Ivy insists she was telling the truth, not saying bad stuff about Ark. Everyone comes up and Yurald puts a stop to the fighting. Shelley thinks it's cute when they bicker, but Vanrose says it just makes him more scared that those two are protecting them.

Pick up the box for a second speed ring, then exit. Talk to everyone on the train, then leave for the next dungeon.

0041-Air Garden

Save your game here. Go into the next room and kill all the CIMA inside. On a moving platform off of this room is a totem pole CIMA. Kill it.

The column blocking the exit to this room is down only when the moving platform is close to the exit. Lead everyone to the safe area past that column.

Kill all the CIMA in the next room. Up of this is another one of the spike pits you saw in the Lost Forest. The spikes fade in, stay there for a while, fade out, stay out for a while, then fade in and the process repeats.

Move across the spike it when the spikes aren't there/are fading out. Go to the room on the right. Kill the CIMA in here and get the box. Go across the spike pit to the top. Kill the CIMA in here to lower the column leading to the exit.

Take everyone to the exit, either by playing it safe by using the speed rings and timing it so that no one gets hit by the spike pit, or do it by just taking them to the exit and if anyone's hurt, use the heal ring to cure them because nobody will be hurt badly.

Go down the exit thingy and save your game. Give Vanrose the speed ring here. Enter the room to find Diana in a small area with a CIMA. Rick completely forgets to be scared and goes to save her, despite that she says that it's a trap and Vanrose's protests. As soon as Vanrose and Rick reach Diana, a column comes up, trapping them in.

Rick says, "Uh oh, a trap!" Diana says, "That's what I said! You idiot!" The floor gives way and they all fall down.

When they get up, Diana is mad at Rick and blames him for being stupid and not listening to her tell him that it was a trap. She's glad Vanrose is there to protect them, because she doesn't like Rick at the moment. Maybe she should be engaged to Vanrose instead...luckily for Rick, Vanrose isn't interested.

Kill all the CIMA in the next room (to lower a column) and get the box in the corner. Take Rick and Diana to the safe area past the column.

Kill all the CIMA in the next room to lower a column. Move Rick and Diana on the switch in this room and go up past the column they're lowering. Kill the CIMA in this room and get the box for the boss key.

Go back to Rick and Diana and move them to the safe area past the lowered column right of you. Kill the CIMA in this next room, which has ball-shooting things. In the bottom part of the room are three switches. Get Rick and Diana on the two green switches, and lure/hit a CIMA onto the pink switch (the CIMA nest is in the corner).

Take Rick and Diana to the exit, which you can reach when you activated the three switches. Diana is less worried because Vanrose is a good leader. Bad news for Rick, it seems.

Go up the exit thingy here. Vanrose decides to stop here and wait for Ark.

Back to Ark. Kill all the CIMA in this room and hit the switch, both of which lower a column. Go through the right column that lowered and get the box in the corner and kill the CIMA here.

Now go through the left column that lowered. Kill the CIMA in this room to lower a column on the left. Go past this column and kill the CIMA here and get the box and hit the switch, lowering the exit column.

Take everyone to the exit and go down the exit thingy. Save your game here. In the next room, kill all the CIMA to lower the column on the left. Go past it and kill the CIMA in this area.

There's a bad bridge here. Give Halley the speed ring and take him across the bridge (have him get the box there for

another defense ring). When Halley is on the switch, a column lowers.

Kill all the CIMA in the room past this column to lower the exit column. Move everyone in Halley's party (except Halley) onto the switch just past the column Halley is holding down. They should have their switch pressed down now. Take Halley left across the bridge, up to find some material, and then to the switch that his party members are on. Then move everyone else on the switch as well.

Move everyone on the second switch in this room. Go past the column that lowers and kill the CIMA and get the box for some material. Then take everyone to the exit.

Go down the exit thingy and save. This room has Rick and Vanrose and Diana in it. Vanrose notes the length of the hole between two bridges and a second switch and thinks that both switches must be pressed to make the bridge. Ark agrees.

Rick, trying to be brave/impress Diana, says he'll stand on the switch, but then chickens out and lets Vanrose do it. Smooth move there, Rick.

Give Ark the speed ring and have him clear the room of CIMA while getting people on the switch on your side of the room. Get the box in the corner, too. Killing the CIMA lowers a column. Go past the column and hit the switch in the corner to lower the column blocking the escape of Vanrose's group. Don't forget the box in the other corner.

By now, the bridge should be complete. Go across it and hit the switch (above) to stabilize the bridge. Go to Vanrose and kill the CIMA there to help him out. Move Vanrose and Rick and Diana and the party on the switch above to safety.

Go back and kill the CIMA in the room you rushed through and hit the second switch in the above area (the first switch hit stabilized the bridge) to lower the exit column. Take everyone to the exit.

Diana is mad at Rick, understandably, so she throws her ring right at him. She asks if Vanrose or Ark is interested, but nothing comes of that. Go down the exit thing (Rick stays back to pick up the ring).

The next room is the boss room, so heal Ark and Ivy with the heal ring and give Ark the heal ring and the speed ring and save your game.

Go up to meet Elvira. She's got a weird boss for you. The boss is hard to beat initially, but gets easier as you go on.

This boss moves around and will summon four energy balls which will float at once. When she's done with the four energy balls, she runs at/past you and summons four more energy balls, and the process repeats.

You'll be constantly moving during this fight. When she runs at you, dodge and then turn around and hit the boss before she summons an energy ball, then continue running around. Once you get a good feel for how/when to dodge, the fight is a piece of cake.

When the fight is over, everyone comes by. Diana says, "You're such an impressive fighter, Ark!..." Ark denies it, "Not really..." Diana says, "I think it'll be a good idea to marry you!" Woah. Ark says, "Thanks, but I... really..."

Diana says, "What? Are you saying you don't like me?..." Ark stutters, "No...it's not like that, but...um..." Diana finalizes things with a, "Then we'll get married! It's decided!"

Shelley brings things back to reality with a, "Diana, I can't believe you!..." Diana reveals, "Ark knows I'm just kidding, right?" She was? I didn't pick up on that, and neither did Ark, who says, "Yeah...sure."

Ivy seems mad and asks Ark, "You were thinking about it though, weren't you!?" Ark says, "Of course not!" Ivy asks, "Are you sure...?" Philis interjects, "Ark's not that kind of person!" Ivy wonders, "Why are you getting mad, Philis?..." Philis says, "Well...no reason in particular..."

Vanrose brings everyone back to reality, and the conversation stops. Pick up the box for, is it? Yes it is! It's another heal ring! YES!!!

Exit the dungeon and talk to everyone on the train, then go out to see a train piece fall into place (the end is in sight). Go into the next dungeon.

004m-Lonely Factory

Save your game here. Kill all the CIMA in the next room to lower a column. There's a bunch of ball-shooting things in front of the column, though...As long as you're on the switch in this room, the balls don't come out, so stand on the switch and send everyone to the safe area past the column, then make a dash past the ball-shooting things to the same area.

Kill the CIMA in the next room. The switches in this room lower the columns nearby. Put people on the upper switch so you can go through to the upper room. Get the box in this room for some material.

Now put people on the lower switch so you can go through to the lower room. Get the box here and hit the switch to lower the column blocking the exit.

Take everyone to the exit and go down the elevator. Suit up Doug with a heal ring and a speed ring (a defense ring

wouldn't hurt, either) and save the game. In this room, Doug thinks he heard his wife, Ileyda. Ark, Ivy, Halley and Emmy all didn't hear anything, though. Doug must be crazy, like Richard Nixon.

Doug is positive he heard it, though, and walks off, right into a teleportation trap. He's used to it by now, and besides, he's more concerned about Ileyda.

Go into the next room, a big square. Kill all the CIMA in here, including the totem pole. Hit one of the CIMA into the hole to lower the column blocking the exit. Get the box in the corner here, then go up the exit elevator.

Doug finds Ileyda in this room. He wants to get to her, ASAP. Go into the next room and kill the CIMA here to lower the column leading to the next room.

In this room, get the box in the corner. There's a green switch and a pink switch in this room. Lure a CIMA onto the pink switch, then stand on the green switch to lower the column leading to the next room.

In this room, kill the CIMA inside to lower the column leading into the next room. Hit the switch in this room to lower the column leading to Ileyda's room.

Go to Ileyda's room. Pick up the box in the corner, then talk to her. Falcken shows up and says he'll kill them, but neither Doug nor Ileyda would be willing to live alone, so they're ready to die together (not without a fight, of course).

Back to Ark. Kill the CIMA in this room and pick up the box in the corner. Killing the CIMA lowers a column.

Funny note: if you talk to everyone, Ivy says, "I've got a bad feeling about this..." Seems like the script writers of this game have been watching too much Star Wars, huh?

Kill the CIMA in the next room to lower a column. Go past that column and get the box in this room. Go back to the room with the ball-shooting thing that will shoot its balls out in clockwise order. Carefully, so no one gets hurt, move everyone to this room. Put three people on the green switches at the bottom of the room, which lowers the exit column.

Move everyone to the exit, go down the elevator and save. Kill the CIMA in this room. There are three switches in this room. Hit the middle one, then the left one, then the right one to lower the column leading to the next room. Get the box in the corner and take everyone to the safe area past that column.

Kill the CIMA in the next room and take everyone to the switch to lower a column. Move everyone to the switch on the other side of the column.

There's a totem pole on a moving platform nearby, and when

it's at its lowest point, the column in the top/left part of this room. Go past this column when that happens, and kill the CIMA in this room, get the box in the corner and hit the switch to lower the exit column.

Take everyone to the exit, go down the elevator and save. In this room, we see Falcken give Doug a big smack. Doug isn't dead, but close to it. Noticing Ark, Falcken teleports away.

Eberle, who knows the most about medical stuff, says she needs to be taken to Doug so she can help him. Give Ark the heal ring.

Go into the next room and kill the CIMA. Hit the switch to lower a column, then take Eberle to Doug. Have Ark go to Doug as well.

Eberle's trying to heal Doug, so she'll need to be left alone. Unfortunately, a CIMA nest pops up and the exit is blocked.

Ark must fight the CIMA that come out of the nest until he kills all of the CIMA in the nest and the nest disappears (this happens with some CIMA nests, like the one with the "tough enemies" Jester pointed out in the first dungeon).

After the quick, rushed fight, Eberle seems to have finished. After a while, Doug wakes up and wants to know what happened. Ark says, "Eberle saved you, dear!" DEAR? When has Ark called anyone, especially Doug, "dear" before?

Take everyone to the exit (Doug cleared out this area earlier so there's no switches or columns to worry about). Kill all the CIMA you meet along the way.

At the exit, go down the elevator and save. Kill all the CIMA in this room, then go to where Doug originally landed. Move everyone on the switch here to make a switch appear in the corner. Hit this switch to lower a column.

Move everyone to the safe area past this column. Kill the CIMA in this room and get the box in the corner. Going right off this room is a bad bridge. Give Halley a speed ring and have him go across the bridge and get the box on the other side for the dungeon key and bring Halley back before the CIMA attacks him.

Move everyone on the switch in this room, lowering a column. Move everyone to the switch on the other side of the column, then take everyone left to the exit.

Go down the elevator. Here, heal Ark with a heal ring and give Ark a heal ring, a speed ring and two defense rings. Then go up to the boss fight.

Falcken is here, and this time, he's not Falcken' around. You're fighting him, personally. He takes you to a room that is a big criss-cross of train tracks.

Falcken splits up into three trains, named Falcken A, Falcken B, and Falcken C. The trains will go down the tracks, trying to run you over and shooting CIMA and energy balls at you, just to mess you up.

You can tell which way a train is coming due to the many signs by the tracks. When a sign flashes red, a train will come down the track the sign is hanging off of. Use this to dodge the trains, and hit the trains as they pass by.

There's not much else to the fight except dodging and hitting the trains. Once you kill two trains, the last one goes extra fast.

Falcken dies when you kill the last train. Pick up the box for another speed ring and go to the transported to get back to everybody.

Exit the dungeon and talk to everyone on the train. You can upgrade everyone's stuff to level four, except don't upgrade Shelley's weaponry to level four, as you'll never use it again. Then exit the train and go into the next dungeon.

004n-Twilight World

Save your game here. Kill all the CIMA in the next room to lower a column. Go past that column and get the box in the corner, then go back to the first room.

Take everyone across the strange part of the floor. If someone stands on the switch, the strange part of the floor becomes covered in spikes. CIMA come to step on the switch, so kill the CIMA to keep them off it.

The switch also controls the column blocking your exit out of the room. Once everyone is past the spike pit, take them to the safe area past the exit column while standing on the switch.

To let Ark and Ivy past this column, wait for a CIMA to step on the switch, then go past the column into the next room. Kill the CIMA in the next room to lower a column.

Kill the CIMA in the room that opens and get the box in there. If you hit the switch, it temporarily lowers the column leading to the exit, but you can't get there fast enough, even with the speed ring.

You'll have to pull off a tricky move here, tricky like Tricky Dick. While you're by the switch that you hit that lowers the exit column, move everyone onto the switch by the CIMA nest. This lowers a column.

Immediately, hit the switch to lower the exit column. Go across through the two lowered columns and get to the exit. There's a switch on this side of the column (it's a switch that temporarily lowers the column). Use this switch to lower the column and let everyone cross to the exit.

The tricky part is that the all your characters are defenseless against the CIMA from the CIMA nest there. Get everyone to the exit, save the game and go down the stairs.

In this next room, get the box in the corner for some material and kill all the CIMA. Nothing happens, sadly. You'll notice there's a yellow platform moving in this room. Go on it and go off it to the left when it is at the bottom of its run.

Get the box and hit the switch here. The switch lowers a column. When the yellow platform comes by again, go across it to reach the platform right of this one (hopefully Ivy can do this with Ark, because it's a pain if she doesn't because you have to go back for her).

Kill the CIMA here to lower a column. Go past this column and kill the totem pole CIMA at the top of this room. A switch is in this room, which controls the two columns in this room. Hit it until it's red, which lowers the column leading to the exit.

Go back to where everyone is, but don't use the yellow platform. You'll be blocked by a column, which you can lower by hitting the nearby switch. Now, take everyone to the exit. Save your game and go down the stairs.

In the next level, you find Jean. He's okay, but to free him you'll have to use Halley and Emmy. Jean wonders why Emmy doesn't seem scared.

Go into the next room and kill the CIMA. Go up and kill the other CIMA in this room. Hit the switch to lower a column, leading to the area where Jean is. Take Emmy and Halley here, and move them onto the switch (across the poorly-built bridge) at the top of room.

When Emmy and Halley are on the switch, a column lowers. Go to Jean to get him to follow you. Have Halley pick up the box on his side of the bridge. Leave the small area Jean was in, then bring Halley and Emmy back across the bridge.

Take everyone to the safe area by the entrance of the room. Take the time to move Halley to the area at the top of this room here (there's nothing there but a switch) so he can find some material.

Now go through this room, going left through the lower part. Kill the CIMA here to lower a column. Go past this column and get the box in the corner and kill the CIMA to lower the column leading to the exit.

Take everyone to the exit, being careful not to have anyone get hit by the big ball-shooting things. Before going down the exit, give Rick a heal ring and a speed ring. Then go down the exit and save your game.

In this room, Diana goes after a treasure box and goes

right into a teleport trap. Rick goes after her.

Rick and Diana fight for a while, they need to do something, so Diana tells Rick to lead. Hey, this is good news for Rick. It's a chance for him to be brave!

Kill all the CIMA in the next, preferably with Rick's cool looking "double-hit" move (hold and release A). This lowers a column.

Go past this column to a room with a totem pole CIMA. Kill the CIMA and get material from the box here. Hit the switch here to lower another column.

Go past that column and hit the switch in the corner to lower the exit column. Go down, and hit the red eye (big black thing) onto the switch at the bottom of this room.

Getting the red eye on the switch lowers a column. Go past that column and pick up the box in this room for the boss key. Take Diana to the exit and go up the stairs.

In this room, Rick and Diana notice that they're in trouble, so they stop and we go back to Ark and Ivy. Get the box that Diana was going to get, then go to the next room.

Kill the CIMA in this room to lower a column. Go past this column and kill the CIMA in this room. There are two ways to get out of this room, so you'll have to activate both of them.

To do the first one, simply hit a CIMA into the hole in the center of the room. For the second one, lure a CIMA onto the pink switch (at the bottom of the room) and stand on the green switch there as well (this is hard because the CIMA moves slow and Ivy keeps trying to kill it).

Note: my game messed up here, so I don't know how the game is really supposed to go. I had to lure and CIMA onto the green switch and stand on the pink switch to lower the exit column, which goes against what happened previously in the game.

When the exit column is lowered, take everyone to the exit and go down. Save your game here. You meet up with Rick and Diana in this room. Rick takes control here.

In this room there are two switches you can stand on. Move everyone with Ark onto one of those switches (they can only get on one). Move Rick onto his switch, filling the bridge. Move Ark across this bridge to regain control of Ark.

Have Ark hit the two switches nearby to make two bridges that connect the entire room. Kill all the CIMA in the entire room to lower two columns, the exit one and one leading to a room in the top/left.

Get the box in the top/left room for a potion C. Move

Halley to this room to get some material. There's also some material at the bottom of the first corridor Ark enters in this room (this is unconfirmed. Sorry for the uncertainty, but like I said, my game messed up here).

Diana and Rick reengage at the exit. How sweet. Go down the exit and give Ark the heal ring and the speed ring and save your game. The boss is Sawma.

He turns into a dangerous ninja enemy. He has many attacks that he uses. He will rush at you several times (this is hard to dodge). He will summon swords to fall down on you (if the swords are in a row, go in the opposite direction to dodge. If not, keep moving to dodge). He will send saw bits at you, and send mines down from the ceiling.

Sawma's worst (for you) move is summoning a duplicate of himself. This way you might attack the duplicate by mistake. The trick here is to destroy a saw buck and watch the two Sawmas, as the real Sawma will summon another one to hurt you.

You'll need to constantly move around during this battle. With the heal ring, you can heal yourself by just going around the arena in a clockwise direction and you get healed in time.

When you kill Sawma, he's not happy that he's dead. He makes a threat about how Ark will die when the Singularity will be opened and then dies. Get the box and give Jean a speed ring and a heal ring.

Exit the dungeon and talk to everyone on the train. When you leave to go to the next dungeon, Jean comes up and suggests that everyone get some sleep.

While everyone's sleeping, Jean sneaks out with Halley, Emmy and Eberle. The four of them go into the next dungeon alone.

004o-Phantom Snow

You're leading as Jean now. Kill the CIMA in the first room (it's shaped sort of like a tilted, backwards "S"). Kill all the CIMA in this room to lower a column. Lead everyone to the safe area past this column.

Kill the CIMA in the next room. Go to the room down/left and get the box in there for some material.

Go in the opposite direction (up/right of where the family is). Both sides of this room have a column blocking access to the room. The columns alternate being up (when one is up, the other is down, and vice-versa).

Go into this room and kill the totem pole CIMA. Lead the family past this room. Get the box in the top/right corner and kill the CIMA in the next room to lower the exit column. Lead everyone to the exit, but do this carefully

as portions of the floor are weak and crack when you step on them (a sign that if you step on them some more, they will break).

At the exit, save your game and go down the stairs. There is a bridge, controlled by a switch, in the next room. Stand on the switch and lead everyone across the bridge. To get across yourself, wait for a CIMA to step on the switch and quickly cross before the CIMA steps off the bridge (the speed ring is imperative).

Kill the CIMA in the next room to lower a column. Lead everyone to the safe spot past this column. Kill all the CIMA in the next room and hit one into the hole to lower a column. Don't forget to get the box in the lower/left corner of this room for some material.

Go past this column. Kill the CIMA and get the box and hit the switch to lower the exit column. Take everyone to the exit. Give Jean's heal ring and speed ring to Halley. Save your game and go down the stairs.

Telmia is in this room. She's in bad shape. Jean doesn't want to help her. What the? That doesn't sound like Jean...

We find out that it isn't Jean, but is actually Genox, who has pulled off a scam worthy of Richard Nixon. Genox goes away. Telmia lets you know that Jean is on the floor below this one. She's still in bad shape, so they need to get her to Jean as soon as possible. Halley takes the lead.

Get the box in the corner. Kill the two CIMA in the next room to lower the two columns in that room. Go past the lower column to reach a small room with a CIMA and a box with Mine B.

Take everyone to the safe area past the upper of the two lowered columns. Hit the Red Eye (box-like CIMA) onto the switch. This makes a bridge appear. Take everyone to the safe area on the other side of the bridge.

Kill the CIMA in the next room to lower the exit switch. You can ignore the Red Eye in this room, because all it does is make the bridge appear, and you already made the bridge appear (this is useful if you backtrack later on). Take everyone to the exit, go down, and save.

Jean is in this room. That's good. Telmia collapses. That's bad. Walk across the bad bridge (since you control Halley, you can do this now) and kill the CIMA there and get the box.

Move Emmy onto the switch to make a bridge appear. Go across the bridge to Jean to save him. He needs to get to Telmia. Before doing so, hit the switch in the corner here to lower a column. Then take Emmy, Eberle and Jean to where Telmia is.

Thanks to Jean's leprechaun-powered healing hands (or his

medical background), he manages to fix up Telmia. The family talks about being together again (blech...) and decide to wait for Ark to show up.

You switch back to Ark. Leave the train and go into the dungeon. Go through this dungeon just like you did with Halley/Jean, only you don't have to worry about picking up boxes or lowering columns. The only hard part is getting Ivy across the bridge, as she's slower than Ark.

Save your game when you get to Jean. As it turns out, everything is okay. When the Genox story comes up, Ivy talks about how CIMA can change-shape. Well, that explains how the CIMA bosses you've met change into something else and then fight you. But why did Genox fool the H family?

Go past the column that Halley lowered (located downwards). Kill the CIMA here to lower a column. Go past that column and get the box in that room.

There's some safe area right of a CIMA nest. Lead everyone to it. Kill the CIMA in the room past the safe area to lower a column. Go past that column and kill the totem pole CIMA inside.

Hit the switch in this room to lower the exit column. Bring Halley in this area to find a speed ring (that makes four speed rings). Take everyone to the exit, go down the stairs and save.

Kill the CIMA in this next room. Hit the switch to make a bridge appear. Now, the bridge disappears after a while, so you'll need to hit the switch again to make the bridge appear again.

Take everyone across the bridge, then cross yourself. Do the same thing for the next bridge, which is of the same build as the last bridge.

Kill the CIMA in the next room. There's a room leading left of this one, which looks like a column lowered to let you in (this is not true). Get the box in this small room and kill the CIMA inside to lower a column. Lead everyone to the safe area past this column.

Kill the CIMA in the next area. Move everyone on the switch near them to lower a column. This grants you access to a room. Kill the CIMA inside and get the box for the boss key. Hit the switch here to lower the exit column.

Take everyone to the exit and go down the stairs. Heal Ark, give him a speed and heal ring, and save your game. Go to the boss battle to meet Genox, naturally.

Ark accuses Genox of stooping to new lows. Genox says it's all part of a master plan. And now that he knows what he needs to know, he can kill Ark. Time for the fight.

Genox has two forms in this battle. In the first form, he cannot be harmed. He spins around like he's on a top, and

shoots blue things at you. These things are not aimed so you can dodge them easily by just moving. There are four big majesties in the room when he's in this form. Destroy them to get him out of this form.

Genox goes into his buzzsaw form. You can hit him now, but this is harder as he moves faster and is more dangerous. The blue things he sends after you now move slower and follow you around, but luckily are easily killed.

Every now and then, Genox gets dizzy from all the spinning around and stops moving. This is the best time to hit him. And every so often, he goes back to his first form.

After the fight is over, Genox dies, saying that Ark will die. Ark calls him a sore loser. Get the box and go through the warp thing. Then exit this dungeon.

On the train, talk to everyone, upgrade people, then exit for the last of the dungeons. You won't be able to go back to the other dungeons once you enter this one.

004p-Hope Forest

Save your game here. Set up group one to have Vanrose, Shelley, Doug and Yurald. As you can see, there are two switches in this area. Send group one on the left switch to make a bridge appear.

Cross the bridge (group one is safe from CIMA because it is made up of (mostly) strong fighters). Hit the switch and kill the CIMA there to put in a piece for the main bridge and to lower the column left of you. Go past the column and hit the switch there to lower a column.

Go to group one and send them on the right switch to make another bridge appear. Cross the bridge. Get the box for material and hit the switch to make the main bridge appear all the way. Cross the main bridge and go to the small room up/left of that room (going past a lowered column on the way).

In this room, hit the switch in the upper/right to lower a column. Take everyone across the main bridge and to the safe area past this column.

Hit a CIMA into the hole in the middle of the next room, which lowers a column. Go past this column and get the box and kill the CIMA in this room. Hit the switch to lower the exit column. Take everyone to the exit, go through the tree, and save.

Kill the CIMA in the next room to lower a column. Hit the switch in this room to lower another column. Go past this column and get the box and hit the switch to lower a third column.

Go past the column you just lowered (the one that guarded a

bridge). Kill all the CIMA past the bridge to lower the exit column. Take everyone to the exit.

Before leaving this room, you want to go into the room in the lower/right part of this room, past one of the columns you lowered. Get the box in this room for some material. Send Halley in this room to find some more material. Then leave this room and go through the tree.

Go into the next area and kill the CIMA. Hit the switch and ride the platform to its end. Kill the CIMA here to lower a column.

Kill the CIMA in the area past the column. You come to an unfinished bridge. Hit the switch to send the platform to its original place (don't get on it). Lead everyone on the platform, then hit the switch to bring the platform to you. Lead everyone onto the unfinished bridge so CIMA won't bother them.

Hit the switch and get on the platform. While it goes back to its original position, move down/right off it to the platform that's there. Kill the CIMA there to lower a column and step on the switch to fill the bridge. Lead everyone to the other side of the bridge (have them still stay on the bridge, though, so CIMA can't hurt them).

Hit the switch and get back on the platform (this can be tricky). Using the platform, get to the bridge everyone crossed. Have everyone step on the switch on the other side of the bridge to fill the bridge, then cross over quickly to protect them from the nearby CIMA nest.

When you're past the bridge and everyone else is too, send everyone to the safe area by here (past a column you lowered).

Hit a CIMA into the hole in the next room to lower a column. Go past that column, kill the CIMA, get the box and hit the switch to lower another column.

Go past that column. Same thing: kill the CIMA, get the box and hit the switch. This lowers the exit column. Take everyone to the exit, save your game, and go through the tree.

Claude is in this room, and luckily he's easy to save. Hit the switch by the CIMA nest to lower the column that blocks Claude. Kill the CIMA right of the CIMA nest to lower a second column.

Go past this column and go to Claude to save him. Get the box for some material, and hit the switch to lower a column. Take everyone to the safe area past this column.

Kill the CIMA in the next area. There are ball-shooting things in your way here. Stand on the switch and send everyone past the ball-shooting things to relative safety. Then make a quick run past the ball-shooting things, making sure to get the box on your way if it's still there.

Go past the people (there's a column that appears only if someone's on the switch) and kill the CIMA in that area to lower the exit column. Take everyone to the exit, save your game, then go through the tree.

Go into the next room. There are two blue switches in here. Move everyone onto one of the switches, then step on the other switch to lower a column. Move everyone to the safe area past this column.

Kill the two CIMA in the next area to lower a column. Take everyone to the safe area past this column. Give Halley a speed ring. Send him across the weak bridge, have him get the box there (for a dungeon key), and have him stand on the switch.

This makes a bridge appear. Go across the bridge and stand on the switch there. Take Halley back to the rest of the group and bring everyone to you, because you're at the exit.

For some material, put someone on the switch in the middle of the room (near a CIMA nest) and send Halley past the column that lowers. In this room, he finds some material. Then bring him back.

Go through the tree, give Ark a speed ring and a heal ring and save your game. Go through the doors to meet up with Elvira. She spouts something about how Ark still being alive is part of Pike's master plan. Then she fights you.

Elvira turns into a spider. She will shoot blue and pink fireballs at you. The blue fireballs come in a group, and spin in a circle while the pink fireballs shoot directly at you.

Elvira will also send things of web shooting down. You have to dodge them by going left or right. You can hear it when she's about to shoot a web. If you get caught in a web, you will be stuck for a while, unable to dodge anything.

Mini-spiders will crawl around for the entirety of the fight, which is annoying. They don't do much damage, but you have to kill them or else they'll hurt you.

You can stand near the odd-colored bush in the lower/right because it's relatively safe there, as Elvira doesn't hang around there, so all you have to do is dodge stuff while you're there.

When you beat her, she will regain her health and take on a new form of attack. She lowers herself from the ceiling, shoot out blue fireballs, then goes up and repeats the process.

She sends out a lot of webs, trying to catch you so she can land on you next time she comes down. Do your best to avoid the webs (it's harder to do it because there are more

webs).

Additionally, you can tell where Elvira is going to land from where her shadow is. To beat her, just dodge the blue fireballs and attack her while she's down.

When you beat Elvira, she says that only death waits for all humans. Ark is somewhat surprised, but Ivy says not to worry; Elvira was probably just being a sore loser.

Everyone is happy now that everyone is back, so you must be leaving the gate world soon. Get the box and exit the dungeon. Everyone comes out to see the last bit of train track fall into place.

Vanrose is nice to Ark, thanking him for all he did. Even though Pike Nighttrap still has to be dealt with, and he killed Jester, Vanrose isn't worried because he thinks they'll all make it out okay.

Ark restates his promise to protect everyone, and everyone is happy and believes him. They go in the train, Claude starts it, and off we go!

The train moves down the track. But waiting at the end, blocking the way to freedom, is the final dungeon.

004q-Night Trap

Save your game here. Give Jean, Doug, Rick and Vanrose a speed ring, then give Doug and Jean a heal ring. You're doing this now because a big cutscene is coming up, and you can't do it after the cutscene.

Go to the next room. Cutscene time: The path splits up into five different groups. Vanrose, Shelley and Claude take the top path. Doug, Ileyda, Philis and Telmia take the next path. Ark and Ivy take the next path. Rick, Diana and Yurald take the next path. Jean, Eberle, Halley and Emmy take the last path.

Upgrade some armor with Doug (you probably want all of the people you'll fight as (Ark, Jean, Vanrose, Doug and Rick) to be fully upgraded).

Go through the middle pathway. Go through the next room, getting the boxes and killing the CIMA. Look out for the weak parts of the floor and the ball-shooting things. If you kill all the CIMA, the exit column lowers. Go through the exit.

The next floor is just how you thought it would be. By you, I mean Ark. I had no idea what the floor would look like. But apparently he did. Anyway, it's a room with a long bridge that is missing, and four switches to step on to make the bridge appear. These switches are separated from each other, so each of the four parties the group separated into must step on their own switch.

You switch to Vanrose. Go through Vanrose's pathway and save the game. Kill the CIMA in the next room and lead Shelley and Claude on the switch, which lowers the column above you.

Go past the column, kill the CIMA, get the box and hit the switch. This lowers a column by Shelly and Claude. Move them to the safe area past the column and then join them.

Kill all the CIMA in the next room, including the CIMA to the right that you can't get to (hold A to charge up and release a wind wave to reach it. Killing the CIMA lowers a column. Take everyone to the safe area past this column.

Kill the CIMA in the next room to lower the exit room. Take everyone to the exit and go through it. Hey, your health is at full again! Get the boxes and save your game. Time for a boss fight.

The boss is Brutray, who looks a lot like Brutron. He's easy to beat. He stays in place and shoots out Red Eyes at you. The pink/red ones spin toward you, while the other ones either shoot straight at you fast, or move slowly towards you and then explode.

Get close to Brutray by avoiding the Red Eyes and then hit him. When you hit him, he moves to a new spot, so repeat the process. If you're lucky, you can hit him a few times while he's moving. After a short while, you're done.

Pick up the box that appears and go to the exit. You're in the big room with Ark. Talk to him and the game switches to Doug. Go through Doug's pathway and save your game.

In the next room, hit the Red Eye until it is on the switch, lowering a column. Go past that column, kill the totem CIMA and hit the two switches to lower two columns. Take everyone to the safe area past the lower of the two lowered columns.

Kill the CIMA in the next room and put everyone on the switch. Cross over the bridge that appears and stand on the switch on the other side. Bring everyone to you on that switch. Kill the CIMA in this room to lower the exit column.

Take everyone to the exit and go through it. Your health is back to full again. Save your game, then get the boxes and gear up for a boss fight.

The boss is Frawdria, who looks like Moon Flow. He's a strange boss. He disappears, then reappears somewhere, shoots out three white fireballs that bounce around the room. Then he repeats the process.

Hit Frawdria after he's set off the fireballs. If you're lucky, he'll appear with his back to you so you can get some uninterrupted hits. If you're low on HP during the fight, use a potion or something.

Get the box and go through the exit to reach the room with Ark. Talk with them and the game switches to Rick. Go through his pathway and save the game.

Go into the next room. Kill the CIMA here to lower a column. Lead everyone to the safe area past this column. Kill all the CIMA in the next room and put everyone on the switch to make a bridge appear.

Cross the bridge. Hit the switch in this room to lower the exit column (you don't have to kill the CIMA in this room, unless you want to). Take everyone to the exit and go through it.

Your health is back on full. Save your game and get the boxes, then go to the boss fight.

The boss is Arcjabel, a weird looking dude. Not a big problem, though. He'll turn into Diana and shoot three swirly pink energy balls. Then he turns into the knight and runs at you in an attack.

Dodge this attack when he runs at you, and hit him while he's in Diana-mode. Keep on doing this, and he dies. Not a big problem.

When the fight is over, get the box and go through the exit to reach the room with Ark. Talk to him and the game switches to Jean.

Last guy, yay! Go through Jean's pathway and save your game. Kill the CIMA in the next room, then stand on the bridge that isn't full. Give Halley the speed ring and send him across the bony bridge.

Send Halley down to the other side of the room onto a switch, which fills the bridge you're by. Cross it and hit the switch to lower the column that connects this room to Halley's. Kill the CIMA who are in both rooms to lower a column to the left. Stand on the switch, then take everyone to the safe area past that lowered column.

Clear the next room of CIMA. In three corners of this room are green switches. Hit the normal switches to allow access to the green switches. Put a person on each switch (Jean counts as a person) to lower the exit column.

Take everyone to the exit and go through. Get the boxes here and get Jean ready for battle with a speed and heal ring and potions and whatnot. Then leave the room and come back and save so if you die, you don't have to resuit up for battle.

The boss is Fallaysa, a dragon that splits up into six copies of itself, all of which bounce around after you.

Go around the room, trying not to be hit. Hit a Fallaysa when you can and eventually they'll start dying off. They change color every time one of them dies.

This fight is hard, but you can win it. When you do, get the box and go through the exit to the room with Ark. Each group steps on its switch to help build the bridge that leads to Pike Nighttrap.

You're now controlling Ark again. Give him a heal and a speed ring, then cross the bridge to the exit.

Go through the CIMA nest lined hallway here (quickly before the CIMA exit the nests) and through the portal at the end. Save your game here and go up to meet Pike Nighttrap.

Pike summons everyone to this room, but has them separated from you. He then spills the big CIMA secret. Why did they put the pioneers in the dungeons one by one? It's not for the life energy from their hope...They (CIMA) were looking for the Plug. But they weren't the only ones...

The Plug is the key to open the Singularity, the point at which the mass of everything reaches infinity. The point that swallows everything and leaves nothing behind. If it was let loose on the Earth...

Only people that resonate with the Rare Majesties can access the Singularity. They are the Plug. CIMA already has the Rare Majesties...they have been looking for someone to resonate with them.

They were experimenting, trying to get different emotions out of people to see how they would resonate. As it turns out, Halley and Emmy are the Plug. The resonance occurs when they feel strong hope or despair. Pike will kill Ark and make them despair. Then, CIMA will be ready to return to Earth.

Halley and Emmy decide to resonate right then and there, but no one wants them to commit suicide, even if it would save everyone. They stop resonating.

It seems like it's fight time, but Ark's sword can't hurt Pike. Ivy steps right up in front of Pike and says, "There is a sword." Ark asks, "Where?!" Ivy says, "Halley and Emmy were prepared to give their lives to save everybody...But then everybody stopped them..."

Vanrose says, "No one wants to be saved at their expense!" Ark asks Ivy, "What are you talking about...?" Ivy says, "There's no reason for the world of humans to die...Even if the 'Prophesied Time' has come!"

Pike asks, "How...How could you know about that?!" Ark asks, "'Prophesied Time'? Ivy, what are you talking about!" Ivy turns to Ark and says, "Ark...I'm trusting you with my life! Believe in me!"

The screen gets all flashy as Ivy turns into...RICHARD NIXON! Naw, just kidding. She turns into a sword. Wait? She turned into a sword? How? She must be...CIMA!

The pioneers and Ark are surprised, and Emmy is worried

the Ivy was lying to her the whole time. But Ark decides to believe in Ivy, so he picks up the sword.

Pike thinks this is interesting...but CIMA and humans will never get along. Well, not with that attitude, Mr. Negative Pants! Time to teach you a lesson in what this particular CIMA and human can do! And time to avenge Jester!

The fight starts with Pike wearing heavy equipment, which is made up various things. The right/lower side is an energy gate, while the left/lower side is a fire gate. At the top right and left corners are dark mists. At the bottom and on the right is a gun. Hit those things to hurt them, and they fall off when you destroy them.

Pike uses attacks based off his armor. With the fire gate, he starts fires. With the energy gate, he shoots off energy balls. With the gun, he shoots bullets (duh). With the dark mist, he sends two black things after you. When you destroy all of those, he shoots three energy waves at you.

When Pike's armor is gone, you can hit him. Kill him to win the battle and end the game!

005-Controls

Note: I tried to include all of the various menu things in the guide. I may have missed something, though, so I made this extensive section on controls.

A button: Press it to have Ark swing his sword. If you down onto the button, he powers up his sword and walks faster (which is known as running).

Select: Displays the map.

The Map: A box appears. Above the box is a picture of a character's face, with a number next to the picture, and a key (if that character possesses a key). The number stands for the number of the group that the character is in. Press L/R to move through the various characters.

In the box are a bunch of dots. Each dot represents a character. They are color-coded by group number (group one is red, group two is blue, group three is yellow, and group four is green).

Of the character whose picture is being shown, an arrow points to the dot that represents that character on the map. This way you can use to map to easily locate individual characters. The background of the screen also will change to show the area that character is in.

Start: Displays the status menu.

The status menu brings up five menus you can choose from. Use to control pad and A to highlight a box, and select it to bring up that menu.

The middle box brings up the status screen. The box on top brings up the talk screen. The box on bottom brings up the save screen. The box on the left brings up the tools/trust screen. The box on the right brings up the group organization screen.

The status screen lets you check the status of every character. Press R/L to switch amongst the characters.

In the upper/left corner will be the character's name and their health meter. Here's a picture of what the top part of the screen will look like, with parts numbered.

```
[1]----[1]           |-----|----|
|      |      [3]    |      |  |
|  2   |  [3][3][3]  |   5   |  6  |
|      |      [3]    |      |  |
[1]----[1]           [4]_____|[7]
```

Here's what each thing is:

1: You can have the character equip four items, by moving items in area 5 to the four area 1s. The only items that you can do this with are items that can be worn (rings, necklaces, armor, etc.). When an item is moved, the character will automatically equip that item and feel its effects (for example, the speed ring makes the character move faster).

2: A picture of the character you're looking at.

3: All of the items that are in the pocket of the character displayed. Press B to see those items while you're controlling that character. This is important because in boss fights, you can only use the five items in your character's pocket. Move an item from area 5 to area 3 by using the A button to put it in a character's pocket.

4: Trashcan. Move items you don't want into here to get rid of them forever.

5: All of the items that character possesses. Press select to learn what the item is/what it does.

6: Majesties. When you kill a CIMA, it may leave a majesty behind. There are four kinds. All of the majesties you have are listed here.

7: This appears only if the character trusts you (for more information, skip to the information about the trust screen). Select it, and a list of things that character can make pops up. Select what you want built, and that character builds it. However, it takes a certain number of each type of majesty to build something, so if you don't have enough majesties, nothing will be built.

The bottom of the screen will show the characters in your party. There will be a picture of each character, a number, a meter, and a heart.

The meter is that character's health meter. If the meter is full, the number next to it is white. If the number is yellow, that person's health is low. If the number is red, that person's health is dangerously low.

The heart represents the trust of that character. If (s)he trusts Ark and Ivy, the heart is green. If not, the heart is red.

The number is the exact number of hit points that character has filled. Also, if a skull is next to the picture of the character, that means that character is poisoned.

The talk screen lets you speak to the characters. Use A to select a character. That character's picture will appear, along with what they are saying. The characters can give hints about what to do if you talk to them.

If a character is in black and white, he/she doesn't have anything to say. If a character is in color, he/she will say something.

The save screen allows you to save the game and continue playing, or save the game and quit. You can also go to the entrance of the room you are in, go to the title screen, and set the text speed (normal or fast) in the save screen.

The trust/tool menu lets you see trust and tools. Move between the characters by pressing L/R.

The box in the middle of the screen will have a number representing how much that character trusts you. You want your characters to trust you, or else they won't make items for you. If the number is below zero, the heart next to the picture of the character will be red instead of green.

Right of that is a box with a bunch of pictures and numbers. The picture in the top/left corner is the weapon that character uses to fight CIMA with. The number right of that picture is the level that character is at.

The rest of the picture/numbers are in groups. The number

next to the boot indicates that character's speed. The number next to the armor is that character's defense. The number next to the fist is that character's strength. The number next to the shirt (with sleeves) is that character's stamina. The number next to the weight is, surprisingly, that character's weight (1, 3 or 5).

The group organization screen lets you organize your groups. There are four groups, and each group can have four people in it. You can switch people between the various groups. Some group combinations are better than others.

L: Displays the group selection menu.

If no one is moving, the menu will show up and you have to select one of the four groups. The group in the middle is the group that was selected. Select a group, and that group will show up when you press R (learn more about that in the R section).

If everyone in the selected group is in the same spot, you can choose a new group. If not, you can select a member of that group, and the camera shifts so you can see that person moving.

R: Displays the group movement menu. The selected group (see the L section) and its four members show up, along with a crosshair.

Select a person, and then three points. The person will move to those points in the order you selected them. If you select the same point more than once (in a row), it will be treated as if you only selected that point once.

Select the crosshair with the A button, and select three points to move everyone in the selected group to those points. Select the crosshair with the R button to move everyone in all of the groups to those points.

B: Displays items in someone's pocket. You can put items in someone's pocket in the status screen (accessed by pressing Start and then A). Select an item in the pocket and press A to use that item. During boss fights, these are the only items available to Ark.

006-Credits

This FAQ is copyright of The Lost Gamer, 2004. If you want to use any part of this FAQ, ask me first (instructions under general information)

This document is copyright The Lost Gamer and hosted by VGM with permission.