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Authors Notes

I wrote this FAQ, because people wanted and need it. Also, CIMA is a good game, and it doesn't deserve to go Walkthrough-less. Lastly, because Borgan on FAQ Contributors General dared me to write this.

Allowed Sites to host this

www.gamefaqs.com
www.ign.com
www.neoseeker.com

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1. Story-STRY

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"Building dungeons, taking over land and feeding off human hope, the CIMA have created a realm of desolation and despair. Some have chosen to fight this new danger by becoming "Gate Guardians" - those that protect the innocent from becoming ensnared in the CIMA's dungeons. Ark and Ivy, two young CIMA fighters, are new Gate Guardian recruits. While traveling with their mentor, Jester, and 14 others bound for a new frontier, the train is sucked without warning into a CIMA Gate and everyone on the train becomes separated in the cavernous dungeons below. Ark and Ivy's first task is the find, protect, and add these people to their fighting party as they are plunged into a mysterious and frightening new world."

Natsume follows a quite original plot in this strategy game. The CIMA are alien invaders who grab people out of nowhere, and put them into dungeons, where the possibility of finding an exit gives the people hope- And then the CIMA feed on it. In each of fourteen separate dungeons, you must send people to certain places to trigger things to happen.

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2. Walkthrough-WKTH

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Special notes of interest is that for every single room in the dungeon, I will have with its own number.

Area Key; Each dungeon requires a key to open the door to the boss. That key

is what I refer to as the Area Key.

Exit Area; In each room of each dungeon, you have to bring your pioneers into a certain area to go to the next room. This area is what I refer to as the Exit Area, although it may not be in play for the first few dungeons I wrote up on the spoiler-free walkthrough.

Nest; The nest is what looks like a pedestal with a blue diamond floating over it (in some cases, a red diamond). A specific monster comes out of each nest.

Opening path; Just about every time this phrase is used, it means that a block is blocking you from going somewhere, and by doing an action, you lower the block, thus 'Opening path'.

SHORT MINI-FAQ

Q: Why can't I pick up an item?

A: This is simply because Ark has 16 items in his inventory, the limit allowed. To get rid of some of them, you can put them into his active 5 items, equip them, give them to somebody else, or otherwise discard them for Majesties.

Q: Help, when Emmy/Halley cross a bridge, it breaks!

A: You're obviously using a Gameshark or other cheating device. Weight factors as part of the stats; How else could only two people cross a bridge, but no one else?

Q: How do I move multiple people around?

A: Your pioneers are divided into 'Groups' of 4, one of them with only 2. Call up a group with the R button. Pressing an individual's head, you can move that person around, sending them to three different locations at once. Pressing the four-arrowed symbol in the middle, it'll send the whole group there. Pressing R will bring EVERYBODY there.

However, until everyone in one group reaches the destination, all the other groups remain motionless.

2a. Beginning World-BGWR

After naming your character, who's default name is Ark, watch the scene in the mountains. Jester is talking to the chief of the research laboratories, Esswood, which also doubles as a Majesty Mine for the Gate Guardians. Unfortunately, even though research is going along smoothly for the Gate Guardians, neither the Plug or the Base, two things of mystery, are able to be located. Jester just says that they'll have to keep looking. Apparently, the movement of CIMA above the surface are beginning to be very active, which is bad news. The only thing that it looks to be that will be able to save them now is the opening of the Singularity, and they don't have much of a clue about where to start.

Switch scene to our hero, Ark. Acting somewhat stressed out, pacing around the train, he and his lovely companion Gate Guardian, Ivy, get into an argument. Jester comes in and breaks up the argument, effectively ceasing the tension between the duo for now.

Jean, one of the fourteen pioneers on this train headed for the frontier to start a new life, asks whether CIMA might appear out here. Jester replies, saying it is quite possible. Halley speaks up, asking whether the Gate Guardians, that is, Jester, Ark, and Ivy, are really strong, and Ark replies with that they are. Another scene occurs in which Ivy and Ark embarrass themselves.

After Jester leaves, go and speak to everyone around the train. You can learn some stuff about them, and more so from the books that are conveniently located in the Blue Creek(as well as in my Pioneers section)-such as that some of the pioneers dislike Ark.

Walking along the train that you started off in, suddenly the earth will shake, and suddenly stop. In confusion, walk to the front and talk to Claude, the conductor of the train. The reason that the train isn't stopping is unexplainable- the brakes are on, but the train's not stopping! The most unexpected thing suddenly happens-a CIMA Gate, larger than any other ever known, opens, sucking up the Blue Creek into the world of CIMA.

Go and talk to Jester. Jester will give the two some words of advice, and suddenly, the train is sucked into the portal.

Afterwards, the three Gate Guardians will step out of the train to survey the surroundings. Not good. Apparently, the train is stuck on an island, and there's no way out! Vanrose and Doug come out, and try to persuade Jester to take them back home. Jester says that there is a way out, and when he is countermanded, he explains. The CIMA feed off the hope of people, and to get the most hope off of people, will give them a way to escape until the very end. This comes in the forms of dungeons, which you'll have to explore through to find an exit.

Wait! That portal! It is a path to another part of the CIMA world. Taking it, you'll be led into the CIMA world, more formally known and referred to as 'Beginning World'.

Jester stops you from going any further, and gives the first tip of being a Gate Guardian; always scout ahead of yourselves before moving anybody. In this case, a CIMA nest in an open area, that is blocked off by a narrow path. While you stop the incoming Rog, send the pioneers into the corridor(not the next open area)(Check movement system for instructions) After listening to Jester's instructions on moving the pioneers and moving the pioneers into the corridor, Jester will give the OK to move into the next part of the area.

Here, an unconnected bridge is presented as an obstacle to the Guardians; However, if one steps on the stone panel near it, the bridge will connect, allowing the pioneers to pass onto the stone panel on the other side.

After all the pioneers are across the bridge safe and sound, Jester will go over himself, beckoning you to come over. Before you do, though, grab the Material in the corner up front.

Showing you some stairs, Jester explains that everyone, everyone, must be present around the relevant area of the stairs to go to the next level of a dungeon. So bring all the pioneers into the exit area, and go down to the next level.

Here, Jester will show you the power of the switches in the dungeons. Hitting the current switch will allow you to lower the column that blocks you from going along the path, opening up your route. If columns are unable to be lowered, there are a number of things you can do; You might need to kill a monster, stand on a panel, hit a monster down a pit, or read this FAQ.

Further along, Jester again gives you advice on how to use switches to your advantage. This time around, you can block CIMA off by hitting the switch, therefore bringing up the column.

Going up past the nest of Wog, grab the Material there. Killing a loose Grabion upwards a bit will show how you might need to kill CIMA to open new paths; keep in mind, though, that this will only be applying to CIMA that don't come out of nests, if they are kill-required. When hitting a CIMA down a pit, then they come from the nests.

Go and grab from the chest the Area Key. In each area, the boss is guarded by a single door, which needs a key to open it. Hence the name, Area Key.

Going back down, bring the pioneers down the relatively CIMA-free path, while keeping off the Wog Nest. Once they are all in the exit area, bring Ark and Ivy over and go down to the next level.

Down here, go through the door using the Area Key. A mysterious dude appears, who doesn't answer Ark's questions on who he is. Jester suddenly runs up, and warns Ark & Ivy away. It turns out that this is Pike Nighttrap, the leader of the Crimson Nine, the strongest nine of the CIMA. Confusion is massed at the question of what Pike would be doing here. Jester interrupts them, ordering them to go back, and after some reluctancy, they do so.

Vanrose insults Ark and Ivy after learning of what's going on, thinking they may very well have abandoned Jester. Everybody loses trust in the two, and when Vanrose tries to go, Ark stops him, but more so by the fact that the fighting has already started.

The duo go and check out Jester, and Pike has a sword right through Jester. In his final words, Jester summons up a special Majesty and tells Ark and Ivy that he's going to destroy the dungeon, and hopefully take Pike down with him.

Leaving, go upstairs as Jester dies.

In the next area, go and first hit the switch to raise the column, blocking off some CIMA. While sending the pioneers along to the exit area upwards, keep a watch on the Wog nest. When all the pioneers have made it, go to the next level.

Here, the earth will rumble, and it turns out that while Jester did die, Pike Nighttrap is still alive! The dungeon suddenly starts to collapse, and then a bright light shines...

Waking up on the island where the Blue Creek is located now, we find out that Ark and Ivy are alone-everyone else is gone. Ivy convinces him that they can't be dead, and as that happens, a train track falls down, and another portal appears. It is a dungeon that we must complete.

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2b. Silver Snow-SVSN
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Walking in, you'll encounter a Grabion quickly. After dispatching it, go a bit upward of the Rog nest, and kill the Piyon. By doing this, you'll be able to lower a column, allowing you to continue along your route.

Going westward from the start, both a Grabion and a Habyly will head towards you to bring you to your doom. Take care of them, and grab the Restore in the corner.

Going up, you'll be able to see Halley! But he's in trouble! You need to walk up to the person in each dungeon in order to rescue them, so that'll be needed

to be done here.

Killing the Habylyu and Wog, hit the switch for the bridge that links to the spot Halley is at to be connected. Before you actually go and rescue him, go on the opposite side of the Rog nest and grab the Potion A.

Going down, go and kill the Wog, and then hit the switch to be able to cross the second switch leading you to Halley. Unfortunately, by hitting the switch, you have caused a nest to appear near Halley, so we better go rescue him quickly!

Going up, go in front of Halley before any CIMA can attack him. Ark will ask if Halley is ok, and Halley will reply with that he is indeed ok, as well as that he wasn't scared. Ark asks Halley if he'll help Ark find everybody else, and although Halley doesn't know how to fight, Ivy encourages him, saying that he should have an ability nobody else has. We learn that Halley can find treasure then.

Going down, hit the switch between the two switches to demolish another column. Taking the newly accessible path, go into the exit area and downstairs. From now on, you'll have to direct Halley, instead of having him follow you on your own.

Deflecting the Rog and Baldan, bring Halley down onto one of the blue squares, while you keep the Habylyu coming out of the nest at bay. When he has reached his destination point, have Ark stand on the other panel to lower the column.

Sending Halley somewhat southwest, in the opposite direction of the wooden bridge, onto the panel, kill the Baldan and Habylyu, and grab the Potion A.

Going down, the column will have been lowered as long as Halley is on the panel. As soon as you finish killing the Rog, go along the icy path, and, at the end of it, kill the Wog and grab the Restore and Potion A.

Bring Halley up to the wooden bridge. It turns out that he's the only one who can cross it, because of his light weight, so do so. Then, send him to grab the item. Turning out to be the Area Key, Halley is proud. Now send Halley down to just before the last column. There, have Ark hit a Grabion into the pit to lower the column. Bringing Halley into the exit area, go to the next level.

Here, go and kill the quickly appearing Hyuno to access another path. Go up into the empty area. Ark notes that it is odd that there is an empty room, as why would the CIMA build a room without a purpose? Then he remembers Halley saying he was good at treasure hunting, so call Halley over while guarding the Wog nest. Halley, once in the vicinity of the empty area, will find a buried Material.

Going back, go east and clear the area of the two Grabion, while grabbing the Potion B. Killing the remaining Grabion, you will trigger the demolition of another column.

Guarding Halley from the CIMA, bring him from the empty area upwards onto the panel to lower two blocks for as long as he is on. As soon as the Hyuno comes out of the nest, kill it, then go eastward to grab the Status Slide from the chest.

Going back, have Ark stand on it himself, then send Halley into the exit area. When the Hyuno comes out, maneuver so that it stands on the panel, allowing you to pass yourself into the exit area. From there, go down.

Now, bring Halley into the new area onto the second stone panel, after you've killed the Gasnipe up there first. Having him there will bring down a column temporarily.

Killing the Hyuno, it will trigger one last column to come down, allowing the access to the exit area. Grab the Potion A, and bring Halley into the exit area. Once done that, go to the next level.

In this level, going out of the safety right away, kill the Grabion, and then go grab the Status Slide.

Go and grab the Potion A, and then hit the switch. A Bruton will appear out of the CIMA nest, so go and hit the Hyuno off the switch as quickly as possible to trap the Bruton.

Kill the Grog for relative safety, and then bring Halley all the way down to just before the sand pit. Spikes will randomly pop out of the ground. Despite how daunting it may seem, you actually CAN walk over the stretch without being spiked, so just bring Halley over as soon as the spikes lower.

On this side, kill the two Grabion to open the way, and grab the Status Slide while you're at it. Then, bring Halley into the exit area. Now, go to the next level.

Here, walk up a bit. VANROSE SIGHTING REPORTED, SIR! However, a CIMA nest is located near him, so you'll need to approach quickly.

So go and kill the Rog, and going down, bring Halley with, as you grab the Shake A. Send Halley across the sand pit, and put him onto the stone panel at the top. When he's on, you'll be able to cross the bridge and rescue Vanrose.

Vanrose will say he's ok, and then he'll thank you, but he declares that he still doesn't trust you. Anyways, while you're still here on the island, go and grab the Status Slide, and hit the switch to go into the exit area.

Going upwards, bring Halley into the exit area, and go to the next level. From here on, Vanrose will accompany Halley, instead of following you.

Walking up, Ark and Ivy will note that the place layed ahead of them is very likely to be a trap; It's designed so that they could be attacked from both sides by the CIMA. The plan then is to go across as quickly as possible.

Vanrose will then interrupt, saying that he'll guard the right, while Ark and Ivy will guard the left, while Halley can pass down the center. Ivy will say it's too dangerous, but then, Vanrose and Ivy walk into a CIMA teleport trap! Halley comes running up, and Ark explains what happens.

Cut scene to Ivy and Vanrose. Ivy will explain to Vanrose what has happened, and Vanrose will then cut off, walking away. After a bit of heated convo, Ivy will follow Vanrose until they find Ark+Halley.

Anyway, going down, kill the two Grog in your path, and grab the Potion B. Then send Ivy downwards onto the stone panel.

Going up, kill the Grabion, and go past the downed column, grabbing the Material. From there, go down and grab the All Dash, and then stand on the panel, keeping the same column down. From there, bring Ivy all the ways to you. Here, send Ivy across the bridge onto the third panel, and go and kill the Hyuno to open the next path.

Going up into the enclosed area still, grab the Area Key. Then you can go out, and take Ivy and yourself, Vanrose, into the exit area, and go to the next level.

Here, go and hit the switch. But wait! It only extends a different bridge! You still are unable to pass. Ivy suggests that they wait for Ark and Halley, and when Vanrose asks if they are eaten by CIMA, Ivy replies that they won't be, and will go on to say that as long as Ark has Halley to guard, he will be keeping to his promise to protect everyone. Vanrose then agrees that they can only wait.

Cut scene to Ark and Halley. Ark tells Halley that Ivy is good in a battle, so they shouldn't be too worried about the other pair.

Killing the Rog and Dria, go to the upwards left and down-left to get an All Dash. In the opposite direction, grab a Potion A.

Now see those two purple panels? You need someone standing on each panel, so, bring Halley to the left one, and put Ark onto the right one to bring down yet another column. Then, bringing Halley out as fast as you can, cross the bridge.

Go up, and grab the Status Slide somewhat hidden by the trees. Now, turn your attention to the latest puzzle; Two purple panels and a pink. Now, we now know that someone needs to stand on the purple panels, but what about the pink ones? Simple. With Halley and Ark standing on the separate purple panels, wait for a Piyon to come out of the nest and stand on the pink panel, thereby opening the next column. From there, go into the exit area, and thus to the next level.

Walking down, it'll turn out that this is the same level that Ivy and Vanrose are on, and after a bit of harassing from Ivy, get to work. Hit the switch near the bridge, and walk past two sets of bridges to get to Ivy and Vanrose.

Asking if they're alright, Ark'll get replies of yes. When the return is asked of Halley, Ark will reply that Halley is ok. After Halley says that he's glad everybody is back together, Vanrose will tell Ark that although he still does not trust Ark, he'll follow him for now.

Anyways, bring both Vanrose and Halley, now referred to as Group 1, into the platform. Hitting the switch, bring them down across the third bridge. Going down yourself, go right and up a bit, and hit the last switch in this level to open the way to the exit area. Bring Group 1 into the exit area, go to the next level.

SAVE NOW! Walking through the door of this area, you'll encounter the gal from earlier, Elvira. She comments that you're not bad at all, that she might like you. Ark will remember her, and Elvira will introduce herself as, what else, Elvira. Then she thinks that you'll die right away. Ark will say that she's probably not much stronger than Genox, but Elvira will intervene, saying that she is much much stronger. She'll then leave, and, like the kind host she is, leaves us a little present, in the form of Sanfraw and Moon Flow.

Boss Battle:Sanfraw and Moon Flow

This boss battle is even more annoying than last time, but thankfully, is somewhat easier. Moon Flow's(The blue petaled one) attacks are to spout pollen, which is somewhat slow and easily dodgable, and to dash and Sanfraw's only attack is a dash.

My advice here, is to walk around the sides, and when Sanfraw runs at you,

he'll most likely miss you if you're continuously moving in one direction. Then, you can hit him.

When Sanfraw is done for, concentrate on Moon Flow. He's a bit harder, and he has a bit of a faster dash, so I suggest that instead of being reckless and hitting him in close, use the same strategy as with Sandfraw.

Elvira will appear again, and will now know why Genox was defeated. Ark will try to kill her, but then she gets in a little act, and runs off like the rude host that she is.

Ivy will say that Elvira is probably a Builder CIMA, as only Builder CIMA could be in the high ranks of CIMA(Well, Elvira DID build the dungeon). The two agree that they shouldn't let their guard down.

Halley and Vanrose will appear, and after a bit of possible sarcasm from Vanrose, you're free to go. Don't forget to grab the Power Block before you leave the Lost Forest to go back to the Blue Creek.

Here, enter the Blue Creek. After talking to both Halley and Vanrose, leave and another train track will drop down. Go to the next dungeon.

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2d. Dragon's Dungeon-DDRG
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Here, speak to the young man. He tells you that this is the village of Rooda. Ark comments that he didn't ask him anything, but the youth again tells him that this is the village of Rooda. Ark says he already told him that, but yet again the youth tells him that this is the village of Rooda. After, go up and talk to the old man, who is the Mayor here.

The mayor will mention a prophecy of sorts, in which Ark is supposed to slay a dragon, and when Ark is about to leave, that mayor mentions that the dragon has a maiden, named Emmy!

Halley mentions that that is his sister, and Ivy says that this village does have a purpose after all. Ark asks where the maiden is, and the mayor tells Ark that the cave to the north is where the dragon sleeps. So, go up into the cave.

First off, kill the wandering Hyuno to bring down the first column, and then grab the Potion C. Continuing on, grab the Status Slide off the narrow path, and go up right to hit the switch, and grab the Potion A. From here, traverse the pioneers alongside you until you get to the stone panel. Standing Ark on it, send Halley and Vanrose over the bridge onto the second stone panel to secure the bridge. Going over yourself, grab the Restore. Then, come back and kill the Hyuno in the off corner which was formerly held by a column, and after the latest path opens, grab the Potion A. Bring everyone into the exit area, and then go to the next level.

Here, we encounter Emmy! Start off by going down, and right, and hit the switch to connect two bridges. Somehow getting behind the Fallaysa, hit the hidden switch behind it to bring down a column guarding Emmy, and then go and rescue her. Ark asks her if she is ok, and she says that she is, but she was so scared though. Ark says that she is fine now, and asks if she can walk, and she says that she can. Grab the Status Slide now.

Going down, grab the Potion C, and hit the switch to open the path to the exit area. Bring everyone into the exit area.

Halley asks Emmy if she is ok, and she says she was scared, crying. Halley will tell her that she is ok now, and she says that she just wants to go home. Ivy tells Emmy that she was very brave, and Ark says that it is true. Halley thanks Ark, and Ark says that he is just glad it turned out alright. Now, go to the next level.

On the next level, Emmy asks why they have to go on, and why they cannot go back. She says that she doesn't want to go on, that it is too scary. Ivy tells her that if they do not advance, then they will be unable to return to their own world. Emmy says she is still scared, but Ivy says that they are all there to protect her.

Emmy says she doesn't believe Ivy, but Halley tells her that both Ark and Ivy are strong warriors. He asks her to trust him that they'll be ok. After a bit more discussion, Emmy will follow.

First off, start by grabbing the Shake B. Then go up and grab the Status Slide. Standing on the stone panel, bring the pioneers over and onto the blue panel, and then have Ark stand on the second one of the left side. Once you have yet another column cleared, send the pioneers upward onto the stone panel on their side of the field, and cross over at the top. Grab the Status Slide. Going upwards, bring everyone onto the panel representing the sign of the female. Then, while sending everyone across, Ivy and Emmy suddenly disappear!

Switching to Ivy and Emmy, Emmy asks what happened, and Ivy tells her that it was a CIMA trap. Emmy asks where her brother is, and where they are, and Ivy deduces that they've been teleported away from them. Emmy suddenly calls Ivy a liar, saying that they would all be together, and that she's scared of this place, that she hates it here, and that she's not moving, as she starts crying again. Ivy tries to get Emmy to stop crying, but Emmy says that she is sure that she'll die here anyway. Ivy says that she will not, that she'll take care of Emmy, but the little girl says that she doesn't believe anymore. She says she wants her family, and Ivy asks her to be brave for her. When Emmy keeps on crying, Ivy suddenly slaps her.

Ivy tells her that if Emmy doesn't want to believe her, that's fine. But if Emmy wants to live to see her family again, she'll have to come with Ivy, and Ivy goes on to say that she'll do anything to protect Emmy. Emmy finally will listen, and will follow your orders.

Start off by going through the narrow path and hitting the switch to lower the first column. Going through the new column, kill the Grog to open the route up further. Continue on, and hit the Red Eye onto the switch to lower the block to the lower route. Going through, kill the Gusnipe to destroy another column, and consider the Potion C a bonus.

Through the latest path, grab the Status Slide, and kill both Vanice to open the path to the exit area. From there, grab the Material, then bring Emmy into the exit area.

Emmy asks Ivy if she is ok, and Ivy tells her that she's fine, and that Emmy was great. Emmy says that that is only because Ivy was protecting her, but Ivy says she was brave for acting on her own. From there, go to the next level.

Here, there appears to be a panel to access a bridge, but you need to cross an unstable bridge, plus there's a CIMA nest. The two decide to wait for Ark to come along.

Back to Ark, he says they've got to find Emmy and Ivy. Now, whoever is on the opposite side, and able to stand on the male sign panel, put him on it to lower the column, then bring the other pioneer and Ark over. From there, go into the exit area, and go to the next level.

Start off grabbing the Power Up, and kill the Grog. Going down the narrow path, kill the second Grog to bring down the first column, and grab the Potion C. Going down the new path, grab the Restore past the narrow path, then bring your pioneers all the way down onto the stone panel. Quickly send them over onto the second panel to keep the column down. Kill the two Labyly in this area, then bring the pioneers into the exit area, and go to the next level.

Here, we encounter Ivy and Emmy again! Ark calls out to them, and Ivy calls back. Halley and Emmy call out to each other. Ark says that he is glad that they are all safe, but Vanrose points out the situation. Two panels are required to activate a bridge for Ark, Ivy and Vanrose to get to the exit area, and only Halley and Emmy can activate it.

Halley and Emmy will suddenly say that they will do it, and Emmy says that she believes Halley that she can do it, and that's why she can do it. Ark accepts, telling them just to not make him regret it.

So, clear the Piyon out of the area, then bring Halley and Emmy up to their respective bridges. Bring Ark back to the front, and put the siblings onto the two panels to connect the bridges. Go over the bridge, and kill the two Grog that are sure to be giving the siblings a bad time, then hit the two switches; one to secure the bridges, the other to bring down a later column. Then go back down to grab the Potion C and Restore.

Bring Ivy and Vanrose up into the same area as Emmy and Halley, then get off and go to where the last column previously was. Going through, grab the Area Key. Going back, bring everyone into the exit area.

Halley and Emmy will reunite, and Emmy will say that she was scared, but she did it anyways. Halley tells her that she was great, and that he was proud of her. Ark comments that Emmy grew up pretty quickly, and Ivy says that is quite natural. After we're done, let's go to the next level.

SAVE NOW! Entering the door, Genox appears and asks Ark how he liked the world that he had created specially for him. Ark says he knew it was Genox, and Ivy adds that he is the only one who could come up with such strange ideas. Genox proclaims himself proud. Ark tells him to finish with the antics and to begin fighting. Genox tells him that he shouldn't be so sure of himself, and he will teleport the three away.

Reappearing in a different area, Ark comments on a dragon standing behind Genox and Ivy says that he's probably been reading too many storybooks. Genox asks if he scared them, and says that this is a fire-breathing dragon right out of legend.

Ark asks Ivy how to slay dragons, and Ivy tells him that he needs a Dragonslayer sword. Ark asks where to get it, and Ivy asks how she should know, as it is a legend. Genox interrupts, saying that there is a Dragonslayer, and that Ark can get it while fighting, but that there are also fake swords. He'll suddenly disappear, leaving us to fight.

Boss Battle: Dragon & Genox

A bit hard, but a simple strategy. First, you must slay the two small Dragon Heads up front. Wait for them to come down, and then hit them.

After you destroy both of them, Genox will appear, and three swords will come down, one of which is the Dragonslayer. How to identify it? It is always the sword with the blue jewel on it.

After, go and hit the dragon itself, and pull back immediately, as the fireballs that come after you can be annoying.

Defeating the dragon, Genox will reappear, and Ark will say that although it had taken a bit of effort, he slew the dragon. Genox says that he should've made a weaker sword, and Ark announces that it's now Genox's turn to die. Genox however, runs away. Ark is in a fury that Genox got away, and Ivy comments that Genox is good at running away. Ark says they should go back now, so grab the Protect Block and go through the warp.

The three pioneers around Ark and Ivy, Halley asks Ark if he is ok, and Ark says that he is fine. Halley says that they were so worried, with Ark and Ivy disappearing all of a sudden. Ark says it was nothing, so let us go to the Blue Creek now.

Execute bluecreekprocess.exe.

Action: Player.sprite goes in and talk to Vanrose.sprite, Emmy.sprite, and Halley.sprite. Going out, traintrack4.sprite will drop down, and portal4.sprite will appear. Player.Sprite therefore must enter portal4.sprite, to enter the panicfactory0.room.

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2e. Panic Factory-PNFT
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From the start, go up and grab the Potion A, then ward off the two Grog. Now, bring Group 1 down onto the stone panel, and go hit the appearing switch to continue on. Going on, grab the Defense shield way at the bottom-right corner, and then continue on the bridge upwards. Here, kill the Drabion to bring down the column from before, and grab the Status Slide.

Back on the middle platform, bring Group 1 down the bridge and into the exit area. Then, go to the next level.

Walking up, we find Doug! Why, what a nice surprise! Ivy calls out to him, telling him that they'll be helping right away.

Anyways, around the room, go and kill the three Payon to open the path a bit to the left. Go and grab the Shake A there. Then, you'll notice how severely limited in choices you are, to move around. There is only one bridge, and it is partly broken. So send Halley and Emmy across the bridge, have one of them grab the Status Slide, and onto the panel. From there, go and rescue Doug.

Asking Doug if he is alright, Ark will get a strange reply, where Doug calls him a monster. However, Doug will follow. For now, grab the Smoke and hit the switch, then bring Halley and Emmy back from the bridge. Then, bring everyone clockwise around the route into the exit area.

Here, Doug will explain his reasoning; Ark had exposed Halley and Emmy to

danger, first by letting them walk across the bridge, and secondly by letting them stay on the panel even with the CIMA. Doug says that they shouldn't have risked their lives to save his, but Halley will intervene, saying that they had wanted to help. Doug will ask the pair to promise not to risk their lives again, but they say that they want to help people.

Doug will go on to say that 20 years ago, his own daughter died, because of a Gate Guardian. After, you'll be free to move around again, so go to the next level.

Here, grab the Material from the top and the All Dash from the bottom. Having Vanrose stand on one panel, Doug on the other, bring the siblings over onto the third panel to secure the bridge, then bring the former across. Killing the Grog, you will be opening another path. Bringing either Vanrose or Doug down onto the panel, a switch will appear, so hit it and open another path.

From there, bring everybody into the exit area, and go to the next level.

After clearing out all the monsters and hitting the lone switch, knock one of the Woglug into the pit to open another pathway. Going down, grab the Shake B, and hit the switch to open the first of the three columns blocking you off from the left path. Then, kill the Grabion to open another pathway, and take it. Grab the Material, and hit the switch to open the second, and last of the columns. From there, bring everybody into the exit area, and go to the next level.

Here, you'll encounter another beaten-up bridge. Halley and Emmy will volunteer to cross, so let them go over onto the panel, and go and hit the switch to keep the columns down.

Oh no! Halley and Emmy begin to cross the bridge, but it suddenly breaks, and they fall down! Doug blames Ark, and he and Vanrose lose trust in Ark.

Cut scene to the siblings. Halley gets up, and wakes up Emmy. Talking to each other, they assure the other that they are indeed ok. Halley then will swear to protect Emmy no matter what. Hit both switches to open two paths, and then kill all three of the Gusnipes to open the path blocking the bridge. Then, grab the Area Key. Bringing Halley and Emmy to the first part of the bridge, a scene will occur. Halley and Emmy will agree to stay and wait for Ark and co.

Cut scene back to Ark. Doug will think that he heard Halley scream, and then you're free to move around again.

Moving up, kill the two Gusnipe to open the access to the bridge. Go along the bridge, and kill the Grog to bring down yet another column, then go and grab the Heal Ring(You'll love this!), and hit the switch to open the exit area. From there, bring Group 1 into the exit area, and go to the next level.

Here, you shall find Halley and Emmy. The duo is okay for now, so let's get cracking.

Killing both Clayba, another column will come down, so do so, and bring Doug and Vanrose onto the panel. Then, cross the bridge and rescue Halley and Emmy. Ark will be proud of Halley for protecting Emmy, and the siblings will trust him more.

Anyways, going past the last bridge, grab the Status Slide, then bring everybody into the exit area. Doug will be glad that the duo are safe, but they'll reply saying that they knew Ark would come. After the convo, go to

the next level.

SAVE NOW! Then, go past the door of this area. A new member of the Crimson Nine, Falcken, will appear. After a bit of heated discussion, where Falcken introduces himself, Falcken will insult Doug, and after learning his name, will say that it sounds familiar.

The man in question will come running up, and the two will discuss something from twenty years ago. Doug tries to kill Falcken, but fails. After a bit of encouragement, Doug goes back, and Falcken disappears, leaving you to fight another CIMA.

Boss Strategy: Fallayga

I can't really say much for this CIMA than that it helps to be able to know exactly when to unleash a charged up sword attack when Fallayga is rushing at you.

Basically, two attacks here. Fallayga will rush around, leaving flames behind, or shoot flames at you. About the only thing you can do is hit him when he's rushing around, or, hit him in the rare times he stay's in one spot for at least a couple of seconds. I highly recommend a few potions.

After you defeat Fallayga, Falcken will reappear, but disappears before Ark can kill him. Doug will run up, and say that he still doesn't trust the Gate Guardians. Anyways, go and grab the Poison Block, and go up into the Blue Creek.

Here, enter the train, and talk to everyone once again. On a side note, you can now upgrade you weapons and armor by talking to Doug, so do so if needed. When leaving, Ivy will remind you about upgrading your weapons.

Leaving, another train track will come down, and another portal will appear, so go to the next dungeon.

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2f. Cold Snow-CDSN
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Walking up, you'll find an icy path with gigantic snowballs continuously rolling their way down it! Vanrose comments that this is pretty serious, and Halley says that such a giant snowball is awesome. Emmy asks if they can make a snowman, and Doug says that if that hit them, they would be flattened. Ark comments that it is indeed a dangerous trap, and Vanrose asks Ark how he does intend to get them past this one.

Ark says that they'll have to time it and run, and suddenly Vanrose will say that he knew he shouldn't have followed Ark. He says that he is sure that there is a more safe way. Ark says he doubts it, and that CIMA's whole purpose is to absorb their life energy when they are in danger. Vanrose says he is going to go look for a safe path, as this is too dangerous, and then he runs off! Ark runs after him, after telling Ivy to take the lead.

Start by taking the right on the icy path, and grabbing the Status Slide. Then, hit the Red Eye onto the switch, and it'll stop the snowballs. (So there was a safer path, but I guess it's too late now) Then go up the icy path and hit the switch at the end.

Going off the left, grab the Material. Kill the three Grabions in the open area to destroy the next column, and grab the Restore in the lonely corner. Going

through the new path, go to the next level.

This time, go down and hit the Red Eye onto the panel. Doing so will connect the bridge. Before going over the bridge, hit the switch to lower a column that is blocking off a second bridge.

Going over, hit the second Red Eye onto the second panel, then again cross over another icy bridge. Here, kill the Fasgun to destroy another column, then grab the Potion B on the off ledge.

Going down the icy path right to where you just left off, kill the Clayba, and with the earlier one dead, another column will open. Continue on the path that you are on to grab a Material, and hit a switch to open another path.

Going up the path to where the last column had just been downed, kill both of the Grog to open another route. Going through, go to the next level.

Here, Ark encounters Vanrose! Vanrose motions to Eberle, standing on a lone island with no way to get to it, and asks how to get there. Ark says he will, and when Vanrose asks how, Ark says he doesn't know, but he can, although he will need Vanrose's help to do so. Vanrose agrees.

First off, go up, and kill both of the Payon to bring down the first column. Going across the bridge where the column was, hit a Fasgun from the CIMA nest into the pit to make a slightly visible bridge to Eberle. Going back to the front, walk along the bridge to save Eberle. Ark will ask her if she is ok, and she will reply that she is, so walk back along the path.

Ark will say that they are safe for now, and Eberle will thank Ark, saying that she thought she was finished. Ark thanks Vanrose, and Vanrose questions Ark, saying he did nothing. Ark says he made it in time because Vanrose hurried him, and says that if he had continued at a slow pace, he wouldn't have arrived in time. Eberle asks about who else has been saved, and is glad that both Halley and Emmy have been saved, so let's switch to Ivy.

Switching to Ivy and co, Ivy decides to start moving.

Now, go along the long and icy path, and take the right. Hit the Red Eye onto the panel again to make the snowballs stop rolling, and bring everyone into the exit area, now that there is a clear and continuous path, thanks to Ark. Then go to the next level.

Here, hit the Red Eye onto the panel to connect the bridge, then go over and shoot the second Red Eye onto the second panel to secure the bridge. From there, you can bring your group of pioneers all the way to the exit area. Once done, go to the next level.

Here, Halley and Emmy will reunite with their lost mother, and Ivy will instruct Ark on moving separate groups, so listen up.

Now, go along the bottom, and walk through and hit the switch to demolish yet another column. With that out of the way, bring everyone upwards onto the panel. Going up, hit the switch to open the route to the exit area, then bring everyone into the exit area, and to the next level.

Here, first off, go and hit the switch to the left, then hit the second switch, and immediately get on. The platform moving over, grab the Area Key, then come back. This time, hit the left switch again, and bring the pioneers onto the moving platform. Again hitting the switch, get on, and it'll take you to a new area. Here, getting off, kill the Grabion hanging around to open the exit area

up, and bring everyone into the exit area. Go to the next level.

SAVE NOW! Entering the door, Elvira will appear, saying that she can't believe they made it this far, and that she spent all that time making the traps. Ark says he's sorry to disappoint her, and Elvira will say that because of that, it will be more satisfying to watch him die. She'll disappear, leaving her minion behind.

Boss Strategy:Focdabe

Although one may think that he is hard at first, the strategy is quite simple; Hit him, and he'll speed to the other side of the battling field, not even harming you in the process. The only problem is that he moves quickly, so for that, bring a Lightning Enhancement. Although you may lose a few times if your aim is bad, he can easily be brought down.

After beating Focdabe, Ark will say they did it, and Elvira will appear again. She says she didn't think this could happen, and Ark says it appears that she's the one who they get to watch die. However, Genox appears, commenting that Elvira is having a bad day, and Elvira says that Ark is stronger than she had expected. However, they will get into an argument that they both lost twice, but they'll both swear not to lose next time, and will suddenly run off. Ivy comments that CIMA are so strange, and Halley suddenly runs up, saying that Ark had done it. Eberle comes and says that she now knows what Jester meant when he said that Ark and Ivy had talent. Anyways, after the conversation, grab the Shield Ring, and leave.

You know the process. Go in, talk to everyone, upgrade your weapons, leave, watch the train track come down, and go into the next dungeon.

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2g. Strange World-SRWR
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Immediately go up, where the column is. When the floating platform that is moving around moves levelly with the column, it'll be down for that time only, so go and grab the Potion C, and hit the switch to bring a different column down.

Going back, bring Group 1 & 2 down the long hallway, but keep them in the narrow corridor.

Continuing along, kill the two Piyon to bring down a column blocking off the upper path, and kill the Drara or otherwise knock it off the switch for the cannons to stop shooting. Then hit the switch to open the way to the bottom route.

Bring your pioneers through the upper route into the exit area for now, then go down into the bottom area and grab the Material. Then, going to the exit area, go to the next level.

Down on the next level, who will you find than Shelley? Vanrose will choke at seeing her, and will declare that he will rescue her.

Now, there are two panels here that you'll notice, one to the upper left, and one to the lower right. I recommend putting Vanrose and Doug on the upper left, and Eberle and family on the lower right, because of fighting abilities. Once that's done, the bridge will be secure, so go and rescue Shelley.

Asking if Shelley is safe, Shelley replies she is, so, go and grab the Material while you're here, and cross the bridge.

In the top two corners of this room, hit the switches to open some paths.

Bringing your pioneers down the left and narrow path, kill all three of the Garog that are around to open the exit area. Bring all of them into the exit area. Grab the Status Slide, and go into the exit area yourself now.

Vanrose will make a fuss over Shelley, making sure she's ok, and Halley will exclaim out that they're all ok thanks to 'Uncle' Ark, and Ivy. Ark just says it's because they all work together, but Doug will point out that Ark had exposed them all to danger, and that he still doesn't trust them yet, same with Vanrose. Ark says he has sworn to protect them all, but Vanrose will insult him, until Shelley shuts him up. So from there, go to the next level.

Here, the path branches, seemingly that there are less CIMA on the right side than the left. Though Ark protests that it looks like a trap, Vanrose wants to take the right. After some discussion, Doug, Vanrose & Shelley will take the right, while Ark and the rest of the crew will take the left.

Taking control of Vanrose, go and kill the lone Grabion to the right, and watch the Rog nest while bringing up Doug and Shelley into the exit area. Down on the next level, you'll regain control of Ark. Go ahead on the left path, and clear it of the two Drabion to ease some of the inevitable tension. Next, bring Group 1 up across the corridor and into the exit area, then go down. Down below, you'll take control again of Vanrose.

Kill the Gasnipe to open the pathway. Going down, grab the Potion B, and then hit the switch to demolish the second column. Then, bring your pioneers into the exit, and go to the next level.

Going on, suddenly a column will block you from going upstairs! And the only other way is to cross a bridge, required by standing on a panel conveniently located close to us- But someone has to stand on it first! Despite that Shelley protests, Vanrose will be persistent to the end, so go and grab the All Dash, then stand on the panel. From there, send Doug and Shelley across the bridge. Then, you take control again of Ark.

Kill the Baldan to open *the path* then go down and stand on the stone panel to not only open another path, but deactivate the cannon! So bring down the pioneers from there onto the same panel.

Go up, and grab the Material, then go back onto the first panel and send the family up onto the second to open a path down the lower. Go down, and kill the Baldan to open the last column. Then, going back to stand on panel number 1, bring EITHER Halley or Emmy, but not both, down to stand on the third panel, which is sufficient weight. That'll secure one of the columns, so bring the other sibling and Eberle onto the third panel, and then finally go down. Bring Group 1 into the exit area, and go the next level.

Here, you'll run into Shelley and Doug, and notice Vanrose's predicament. Solve the problem by bringing everyone onto the stone panel up a bit, then crossing the bridge to rescue Vanrose.

Ark will ask Vanrose if he is alright, and Vanrose will reply that he is indeed, and that Ark was right all along about it being a trap. He'll then (!) thank Ark, and you'll have him follow you on his own on this level now.

Going back up, kill the Drabion to open another path. Go and hit the switch there for another route to be available to you.

Going through the new route, grab the Bomb B, and hit the switch to open the way to the exit area. Bringing the pioneers into the exit area, go to the next level.

Go ahead into the large agora and kill the two Bivureyb, then bring the pioneers down onto the stone panel their. Go into the available route, and grab the Potion B.

Now, see that web-like bridge? Bring both Halley and Emmy over it onto the panel, and it'll bring down a column to the lower left. Going to through, hit the switch to open the way to the exit area. Getting out of the area before you're entrapped, send either of them to get the Area Key that's up there, and have them both come down. Then, bring everybody into the exit area, and go to the next level.

Needless to say, SAVE NOW! Then walk past the door into the next lair of a boss.

A new Crimson Nine member will appear in a flash of bright light, and will introduce himself as Sawma. Ark will reply with equal politeness his own name, and then Sawma will ask Ark to remember his name when Ark dies.

Ark replies it won't be easy for Sawma, and with that, Sawma leaves, leaving behind a boss for you to fight.

Boss Strategy:Belton

Although he may initally seem powerful, and it may seem hard because of the swords keeping you enclosed, he actually isn't hard at all. He will rush over to you, and take a single second to punch you. In that single second, you can always hit him, or dodge and then hit him.

The only thing that you will have to watch for is the swords, though. Manage your space by moving right and left in the large width, and you'll beat this guy in no time.

Sawma will reappear, saying you're stronger than he had thought, and will then blather about the Plug, whatever that is, and then teleports away in equal Crimson Nine style.

The party comes up and congratulates Ark, who appears to be blushing, as he is not used to being complimented. Ivy asks why would he, and Ark will reply in turn with sarcasm. After a bit more heated talk, go and grab the Paralyze Block, and leave back to the Blue Creek.

Again, enter the train, and talk to everyone, upgrading weapons if you need to (which you can upgrade to level 2 now). Leaving, another train track will come down, and another portal will open, so go in.

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2h. Sky Garden-SKGR
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Going straight up, see that large bridge? With the three panels that appear, disappear, and reappear? Well, it doesn't come at random intervals. Rather, it'll either start from the bottom up, or from the top down, so when it starts

with the part at the bottom, go on across, waiting for the panels to appear, and cross the bridge.

Here, hit the switch to extend the left bridge, and grab the Restore while you're at it. Looking for the pattern again, cross the bridge.

From here, bring all the pioneers up the left bridge, and up to where the three green squares are composed in a triangle. Putting somebody on all three of them, the way to the exit area will open, and you should thus bring your pioneers into the exit area, keeping them safe.

For now, though, continue to the right, and hit the switch somewhat camouflaged into the colorful circle to bring down the last column in this area, and grab the Material.

Going to where you just opened another path, grab the Potion C. Then, going into the exit area, go to the next level.

You find the Priest, who is blocked off from you by an unconnected bridge, and of course, the only way to get across is by use of the children. Just GREAT!

Sending the two across the unstable bridge onto the panel, be downwards on the other side of the bridge to Yurald. When it connects, go forth and talk to him. He'll be ok, so for the time, hit the switch to lower a column and grab the Material. Then, getting over the bridge, take Halley and Emmy the hell out of the likely danger that they are in now, and gather your pioneers at the corner of the right and top corridor.

Go down into the area with a hole in the middle. After grabbing the Shake B, wait for a Garog to come out of the nest, and hit it down the hole. Doing so will trigger the path to the exit area to close, so from there, bring everyone into the exit area, and go to the next level.

Here, there is a new system of puzzles. Basically, there are floating panels on this level, and you have to hit switches to activate them to move around. So, go straight up and hit the switch, then quickly climb on. Let it take you where it's headed, then hit the switch to bring down a column.

NOW! Bring all the pioneers onto the switch, and get off those stone tablet looking things. Killing the Bobyin, go and grab the Restore.

Now, here, hit the right switch to return the pioneers to the starting point of the panel, but don't get on yet. Hit it again once the pioneers are where they should be. Now, being the half-lamed asses that they are, the CIMA have made it so that you have to hit the left switch to adjust the arrow so it goes in the direction you want, so do so and then try to get on from the upper tablet like thing.

Reaching destiny point, kill the Bobyn, and if it was the third you killed, a path will open up back where you started off. After sending the pioneers into the exit area, grab the Potion B, then head back to the start into the new part, and grab the Material in the corner. From there, head back and into the exit area, and go to the next level.

Oh no! CIMA surround the pioneers, and suddenly disappear off with Shelley, Halley and Yurald! After Vanrose again blames Ark, cut scene to the missing.

Yurald and Halley will wonder where they are, and Shelley will answer that they have been captured by the CIMA. Their only option is to fight. The priest apologizes for being unable to fight, but Shelley comments that she feels

better with him around. Now, take control of Shelley.

Go up and grab the Potion C in the corner, and then bring Halley and Yurald onto the stone panel. Doing so will temporarily lower a block up and a bit left, so go and hit the switch that appears there to permanently lower the column blocking you from going on. Bring the two into the corridor there to keep them safe for the moment.

Go ahead and kill all four Biveruyb to bring down another column, and grab the Material. Then, bring Halley and Yurald into the exit area.

Shelley will comment that was a close one, and will tell Halley that he did do a great job. Halley will observe that the CIMA didn't come as close as they should have, but Shelley will say they were getting too close to her (in a somewhat outrageous way, but no worries, nothing profane). Halley then comes to the conclusion, that warding off the CIMA is the priest's power! (And no, I have yet to notice it in effect) Anyways, after the discussion is over, go to the next level.

Here, the bridge is unconnected, and the switch is on the other side! The only thing that we can do is wait for Ark, as Shelley encourages it. Now, switch scene to Ark.

Vanrose almost threatens Ark, but Ark replies that they'll find them. So now, take control again of Ark.

The death of both Baldan will open the way to the exit area, so kill them, and grab the Material while you're at it.

Continuing on, killing the third Baldan, comes the tricky part. See near the bottom the green panel and the pink panel? Well, guess what? You have to step on the green panel, sure, but a CIMA has to be on the pink panel. So, lulling a Clayba from the nest, open the route. Taking the new path, grab the Status Slide and hit the switch to open the bridge.

From here on, it's pretty much the same old customary "Bring your pioneers into the exit area by way of the bridge, and go to the next level."

We find Shelley and co again, and Vanrose is thankful for that. So, bring all of Group 1 onto the panel, and then cross the bridge to Shelley and co.

Ark will ask if Shelley is hurt, and she'll say that they are all fine. The leadership goes to Ark again. From there, bring all of Group 2 over the bridge.

Now, go up, and kill the Labyly to open the way to the exit area. Nourish yourself with the Area Key and a Speed Ring, both of which you should very much like.

Vanrose will ask if Shelley is ok, and Shelley will say of course she is. After expressing how he'd be (Vanrose) if something happened to Shelley, she in turn thanks him for caring. Halley replies to his mother and sibling that he isn't hurt, nor was he scared because Shelley was there. Then, go on to the next level.

Needless to say, SAVE NOW! Going past the door, you encounter Falcken again. He'll ask what the use of splitting the weak ones off was if they all made it here, and Doug will run up, telling him that picking on women and children is dirty. When Falcken asks what he'll do about it, Doug replies that he'll kill him, but Falcken discourages him with somewhat lame insults. Ark challenges Falcken, and tells Doug to leave, which he does. Falcken, in usual cowardly

action, disappears, leaving behind another boss to fight.

Boss Strategy:Farlay

This boss is really easy, after getting the hang of it.

Her attacks consist of shooting out three fireballs, a rock, bringing down a few huge meteors, of which you can see their target area, shooting out four fireballs or making a split eight of fireballs from a flaming rock, bringing down a multitude of meteors. Farlay can only be damaged by hitting the rocks that she shoots out back at her, so while a lightning enhancement can be useful for staying back and hitting the rock with a bolt, generally, stay short-distance to her to hit the rocks back at her.

After Falcken reappears, Ark insults him, saying he can't do any better than that, but as soon as Ark tries to kill him, Falcken disappears off.

When the party comes up, Ark apologizes to Doug for being unable to kill Falcken, but Doug will say that as long as they're safe, it is ok. After, grab the Protect Block, and then head back to the Blue Creek.

Here, same procedure: Go in, talk to everybody, upgrade your armor and weapons if you need to, then leave.

Again, another train track will come down, and another portal will appear, so enter.

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2i. Fire Dungeon-FRDG

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Go ahead, and in the side, grab the Defense Shield, and then hit the switch for another column to come down.

Going from the new path, go left-up to the furthest you can go, and kill the Zigolas when you can find it to open a new pathway. Going through, grab the All Dash.

From the narrow corridor, go down and take the lower path, and go hit the switch to open another pathway. Going up, kill the second Zigolas for the path to the exit area to be accessable.

Rerouting your way back to just before the first column, take the narrow way there to grab the Material. From here, bring the pioneers all the way down the route into the exit area, and go to the next level.

The special guest of this dungeon, is none other than Philis!

Anyways, bring some pioneers up onto the panel to weigh it down, and connect the bridge. Going across, kill the Grog there, plus the one before the bridge, to open a path seperate from here. Go through the new path, hit the switch to get at Philis, and go back and rescue her.

When Ark asks if she is ok, she'll reply with a yes.

Now, grab the material, and cross the bridge. Going through the other path, get the restore, and have somebody stand on the two panels to open the way to the exit area. Then, bring all the pioneers into the exit area.

Shelley will say she is glad that Philis is ok, and Philis said she thought she was going to die for sure, and happy to have Ark rescue her. Ivy makes the conversation a bit uncomfortable for Ark by asking him if he's glad to have such a cute girl grateful, and when Ark tries to get a word in, he says he was just doing his job as a Gate Guardian. Then Halley and Emmy embarrass Ark, and Doug makes a mysterious comment.

Now, go to the next level.

Start off by killing all the loose CIMA in here. Three Garog will open the path to the right, so go through it once available, and kill the Payon, along with a second one from earlier, to open the lower path into the exit area. Going throughout the room, grab the Status Slide to the far right, the Material in the bottom-left corner, and a Potion B in about the middle of the room.

Now, bring your pioneers down along the right path into the exit area, and after a lot of heck from the CIMA and the flying rocks of fire, go to the next level.

On the next level, an earthquake will open! Philis will fall down the crack that opens, and Ark and Doug will dive in after her. Before anybody else can react, though, the hole closes, as if it was never there. The remaining pioneers are left in confusion as we cut the scene to Ark and co.

Ark gets up quickly and wakes up Doug and Philis. When they both turn out to be ok, Ark asks Doug why he jumped down also. Doug replies that he was just thinking of Philis, and that she reminded him of Elizabeth. When Philis asks who Elizabeth was, Doug replies that it was his daughter, who would be about Philis's age now, but she is dead now, because Doug once trusted the Gate Guardians!

Philis asks Doug to stop it, and after Ark says that he WILL protect everyone, you get to move around again.

Go into the open area, and clear the Vanisha out, and then grab the Material that is in the lower right corner. Now, there are three green panels here. I suggest Philis going to the far-right one, Doug on the middle, and Ark on the far-left panel to bring down another column. After that's done, go on to the next section with Ark only.

The room is full of CIMA! But in order to get into the exit area, one person would have to get to the back of the room and onto a switch! Ark volunteers to do so, and although Doug agrees, Philis will be negative, saying that he'll die! Although Ark does a rather poor job of convincing her otherwise, he'll go off anyways.

Now, killing the three Gusnipe to open the first block going down, bring up Doug and Philis onto the panel. Going into the new and large area, kill all four of the Drabion to bring down another block. Before going onto the stone panel, grab the All Dash, and the Area Key!

Now that you're on the panel, send ONLY Philis downwards onto the panel in the exit area; keep Doug on the original panel. Taking Ark off of his stone panel (confusing, huh?), go to where Doug is, and bring him into the exit area. Once in the exit area, Philis will ask Ark if he is ok, and Ark will reply that he is, in a somewhat out-of-place way of taking it. Anyways, now, go to the next level.

Here, it's the Boss Door! Despite that Philis and Doug will ask him to wait, Ark will be stubborn, and in the end, although Philis still doesn't want it,

Doug will decide it's the only way. But, instead of fighting the boss, you get to change view to Ivy and co.

Vanrose wonders what to do now, and Ivy says that they'll have to continue on. So go to, what is conveniently located, the exit area, and go to the next level.

Now, go ahead and kill all three of the Vanisha, and grab the All Dash. Bring the pioneers upwards onto the stone panel, and it'll bring the column down in the northeast corner, revealing a switch. Hitting it, another path will open. Bring your pioneers through onto the second stone panel, and the next column will come down. Going through, kill the Fasgun with the earlier one, and yet another path will open. Here, go grab the Material, and hit the switch to demolish the column blocking off the exit area.

We aren't done, though. Bring your pioneers up onto the third panel. Doing so will thus keep the last column down. Send the pioneers through the new route onto the last panel to secure the column, and go yourself and grab the Smoke.

From there, it's just into the exit area, and to the next level.

SAVE NOW! Walking up, Ivy will notice Ark, and call out to him. Ark will muse that she can't get into the arena, however. After Ivy says that he'll die fighting all by himself, Ark will make a comment that everybody seems eager to see him die. He then says that he shall not die.

Genox will appear, and Ark will be exasperated, saying that they should just fight one-on-one. Even though Genox says they should, he teleports out, leaving you not one, but two bosses to fight. Well, in just one boss battle, anyways.

Boss Strategy-Fallayia

This boss battle can be easy, or hard. You can be reckless and just all out attack one at a time, and only have to use a Potion once, or, you can dodge the five fireballs that each Fallayia spits out, and hit it when it tries to lurch out at you.

In addition, lightning enhancement can help if you want to keep this battle long distance.

A bridge will open to Ivy's party, and Genox will appear, in shock that Ark had won. However, he still runs off, this time before Ark even declares that he'll kill Genox.

Philis and Doug run up, and Philis says that she gets very scared when watching Ark fight. To top it off, Ivy and co comes up, and Ivy asks if she is maybe interrupting a private conversation.

Ark changes the conversation, asking if everybody in Ivy's group is ok, and she replies that they are; After all, they were under her leadership. Ivy and Philis trade remarks over Ark about liking him or not.

Anyways, grab the Protect Block and leave the dungeon to the Blue Creek.

Again, enter the Blue Creek and talk to everybody(You can now upgrade weapons and armor to level 3), and then leave. Another train track will come down, as well as another portal, so enter to the next dungeon.

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2j. Weakling Forest-WKFT

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Start off by killing the Fasgun, then heading down to grab the Potion C. Then go back up, and put your pioneers onto the floating panel, revisited from Sky Garden. Then, hit the switch and get on yourself.

After the portal has finished cart-ty-bugging you, bring your pioneers off and down to to the second portal, while keeping watch on the Gusnipe/Labyly nest. Now, grab the material, and hitting the switch in the center, get on the second platform.

From the new part, get off and kill both Drabion to bring down a column. Going through the newly available area, grab the Potion B that is somewhat hidden.

Now, bring your pioneers onto the stone panel. Once it's weighted down and all the pioneers are off, hit the switch and get back onto the portal. In the level center, there is a new switch here, so hit it to open the way to the exit area. Going back, and sending your pioneers into the exit area, go to the next level.

Say, it's Rick! But he isn't in the best of moods right now to chat, eh?

Anyways, start by going down and killing the Garog and hitting the switch, both triggering the downing of columns. Going through the path farther from Rick, kill the second Garog to trigger another column to disappear. Going through this new path to hit the switch, which will, you guessed it, open a new path.

So going down this whole new path, grab the Material, and then hit the partly shrouded switch.

Take the now Rick-accessable path, and rescue Rick. He'll say that he is ok, and that there are plenty of CIMA around, AND, that he'll be hiding behind Ark.

So now, go and hit the switch to get into the exit area, and grab the Restore. From therein, bring everyone to the exit area.

Rick will say that was the scariest thing in his life, and Halley will comment that Rick isn't very brave. Rick, surprisingly, agrees with that.

Rick asks Halley if he's scared, and Halley replies that although he does, he doesn't run away at least. Vanrose will say that they are just glad that Rick is ok, and says that there's no way he would die in a place like this.

After asking if Diana has been found yet, Rick gets a comeback from Vanrose, after commenting that Diana is likely scared, that she is probably doing better than Vanrose was now. Vanrose then makes a comment that if they get married, Diana is likely to be in charge.

Anyways, after the convo, head to the next level.

Here, Rick will note that the room has a SINGLE CIMA nest, and asks if they can get through. Despite that Ark tells Rick that he will protect him, Rick still doesn't take that as enough, believing that he'll die.

Phillis will say that they are all scared, but Ark and Ivy have gotten them that far, and Ark says that he is the one doing the fighting, and all that Rick has to do is walk in the right direction. Rick says that he can barely walk, but the priest tells Rick that they all feel fear. He gives Rick an emotional boost, allowing Rick to move for now.

Anyways, first kill the Fasgun to open the pathway. Going up, kill the Poyon to access another path. Going down the just opened path, grab the Potion B, & make sure you kill the Zogolas.

Bring the pioneers up onto the panel, once it is weighted down and everybody is on, send them across the bridge onto the second panel. Doing so will secure the bridge.

Going over the bridge yourself, kill the Zogolas to open the path. Grab the Material in the corner, then bring everyone into the exit area.

Ark will comment that Rick did a good job, and although Rick says he still is scared, Ark says it is ok.

Suddenly, a SINGLE CIMA will appear, and Rick panics. Philis, Yurald and Ivy try to calm him down, but he runs into a teleport trap, along with the previously mentioned!

Ark comments that Ivy should be able to keep them going, but Vanrose says that with Rick, Ivy will have her hands full, and Ark will agree.

Cut scene to Ivy and co. Rick will be quite confused why there're elsewhere all of a sudden (Hey, he's ok with that, as he hasn't heard of Teleport Traps before), and despite attempts to calm him down, Rick thinks they're dead, until he is convinced a bit.

Ivy tells him that since the CIMA built the dungeon, there are traps everywhere and he should listen to her. Rick tells her that he always panics, and then messes things up.

The priest will tell Rick that everyone is scared, and if he shows to be a bit brave, Diana will notice. After, let's move.

Go down and grab the Bomb B. Kill both Bobyne that are around to open up the path. Going across the bridge, grab the Material to the lower left. Now, bring the pioneers down across the bridge. Put one of them onto the purple panel, and Ivy on the second to bring down another column, accessing the area. Before you do bring everyone into the exit area, though, put them onto the panel. Crossing the bridge, claim the Area Key.

In the exit area, Ivy will tell Rick that it's thanks to him that they have the Area Key. Although Rick objects, saying that all he did was activate the switch while Ivy was the one who went in and grabbed it. Ivy tells him that she will protect everybody, regardless.

Rick suddenly asks if Ivy does not like Ark, and she replies in a most demeaning way that no, she doesn't. Rick comments that it must be very hard for her to have such a partner, and she replies that it does. Philis asks if she definitely does not like Ark, and Ivy will say as nothing more than a friend. Philis will be "Thank goodness..." I think that pretty much suggests something.

Anyways, go to the next level.

Here, you will be blocked by a column, with no way out. Rick will panic, thinking they may be dead, but Ivy tells him that they won't be.

Switch scene to Ark. He sneezes, and tells Halley that one sneezes if somebody is talking about you. He then goes on to comment it's probably Ivy, since she

can't stop making fun of him. Halley suggests they start looking for her, so go to the next level.

Here, hit both switches to bring down two columns. Killing the three Garog that are hanging around, a third column will be lost. Grab the Restore, and go down the new path.

There are four Baldan here. Killing them all will open the way to the exit area, so do so. After grabbing the Material, bring down the pioneers. Send them into the exit area slowly, as to not have one of them plummeting into a pit, then go to the next level.

Hit the switch to bring down the column separating you and Ivy, and go and talk to her.

They'll ask each other if their party is fine, and will get the same answer, that everybody is ok and safe. So, go through the boss door.

Sawma will appear as the builder of this dungeon, and comments that this time he is sure to win, but Ark tells him that it's not so likely as Sawma thinks. Sawma will say that this is his true power this time around.

Boss Strategy-Keckfrow

Basic strategy; When he's gathering the black smog around himself, just run around and hit him, and then run away. When he dashes at you, take a sharp cut in one of the other directions, and hit him from there. After a while, you should be able to kill this guy off.

Sawma will appear, wondering how Ark got so strong, and then will disappear again. Ark will be angry that a CIMA got away again, but Ivy comments that he does seem to be getting closer every time.

Ark says that they're probably scared of him now, and then Ivy says that it is pretty cute of him to think so. Ark thinks, and asks her if she was talking about him a while ago. Ivy says she wasn't, and asks why.

Ark says he sneezed, meaning somebody was saying something unkind about him, & Ivy says he is right this time.

Ark will figure out that she was saying something not nice about him, and Ivy says she was just telling the truth.

The rest of the party will come up, and Yurald asks them to stop arguing. Ivy apologizes, and Ark doesn't say anything. The priest goes on to say that they should be happy everyone is safe, and not fighting like siblings. Ark finally apologizes.

After some cute conversation between Shelley and Vanrose, grab the Speed Ring & leave to the Blue Creek.

Same procedure; Go into the train, talk to everyone, upgrade weapons and armor, leave, watch train track go down, then go to the next dungeon.

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First off, go up and grab the Mine B. Now, bring all the pioneers up to before the column. When the floating panel comes by, the column will be down for that time, and that time only, so send them past the block when the panel comes by. Make sure you kill the two Poyon before going across yourself.

On the other side, kill the two Poyon here to open the pathway, and grab the Material upwards a bit. Slowly bring the pioneers across the floor where the spikes pop up, when they aren't up, to avoid damage and loss of trust. Then go and bring them into the exit area, and to the next level.

Here, Ivy points out somebody down a bit! It's Diana! Rick, recognizing her, and despite the warning that it's a trap, Rick, along with Vanrose, will go to Diana's rescue-Only for the floor underneath them to be opened!

Diana blames it all on Rick, and when Rick says he was just thinking about her, Diana yells at him, asking why he doesn't listen to her more. Rick stays silent while Diana says she is glad that Vanrose fell down with them.

Vanrose asks if Diana is ok, and she replies that she is, and says that Vanrose is her only protection. When Rick asks about himself, Diana just snaps at him to not get in Vanrose's way, and then questions why she ever got engaged to Rick, and asks Vanrose if she can switch to him?

Vanrose tells her that Rick's a good man, and that he's probably the only one who can make her happy. After, you take control of Vanrose.

Go up and kill both of the Drabion that are around to open up a pathway. Then go up and grab the material in the northwest corner. Then head along the newly opened path, and kill both Fasgarun to open another path.

Bring Diana and Rick now up onto the stone panel, and go through the new area, and grab the Area Key. Going back, bring them up, and down across the cannons. Put each of them seperately on a green panel, and try to attract a Poyon onto the pink panel to open the path to the exit area. Once that is done, bring the pioneers into the exit area.

Diana will tell Vanrose that she's not as worried as before, because he is such a good leader. Rick asks about him, and Diana asks what good is he. Rick says that he has been trying, but Dianasays that if he were a man, he'd do less talking and more acting. For now, go to the next level.

Here, there is an unconnected bridge, and the only panel around won't connect it completely, so the group decides to wait for Ark.

Ark says they have got to find Vanrose and co. So go and kill both Drabion to open a path, and, going through, kill both Clayba to bring down another column. Here, grab the Material, and hit the switch for the downing of another column. Back on the upper side, in the bottom left corner, hit the switch there, then go through the new path. Kill the Poyon, and grab the Potion B. Now, bring the pioneers into the exit area, and go to the next level.

Here, go up and kill both Baldan to open a pathway. Going through the newly available path, you'll find yourself left with having to send Halley OR Emmy across the bridge. So, bringing the rest of the pioneers to just before the only touchable column, bring preferably Halley down, and across the bridge to grab the Shield Ring, then stand on the panel. Doing so, send the other

pioneers across the bridge and onto the second stone panel. Then bring whichever child you sent across the weak bridge off, and along with the others.

Kill the Fasgaran to open the way to the exit area, but first send some of the pioneers onto the third stone panel. Doing so, go and grab the Material, then bring the pioneers into the exit area. From there, go to the next level.

Here, Vanrose, Rick and Diana will be waiting for you! Vanrose motions toward a switch on Ark's side of the bridge that he thinks will also be needed to be weighted down before the bridge can be connected. He'll tell Ark to get that side weighted down, and he'll stand on the panel on his side.

Rick will suddenly volunteer, and will go stand on the panel despite Vanrose trying to discourage him. However, Rick will quickly get scared, and run back. Vanrose will go on himself, and you can now take control of Ark.

First of all, kill the two Drabion to open a path. Going through the new route, grab the Paralysis Block, and hit the switch to let the other party out of their surroundings.

Going to the left side, grab the Material and bring some pioneers down onto the panel. Going down the bridge now, go to the left and hit the switch to secure the bridge and bring all the pioneers down. Hit the second switch also to open the route to the exit area.

Now, bring Vanrose's party out, and then bring everybody into the exit area.

Rick tries to speak to Vanrose, but stutters. Vanrose tells him most anybody would have been scared of CIMA, and that running away was the right decision. Diana suddenly calls Rick pathetic, and takes off her engagement ring, throwing it to the ground.

Rick remains speechless, while Diana asks Vanrose if she can marry him, which he most promptly refuses. Diana then thinks of maybe Ark, but Ark says that he is too young. (:P)

Shelley tells Diana to stop teasing him, and Diana says that she's joking about Ark, but not Vanrose, in which Shelley says "Diana!" Diana will say she's done with Rick forever, and after, let's go to the next level. Ricks stays behind though, taking the ring off of the ground.

Up in the next level, let's go through the boss door.

Elvira will appear, and says that Ark is appearing stronger than she had first expected. After Ark calls her by name, knowing now it was her who built this dungeon, she says she's flattered he remembered her. She then says she'll have to return the favor by killing him, and Ark tells her to just try. She again disappears, leaving behind a boss for you to fight.

Boss Strategy-Zikjabel

This boss'll move around, leaving green energy balls that float towards Ark. She'll then dash at you, and move around again. I recommend bringing at least two Thunder Enhancements, and shooting lightning at her when she's moving around. Otherwise, if you are hit, you can just wait for her to dash at you, and then hit her. Basically, you'll have to be reckless if you are unable to keep away from her when she attacks.

Elvira will appear again, and will run away quickly.

The party comes up, and Diana comments on that Ark is a good fighter, and that it'll be a good idea to marry him, but Ark thinks otherwise, and Shelley tells her to stop teasing Ark.

Ivy asks Ark if he was really thinking about it, and he replies that he wasn't. Again, Philis gets a bit emotional, saying he wasn't.

Anyway, grab the Heal Ring, and head to the Blue Creek.

Do the same old procedure here. Go in, and talk to everyone, while possibly upgrading your weapons and armor. Leaving out, watch the track fall down. But, this time around, it certainly does seem to be making a difference. Go to the next level now.

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21. Lonely Factory-LLFT
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Kill the two Drabion to bring down a column, then stand on the lone stone panel to stop the cannons from firing. Now, bring your pioneers across the bridge, and then get off yourself and go over.

Putting people on the upper panel, weigh it down and go grab the Material. Now, putting them on the lower panel, go and grab the All Dash, and hit the switch and bring them into the exit area. Now, go to the next level.

Here, Doug will say that he heard Ilyeda's voice, and despite that nobody else had heard it, Doug runs off and is caught in a Teleport Trap.

Doug talks to himself, saying it was probably a CIMA trick, but he has to go and find Ilyeda.

Going up, knock a Loglug into the pit to open a path to one of the exit areas. As you can't do anything else here, go to the exit area and to the next level.

Here, Doug will find Ilyeda! Asking if she's hurt, she replies that she isn't, and Doug tells her he is coming. Ilyeda asks him not to put himself in danger for her, but Doug says that she's all that matters to him now.

So, first off, go and kill the Bobbyin to bring down another column. Going down, attract a Baldan onto the orange panel while Doug is standing on the green, and grab the Material before you continue.

Going further on, kill the Fasgaran to open a route, and the switch to further that route. Now go see Ilyeda, but grab the Defense Shield first.

Ilyeda says she thought she was done for, and Doug says he wouldn't want to continue living if he lost her.

Suddenly, Falcken appears, and Doug exclaims that he should've known that Falcken would be behind this. Falcken comments that Doug should thank him for letting the couple die together, and Doug says that there is no way he's going to let Falcken hurt Ilyeda.

Doug walks up to Falcken, and tells Ilyeda to run while he's fighting, because they don't both need to die. However, Ilyeda refuses, saying that she couldn't live without him either.

Falcken tells the two to stop talking and for Doug to fight him. He tells Doug to not worry about dieing to quickly, as it would take all the fun away.

Switch scene to Ark. Ivy says that Doug will be lost by himself, so let's go. Kill both Fasgaran to demolish a column, then grab the material in the lower left corner. Going past, kill both Tectobian to open yet another route, and go to get yourself a Mine B in this new route.

Now, bring down your pioneers, and to get past the cannon, watch it, as it has a pattern where it fires in all four directions, clockwise.

Put a pioneer on each green panel to bring down yet another column. Once done that, bring everybody into the exit area, and go to the next level.

Go up, and grab the Potion C in the upper right corner. Now, hit the switches in this order; Middle, Upper left, Lower right, to bring down the next column. Now, bring your pioneers along, and up onto the panel.

Going over through the now accessable path, stand on the second panel to secure the column, then bring everyone over onto the second.

When the floating panel comes by and downs the column for a bit, go in, grab the Material, and hit the switch to open the route to the exit area. Get out when you can, and bring everybody into the exit area, and to the next level.

It is Doug and Ilyeda! In a flashing uppercut of ultimate doom, Falcken kicks Doug back...er, a flash happens, and Doug falls down? We REALLY need some true action here!

Anyways, Doug will fall down, Ilyeda will run up to him, and Falcken comments on the fact that he still is alive. Ark interrupts, calling Falcken. Falcken says he hates disturbances, and will run off. Ilyeda says to Ark that he has to help to save Doug, and Eberle tells Ark to get her close to Doug. So, going along, hit the switch to bring down the column, and bring Eberle to the couple.

Ilyeda asks Eberle to help Doug, and Eberle will tell her that she'll save Doug. But suddenly, the column from earlier that kept Ilyeda trapped in this area pops up, and a nest appears! In other words, you'll have to slay all the monsters that come. Good luck.

After you kill all the CIMA, the nest will appear and the column will go down. Eberle then tells Ilyeda, and she in return thanks her and asks how she can repay Eberle. Eberle tells Ilyeda that there is no need, that she just did what was within her own power.

Later on, with the party around him, Doug wakes up. He asks what has happened, and where Falcken is. Ark tells him that Eberle saved him, and Doug thanks Eberle, and says he is sorry to cause trouble. Ark say's they are all just glad that the two of them are safe. For now, let's go.

Retrace the route that Doug had come from. From there, with all the pioneers in the exit area, go to the next level.

Here, grab the newly availabe Potion A, and bring a few pioneers down onto the panel. With it weighted down, hit the switch to bring down the first column.

Going down, bring everyone along, and put them onto the panel. Sending either

Halley or Emmy across the unstable bridge, grab the Area Key and bring him/her back. Now, put Ark onto the second panel to secure the column down, and then bring all the pioneers into the exit area. Then, go to the next level.

Going through the boss door, Falcken appears, and Ark tells him he's not going so easy on him this time. Falcken says he's glad he's in high spirits, and when Ark is suddenly confused, he and Falcken teleport away, leaving Ivy behind.

Ark is confused as to where he is, wondering where Ivy is, and Falcken asks him if he's scared all by his lonesome. Ark says he can take Falcken by himself. He then asks what this room he is in is, and Falcken says this is his final destination, and that he'll face Falcken himself.

Boss Strategy:Falcken A, B & C

In train form, three trains will come at you, but they will only go in one direction at a time. To see the directions that the trains are coming in, look at the flashing red lights to deduce what direction they are heading in.

When they do come by, they'll stop at a junction, releasing Gulbits, CIMA who are there just to hit you, but can be destroyed in one full hit on level 3 sword.

Lastly, at random, pink energy balls will go at you, but after a small distance, they'll die out.

Overall, there is little strategy, except to get out of the way of the trains, and hack and slash at them when they come by. Additionally, when you destroy two of the three trains, the third one will speed by instead of normal speed about half the time.

Ark says he did it, and Falcken says he can't believe this anymore. Ark tells him that he dies here, and Falcken suddenly dies in white light. Pick up the Speed Ring, then go through the warp.

With the pioneers around him, Ivy asks Ark what happened, and if Ark's ok. Ark declares that he is ok, and that he beat Falcken. When Doug asks if Falcken is then dead, Ark says he is. Doug says that at last, Elizabeth can rest in peace, and both he and Ilyeda are thankful for that.

Doug thanks Ark, and says that he can die in peace. Ark thinks he means that Doug wants to die now, and implores him not to. Doug says he won't, and then goes on to say that although he doesn't believe in Gate Guardians still, he'll believe in Ark. Ark thanks him, so let's be off to the Blue Creek.(0_0. Did that room suddenly just turn sideways in view?)

Same procedure here. Go in to thou Blue Creek, go and talk to everyone, upgrade you weapons if you need to, of which you can upgrade them to level 4 now, now that Doug has his wife, talk to everyone, then leave to outside. It looks like those train tracks are really making a difference now, eh? Go now, to the next dungeon.

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2n. Phantom Snow-PHSN
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Go up and kill the Bobbyin to bring down a column. Going through the new route, grab the Material, and go back.

Now, bring the pioneers across the dark purple part of the floor, but NOT onto the panel! Doing so will cause spikes to appear, very well hurting your pioneers. Once everyone is across, then stand on the panel and send them past the corridor, and onto the next panel to secure it. Get off and up too as soon as you possibly can, and ward off the enemies. Killing the Bobbyin, you will open another route, so go through, and grab the Potion C and hit the switch. Moving upwards, go into the exit area, and hit the switch to open the route when the column comes up again, while killing the Gusnipe when you need to, and bring in the pioneers. From there, go to the next level.

Here, go to the corner of the wall and grab the Material. Going onto the floating panel as it comes by, hit the switch to bring down the first column. Going back on, get off onto the small seperated platform, and hit the switch to bring down the second column, and grab the Power Up. Getting back onto mainland, go and kill all three Tectobian to continue your route.

Bring your pioneers down, and into the exit area, and then to the next level. (There is nothing of value in the open area downwards)

It's Jean! Emmy and Halley call out to him, and he calls back, asking if the three, including Eberle, are ok.

Ark says that they'll be coming to get Jean, but Ivy observes that a switch required to get to Jean is on the other side of the level. The bridge is quite unstable.

Halley and Emmy volunteer to go, and Jean wonders why they are aren't scared at all.

Anyways, go and hit the switch a bit upwards, and bring Halley and Emmy along, sending them over the bridge onto the stone panel. From there, go and rescue Jean. He'll thank Ark, but Ark tells him to give thanks to Halley and Emmy. So, take the two mentioned, grab the Defense Shield if you want, and bring them down the bridge.

Go down down, and left, into the narrow corridor, and go kill the Grog to open another path. From there, bring everybody into the exit area.

The siblings and Eberle will be glad that their dad/husband is back with them now, and Jean equally so. Partaking in a family hug, Emmy will ask her dad not to ever go away again, Halley will say he missed Jean too, and Eberle will just be plain glad he's back. Jean will say he's glad too that they're together again.

Ivy will comment that it's nice to see them together again, and Ark says that Halley and Emmy have been pretty brave up to far.

Jean thanks Ark for protecting his children, and that he'll do what little that he can, so let's go.

Diana notices a treasure box, and walks off, and Rick runs after her, asking her to be careful. Suddenly, Diana is caught in a Teleport Trap, and Rick runs in with her!

Diana and Rick appears in a different area, and Diana wonders what happened to her treasure box. Rick asks if she is ok, and asks what happened. Rick says he thinks that it was a CIMA teleport trap. Diana will comment that that was dirty

of them, and when Rick wonders what they should do, Diana says they should move on, and that she is counting on Rick to protect her.

Rick says "On me?", and Diana asks him if he sees anybody else around, and that he doesn't intend to have go first, does he? Rick says of course not, and Diana says that Vanrose would know what to do.

Rick tells her to stop talking about Vanrose all the time, that if Diana likes him so much, she should just go and marry him. Diana asks if he's trying to run away again, and Rick asks what she's talking about. She says the same thing had happened when Rick decided to come out to the frontier. He didn't succeed in the city, so he decided to run away to the frontier. She says that now he's trying to run away from her.

Rick says that he's not, and Diana asks if he means it. Rick says that of course he does, and Diana tells him to show her, by swearing it. Rick swears that he won't run away again. Diana tells him this is his last chance. Now, let us get going, shall we?

First off, go and kill both Bobyin to bring down a column. Going along the new route, grab the Material and hit the switch to bring another column down. Going down, hit the Red Eye in length down onto the panel, and go through the new route. You get the Area Key!

Back a bit, in the part where the Red Eye was originally, hit the switch in the right corner, and then bring Diana into the exit area! From there, go to the next level.

Here, a bridge is unconnected, and there's no way off the part that Rick and Diana are on! They both declare that they're in a lot of trouble, and decide to wait for Ark to come.

With Ark, first go and hit get the Potion C. Then, going down, kill both of the Fasgaran to open a route. Going through, hit the Woglug coming out of the nest into the pit to demolish another column, furthuring your options of movement. Going down into the part the Woglug opened, grab a Material, then get out. Now, here's the tricky part. Attract a Woglug onto the GREEN panel, and have Ark standing on the white panel, without Ivy having to blast the CIMA to its death. Being able to do so will cause another path to open, to the exit area. Once it is open, bring all the pioneers into the exit area, and go to the next level.

Here, we find Rick and Diana. Ark calls to them, asking if they are alright, and Diana replys they are, asking about Ark. He says he's fine too.

Rick asks Ark to listen to him, and tells him that the switch close to him is extraordinarily dangerous. He then asks Ark to follow his directions, at least until Ark crosses the bridge. Ark will accept, as long as Rick gets the bridge moving.

Rick says they won't be able to hold out much longer, and asks if Vanrose is there. Vanrose comes up, asking Rick what he needs him for. Rick tells him that if anything happens to himself, he's charging Vanrose to look after Diana.

So, from there, go and stand on the panel. Now, take charge of a group that DOES NOT have either Ark, Halley or Emmy, and bring them upwards onto the other side panel to completely connect the bridge. From there, bring Ark, in group 1, up the bridge to take control of him.

Ark will tell Rick that he's crossed the bridge, and Rick will be glad of it,

so let's go up and hit both switches now. Kill the Bobyn that is around now to open the path to the exit area.

(NOTE:This glitch sometimes happens. When crossing the bridge, Ark's sword will suddenly not be able to cut anything, but this problem CAN be resolved by reseting the game.)

Going back down, kill the Tectobian to bring down a column. Going down the shorter bridge, grab the Potion C in the new area.

Now, go down the section to Rick and Diana, and, bringing them out, grab the Smoke. From there, bring everyone else into the exit area.

Rick asks Dian if he somehow deserted her, and then she screams at him, asking what he was thinking, leaving her for Vanrose. Rick says he thought that she had liked him, and Diana says that he really is a fool, and that she couldn't live without him, and says that he shouldn't dare die before him.

Shelley comments that Diana at least told Rick how she feels about him, and Vanrose observes though that it wasn't in a very nice way. Rick says he's going to be brave from now on, and he then hands the ring that he had picked up from earlier to Diana. Diana, remembering it, accepts it. For now, let us go to the next level.

SAVE NOW! Going through the door, Sawma appears. He says it's been nice knowing Ark and Ivy, but Ark interrupts, saying he's not going anywhere soon. Sawma says he's going to send Ark right to his maker, and takes both Ark and Ivy to a different battlefield. Teleporting to the new spot, he says he will give the two a taste of his power.

Boss Strategy-Sawma

He'll transform into a ninja dude, who is uber tough. Bring entirely Potion B's.

For one of his attacks, he'll dash at you and try to hit you. Since it's highly unlikely you'll dodge, just hit him when he dashes.

He'll usually bring down five swords, which will explode on impact. When that happens, move the opposite direction as soon as possible. He'll also make a shadow of himself, which can only be identified by it being killed in like three hits.

During the battle, Sawma will send Saw Bits and energy balls after you, making it even more annoying.

I can't really recommend a strategy, so I'll say that you should probably just try to hit him, and recover as necessary.

Defeating Sawma, he appears and comments that Ark is pretty strong. Ark says it is because he has many people supporting him. Sawma, in his last noble stand, says that maybe Ark is right, but that power will also be his undoing. Ark asks what he means, and Sawma laughs, saying Ark can never know what might happen when the Singularity opens. He then dies.

Ark wonders what the Singularity could be, and Ivy says she has never heard of it. She continues on, saying that there's no use in thinking about it now. So, let's go grab that Power Block, and head through the warp.

The party comes up, and Halley asks Ark if he beat Sawma. Ark will say he has, and Halley will say that Ark is his hero.

Vanrose, on the other hand, will ask about the Singularity that Sawma was talking about (Wait, he wasn't there, so how would he know what Sawma was talking about?). Ark replies that he doesn't know, and Vanrose says it doesn't sound like something good. For now, let us just go to the Blue Creek.

As always, let us enter the train. Now, let's go to talk to everyone, and now leave... WAIT A MINUTE! JEAN! DON'T INTERRUPT THE PROCEDURE! Anyways, Jean will come up and suggests that they stay for a night of sleep. Ark says that he does know what Jean means, and says to rest.

Within the night, Jean wakes up his family, and asks them to go out onto the deck quietly. They comply, and Halley asks his dad what is wrong. Emmy says that everyone else is sleeping. Jean tells them to be quiet, and Eberle asks what's wrong.

Jean says that he knows a way to save the four of them. Halley says that that is great, and suggests that they wake the others to tell them. Jean says that they cannot, and Halley asks why. Jean says that it is only the four of them who can be saved, and that is them. His family protests, but Jean asks them to understand him. Halley says that Ark won't lose. Jean says that he is strong, but he'll never win against Pike Nighttrap, even Jester having lost to him. Eberle wonders about them being saved and nobody else, and Jean says that he knows that it sounds wrong, but it's better than all of them dying, and that way, they can tell others what happened.

He goes on to say that if somebody doesn't get back to the surface, and warn the people, something bad will happen. After some more protesting, the family will decide to go.

Switch scene to Ark, who comes into the deck, exclaiming that he had had a good nap. Ivy asks him if he is ever nervous, as he was sleeping so well. Ark shoots back that she was snoring. Ivy protests it, when suddenly Vanrose comes in, telling Ark that Jean and co are gone, and asking where they had gone. The three go into the car that Vanrose had just left.

Shelley tells Ark that when she woke up, everyone was gone. Ark asks what had happened, and Ivy asks if they were attacked by CIMA. Vanrose says otherwise, explaining that he was in the same car. Ark suggests that they had perhaps gone to the dungeon. Vanrose asks why they would do that, and Ark asks where else could they have gone.

Switch scene to Jean and co. Another train track will come down, and another train track. Jean will say to not get seperated, and then everybody will go on in to the dungeon.

=====
2n. Phantom Snow-PHSN
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Start off by killing the Clayba a bit to the upper-right to bring down a column. From there, bring your family up into the new area revealed by the demolished column. From there, go downwards, and grab the Material.

Now. See the column up a bit? At random times, it will drop down, allowing you to pass, as well as another column a bit ways higher. Bring the family across the two columns, and go and kill the Grabion to open the ways to the exit area.

From there, bring your family into the exit area. Go to the next level.

Down here, you'll see an ice bridge, unconnected. This bridge will connect at random times, but to keep it completely secure, weight down the panel with Jean. Bring the family across the bridge, and stow away over yourself. Across, kill the Grog there. Along with the one that you had killed from earlier on, a new route will open.

Continuing on this new route, clear all the loose CIMA, and hit a Fasgun down one of the pits when it appears out of its nest, to open another route. Going through, grab the Potion C and hit the switch to open the path to the exit area. Grab the Material near the exit area, then bring your family down, and go to the next level. Before you go and watch the scene, though, UNEQUIP ALL ITEMS ON JEAN AND GIVE EVERYTHING TO SOMEBODY ELSE!

Here, you shall encounter Telmia! She walks over, and collapses. Eberle runs up and declares her hurt (That was obvious), and Jean says that it is too late. Emmy begs her dad to do something, and then Halley, but Jean says that they can not wait, and that only the four of them can be saved. Halley still says that Jean can help Telmia, but Jean says he wants to save them instead.

Halley exclaims that that is wrong, and Jean asks what he means. Halley says that he cannot believe that his father would ever give up on a sick person who needed him, and that was what Jean always used to say.

Jean again asks Halley what he means, and Halley says that Jean had said that he would always look after his family after others who needed him. He says that he cannot believe that he would give up his belief just to save him now. Eberle suddenly asks who Jean is, and backing away, he turns into Genox! Genox says he didn't think that he would be found out so quickly, but then he says that he found out what he need to, and disappears.

Halley declares Genox gone, and Emmy asks Eberle to revive Telmia. Eberle does so, but will say that she is still in danger. Halley exclaims that they might be in a better situation if the real Jean were here.

Telmia interrupts, saying that Jean is on the floor beneath this one, and that they were captured together. Jean helped her escape, but he might not survive much longer.

Halley says they have to go, and Eberle asks if Telmia can walk. She replies that she can indeed, and Eberle asks Halley to guide them. So, let's get going.

First of all, grab the Material. Going ahead, kill both Bobyn to open a route from each of them.

Going down, grab the Shake B, kill the Drabion, and then go up. Hit the Red Eye onto the switch to connect the bridge, and go over. Hit the Red Eye here onto the second panel to secure the bridge, and kill the Drabion to open the route into the exit area. From there, bring Group 1 into the exit area. Then, go to the next level.

Here, Halley finds Jean! The family calls out to the real Jean, and Jean back to them. Halley says that they'll save Jean, and Emmy points out a switch that she thinks it likely to make the bridge isolating Jean move. However, Halley will point out the CIMA nest close by.

Telmia suddenly collapses, and Jean asks someone to help. He asks Halley and Emmy to move the switch, and when Halley says they can, Jean tells them to do so.

For now, let us start off by sending Emmy across the bridge onto the panel. Connecting the bridge, go over and talk to Jean. Jean says that he has to go to Telmia quickly. So, hit the switch to bring down a column, and then take Halley and Jean across the bridge. With Emmy, grab the Smoke, then get off the bridge.

Bring everyone to Telmia from there on. Jean will tell Eberle to press on Telmia, and then says that Telmia should be fine for now. Halley asks if she will live, and Jean says that Telmia will live. The rest of his family declares that that is great, and Jean tells Eberle that it was her first aid that had saved Telmia.

Eberle says that she had learned it from Jean. The family says they missed Jean, and he says he missed them too. Eberle asks what they should do now, and Jean suggests that they wait for Ark, as Telmia needs to rest for awhile.

Back to Ark in the Blue Creek, he suggests that they check the dungeon, so let us go!

In the Phantom Snow, all the triggers that were required to be done in the first level have already happened, thanks to the work of Jean and co, or rather Genox and co, so bring your party through the shifting columns into the exit area, and go to the next level.

Here, stand on the panel, and send Group 1 and 2 into a relevant safety zone away from the nest. Once that's done, wait for a Hyuno to stand on the panel, and go across. From there, get your party moving into the exit area, and go to the next level.

Here, go ahead to the part with the Red Eyes. Hit the first onto the panel to connect the bridge, and then go across. Hit the second Red Eye onto the second panel to secure the bridge. From there, bring your pioneers all the way into the exit area, and go to the next level.

Here, we shall meet up with the H family again, and Philis will be glad to see her mother again. Jean says that Telmia is wounded, but that she's been treated as well as that she should wake up soon. Philis asks Jean how she can ever thank him, and suddenly Telmia wakes up, asking if the voice she is hearing is Philis's.

Telmia asks what Philis is crying about, as she is fine, and Philis says that she is just happy. Ark gets to asking Jean why he disappeared all of a sudden, and Jean is confused about what Ark is talking about.

Halley pipes up, explaining that it was Genox who had been disguised as Jean, and that this is the real Jean. Ivy observes that this must mean that CIMA can shape-change, so that they'll have to be careful in the future.

Vanrose wonders why they chose to trick the H family, and Ark says it must mean something. For now, let us get moving!

Go down what should've been a demolished column. If not, get Halley or Emmy on to the panel over the bridge, and go over the sturdy bridge to hit the switch. Anyways, going down, kill the Baldan to open another route, and further down to grab the Potion C.

Going right, now, kill the Drabion to open the bottom path. Go through to hit the switch for the path to the exit area, and from there, bring everyone into the exit area. Go down to the next level.

Down here, start off by going and hitting the Fasgun before the bridge, then bring everyone down there. Then, go and hit the switch, bringing people onto the middle separately after you kill the Daldan on it. Once everyone is on in the middle, hit the switch there and go over right, and stand on the panel to secure the bridge. Bring everyone over again.

Going into the small off area, kill the Grabion to bring down a column, and then grab the Potion B. Bring everyone up now, and onto the second panel to weight it down, and go past where the column was, and grab the Area Key. Hit the switch to open the way to the exit area, then bring everyone into the exit area. From there, go to the next level.

SAVE NOW! Then, enter through the door to encounter Genox.

Ark tells Genox that he has been stooping to new lows, and Genox tells him that it is part of the plans that puny humans would not understand. He says that he has been working on it for a long time, and now it's almost at its ripening. Ark asks what he's talking about, and Genox says it doesn't matter, as this is the end of their fun, and that Ark is free to die. He then teleports Ark and Ivy to a different battlefield, so let's prepare to fight!

Boss Strategy-Genox

He'll float around, and separately shoot blue orbs at you, which don't follow you around, thankfully. At times, he'll stop, and shoot out like 20 orbs, which, the farther you are, the easier it is to dodge.

After taking about a quarter of his life out, he'll turn into a spinning thing of sorts, and send out Wheters, blue balls that move around, but are easy to kill.

There are four large crystal Majesties around. Destroy all of them, and from time to time, Genox will be dizzy for a few seconds, allowing you to hit him.

Genox will appear, and in his last breath, he will announce that the pioneers and Gate Guardians will never get back to the surface, and Ark asks him if he is just being a sore loser. Genox announces that Ark is about to come to a bad end, and then dies.

Ark says that he doesn't believe in bad endings, as well as Ivy, so get the Power Block, and head into the warp.

Phillis runs up first, asking Ark if he is alright, and Ark declares that he is very well, and that he has defeated Genox. Phillis says she was worried, and Ark again says that he is fine. Halley says that they just have to get the conductor now, and Ark will say that he will save everyone (BORING! NEW MOTTO!).

Anyways, head out of the dungeon, go into the train, talk to everybody, upgrade your weapons. HOWEVER! This time, I recommend upgrading Doug's, especially Jean's, Vanrose's and Rick's weapons and armor, for later reasons, blah blah blah, go into the next dungeon after watching the next train track come down. Enter, the Hope Forest.

Here, start off by sending a group of pioneers onto the right panel to weight it down, and go over the bridge. Hit the switch to make part of the middle bridge connect, and grab the Material.

Now, go back down the bridge, and bring the same group of pioneers to the right onto the second panel. Once this is connected, cross over, and hit the switch to secure the middle bridge. Kill the Grog to bring down the column to the left of you, and go up to hit the switch for another column to fall down.

Now, going across the middle bridge, take a sharp left, go through the narrow path, and hit the switch to bring down another column.

Going through the latest route, hit the Bobby into the pit to open another path. Go through, hit the switch to open the way to the exit area, and grab the Potion B. Now, bring your pioneers into the exit area, and go to the next level.

Down here, start by killing both Swingai to open one route, then hit the lone switch to open another pathway. Making use of the way that the switch opened, go down and hit the switch to bring down the column blocking off the bridge, & grab the Restore.

Going down the bridge, kill both Babyn to open the way into the exit area, and go down into the open area and grab the Material. Now bring the pioneers into the exit area, and go to the next level.

Down here...Hey! It's the return of the MOVING PANELS! Well, first off, kill the Daldan, then get onto the panel after hitting the switch. Going over, start up a duel with the Daldan to open a route. Going back, get onto the island, and kill the Tectobian to bring down the column blocking off a later area.

Now, bring your pioneers onto the panel, and get over to the right. Bring them to just before the bridge, and then go back onto the small island, and step on the panel to connect the bridge.

Sending your pioneers across, put them onto the panel on the other side, and once it is weighted down, it'll secure the bridge, so take Ark off his panel & go down.

Here, bring the pioneers down a bit so that they are more safe, and, going ahead, hit a Baybn into the pit to bring down another column. Go up into the new area to grab the All Dash, and hit the very well hidden switch. Going down into the last part, grab the Material and hit the switch to open the path into the exit area, and bring in your pioneers. Then go to the next level.

Well, we finally find Claude, the conductor! Ark asks Claude if he is ok, and the guy says he is, and that he's glad to see Ark. Ark tells him that they'll be rescuing him, so he shouldn't move, and Claude will obey.

Start off by killing the Daldan to open up the upper path, and then hit the switch for Claude to be accessible. Then go along the upper path, down, and to Claude.

Ark will ask Claude if he is alright, and Claude says that he is alright, and then asks about the other passengers. Ark tells him that they are all safe.

Now, first off, grab the Material, then hit the switch to open up the further area. Start clearing the loose CIMA out, then bring your pioneers into the next area, onto the panel. Go up and grab the Shake B, then come back down and stand

on the panel. Send your pioneers up past the cannons, deactivated as long as the panel is weighted down.

Once everyone is over, get off and run past the cannons. Go down and kill the Bobyin to demolish another column, and then bring everyone into the exit area.

Vanrose will comment that he's relieved that the conductor is safe, and Shelley says they can get back on the train. Halley asks if they can go back up now, & Ark says they will, as soon as they defeat the CIMA who made the Gate-Pike Nighttrap.

Rick asks Ark if he truly thinks that he can defeat Pike Nighttrap, as Jester himself fell to Pike. Ark says that he isn't honestly sure, and Halley says that Ark will win like he always does. Ark tells him to remember that Pike is the CIMA who slew Jester. He then interrupts Halley again, telling him that he will take everyone safely to the surface, no matter what happens. For now, let us go to the next level.

Start by traversing the pioneers down onto the blue panels, where when someone is standing on both, the column will come down. Going along, kill the Swingai to extend the possible routes. From there, bring the pioneers down onto the second panel.

Sending EITHER Halley or Emmy over the bridge, grab the Area Key, and then have him/her stand on the panel to weigh it down. Send the pioneers down the bridge onto the panel to secure the bridge, and take Halley/Emmy off the panel, and also downwards. Now, since the panel is part of the exit area, let's go to the next level.

SAVE NOW! Entering the door, you'll encounter Elvira who observes that you've rescued everyone. Ark tells her that she is the only one left(to die). Elvira tells him that he shouldn't be too proud of himself, that it's all according to Pike's master plan.

Ark asks what she is talking about, and Elvira asks him why she would tell him that. Ark says it doesn't matter anyway, that once she is defeated, they are going back to the surface. Elvira tells him there's no chance of that, that they've been left alive on purpose up to now, and now that they aren't needed anymore, they will die. She'll then turn into... A SPIDER?

Boss Strategy-Elvira

This boss is ridiculed with complications. First off, if you hit her, a pink orb of energy will stray towards you, which will die out after a bit.

Secondly, Elvira constantly sends out spiders, in annoying quantities.

Third of all, four blue orbs of energy will sometimes move around circular of Elvira, and will slowly move outwards, until they die off.

Fourth, bat-like webs will fall down, and if you get hit, you'll be wrapped up in silk.

She isn't really too bad here. Go in, hit her, dodge the pink orb, and try to consequently dodge the webs and blue orbs won't really tax on your attention.

When you finally defeat her, though, she isn't done for. Instead, she'll turn from a spider to a partly cocooned spider. Here, a group of spiders will be

running around, and without warning, webs will fall down.

Elvira here will randomly drop down out of nowhere and use the blue orbs again, but, IMFO, this stage is much easier than the former.

Ark declares Elvira finished off as well, but before Elvira dies, she says that only death waits for humans. Ark asks Ivy about what Elvira said, and Ivy says that Ark shouldn't worry, that Elvira is probably being a sore loser.

The party of pioneers comes up, and surround Ark. Halley and Emmy say that Ark has done it, and Doug points out that with the conductor, they can finally go back to the surface. Ileyda is glad that they can finally get back to their world. Rick says that he could learn a lot from Ark, and Diana says that that is a good idea.

Jean says that it is just a bit further to the surface, and Eberle is glad to see everybody's happy faces. Telmia says that it is like a dream, and Claude tells Ark to leave to him the train.

Yurald comments that now is when they should be most careful, and Vanrose says that it is finally ending.

Now, grab the Poison Block, then leave to the Blue Creek. Here, Ark will point at the train tracks, and another one comes on, connecting the entire track to the last dungeon!

The pioneers all put in a comment, and Vanrose says that they couldn't have made it without Ark. Ark says that they all pulled together to do it, and Vanrose changes his mind, saying that everyone was very brave, but that it was still in the end the actions of Ark that saved them. He goes on saying that not even Jester could defeat Pike Nighttrap, and although that should make him despair, he still believes that they'll all make it out, and that is because Ark has made good on his promises so far. He then asks Ark to say his motto once more, and Ark does so, making everyone trust him. Everybody will put in their own little comment, and then go into the Blue Creek. There, Claude will drive the train up into the next dungeon.

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2p. Night Trap-NGTR
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Walking up, a big surprise awaits our stallow warriors! There are five teleport pods, and when Ivy suggests that they try each one, Vanrose says that that will take forever, and that he has a bad feeling about this.

Doug says that their are four switches at the end of the stairs, and Shelley brings out what Doug is implying; They're being forced to split up again! Vanrose will persuade Ark into taking the middle pod, saying that that is very likely where Pike is residing, and everyone puts in their own little comment yet again.

Everybody will split up into five nice little groups, and Ark says that they will win and go back to the surface. For now, go through the first pod, the middle one.

Through here, grab the Shake B and the Potion C that are lying around, and then kill the five Woglug that are around the practical maze(sarcasm), to open up the path to the exit area, then go to the next level. Yes, ladies and gents,

THAT was it!

In the next level, surveying around, Ark and Ivy are before a bridge, and four other panels isolated are in the same level. All four panels must be weighted down for the bridge to completely connect, so let's take control of Vanrose, Shelley and Claude.

Taking Vanrose through his pod, start off by bring up Shelley and Claude onto the panel, then go up to the left, grab the Restore, and hit the switch to bring down the first column.

Going through the new part now, get the Shake B in the upper right, then kill the Grog hanging up on the higher level, to bring down the second column. I recommend charging up your attack to kill the Grog. When it's down, continue along the route, and kill all three of the hostile Swingai to open the path to the exit area. From there, bring your pioneers into the exit area, and go to the next level.

Here, grab the two Potion A's in the corner, and SAVE! Enter through the narrow passageway.

A monster will appear, and Vanrose will comment that the CIMA just don't give up. Vanrose orders Claude and Shelley back, and when Shelley asks if he can beat the CIMA, Vanrose tells her it will be no problem. They retreat without a problem, so let us fight this ugly thing.

Boss Strategy-Brutrayer

This boss is somewhat easy, and depending if you have a good upgraded weapon as well as Power Up on Vanrose, can be defeated quickly.

Basically, Brutrayer will send out four variants of the Eye family; Red, which spins around, Pink, which also spins around, Brown, which Brutrayer will send spinning at Vanrose quickly, and Grey, which will walk after Vanrose and explode.

The Eyes are destroyable with only one hit. Everytime that Brutrayer is hit, these Eyes are automatically destroyed, and Brutrayer moves to a different spot to send out the Eyes. Combine that with the fact that he isn't hard to hit, and you'll just need to watch out for the Eyes before you win.

Shelley and Claude will walk up, and Shelley will announce that Vanrose won. Now, grab the Potion C, and be off to the next area.

Here, we'll meet up with Ark and Ivy, so we now switch to the next group, which consists of Doug, Ileyda, Telmia and Philis. With Doug, go through.

Here, first hit the Red Eye onto the panel to bring down a column for as long as the panel is weighted down. Going in, hit both switches to open your possible routes by two, and grab the Restore.

Take control of the support pioneers, and bring them along, to the panel that is just before the broken bridge. Weighing it down, the bridge will connect, so bring Doug over onto the second panel to secure the bridge, then bring the other three over.

After killing the three Fasgaran this side of the bridge, it will open the path to the exit area, so after grabbing the Shake B, bring your pioneers through and go to the next level.

SAVE NOW!

Here, grab the two Potion A's, and go past the narrow path. A CIMA will appear, and the group will appear behind Doug. Doug orders them back, and when Philis and Telmia say that they should wait for Ark, Doug tells them that Ark won't be coming this time. He says he refuses to lose to a pipsqueak.

He goes on, telling Ileyda that if something should happen to him, she should take the others. She says she is going to stay with him, but he tells her that somebody needs to take care of Philis, that she should do it in honour of Elizabeth. Ileyda says she understands, then everybody gets back, letting Doug do his job.

Boss Strategy-Frawdria

It's main attack is to shoot a white bolt from the front-right, front-left and front of the direction that it is shooting, that then come back to it. At times, it may also shoot just one fatal attack that doesn't come back.

What is the best strategy for Frawdria? When it disappears, quickly locate where it's beginning to appear, and get on one of it's sides, and hit it. When the three bolts return, get away before it fires one bolt at Ark, and when you dodge it, hit it one more time before completely disappearing. Repeat, and victory will soon commence.

Ileyda runs up, calling to Doug, and he says that he told her not to worry. Philis will ask Doug to be more careful, and Doug says that he is fine. For now though, nab the Potion C, and go on to the next level.

Here, we'll encounter Ark and Vanrose's groups, who are still ok. Then, you will take control of Rick. With him, go through his respective pod.

On this level, start by shooting both Bobbyin to death to demolish the first column. Going through, grab the Potion C in the southwest corner, and then clear the area of the two Bobbyin. From the new position, bring Diana and Yurald up to the end of the route onto the panel. Going across the bridge, hit the switch to the lower left, and then grab the Restore. You now have access to the exit area, so bring the two pioneers into there and let's get to the next level.

In what appears to be a repetitive cycle, grab the two Potion A's in the two corners, then go upwards over the bridge, after SAVING!

Another CIMA will appear, and Diana and Yurald will appear behind Rick. Rick tells Diana that he is not running away again, yet Diana is unsure of his capabilities to handle this boss. Rick replies that it is no problem, that she has shown him that he can do anything. Diana and Yurald leaves after the former tells him not to get killed.

Boss Strategy-Arcjabel

Arcjabel, a knight in armor, will turn into Diana, and send out two or three swirling balls of energy. She'll then rush forward, transform back into armor, and hit you with a single attack.

When she transforms into the knight, pull Rick back enough to dodge it, then hit her, then run away. Repeat, and you should be able to eventually kill Arcjabel.

Rick, exhausted, expresses disbelief that the CIMA would disguise itself as Diana, but Diana comments that he looked kinda happy to beat up on that CIMA. Rick denies it, and Diana tells him that if he ever punches her, she'll never forgive him, and Rick says that he knows.

Yurald comments that Rick has come a long way, but Rick accepts that with a pillar of salt, saying that he could never win against Diana. Grabbing the Potion B, let's go to the next level.

Here, we meet up with everyone else again, and switch control to the last group which is Jean and his family. Go through Jean's designated pod.

Here, clear the loose CIMA, then send Halley and Emmy over the unstable bridge. Grab the Shake B, then bring them down onto the corner to connect the bridge that is blocking you, so cross with Eberle.

Hit the switch down here quickly to get to the children, and save them from their untimely doom by killing the Fasgaran, which conveniently opens up for you the next route.

Summary: You have three light blue panels, which activate with humans on all three of them. You have three switches, that can both lower and upper columns that will protect whoever is on the panels. What do you do? Anyways, after you are done, go up and get the Restore, then bring your family into the exit area, and go to the next level.

As always, grab the two Potion A's, and SAVE NOW! Going through, a Fallaysa will appear. Your family will run up behind you, and Jean tells Eberle to take the kids and run. Eberle asks about him, and Jean says that he'll be fine, that they should just go now.

Halley says he wants to fight with his dad, as well as Emmy, and Jean asks them to leave this to him. He also tells Eberle to take care of the children. They then leave.

Boss Strategy-Fallaysa x6

Orange = 6 remaining
Dark Pink = 5 remaining
Green = 4 remaining
Blue = 3 remaining
Black = 2 remaining
Dark fiery-red = 1 remaining

You'll be positively screaming over this battle, because fighting 6 separate Fallaysa at the same time is insane. Going reckless, however, isn't the right answer. Run around, and take the time to hit a Fallaysa when it strays from the pack, and you'll be able to win.

The family will run up, and congratulate him. Halley says Jean is strong, but Jean takes advantage and asks if he's stronger than Ark. Halley says maybe that

is overdoing it a bit. So, grab the Potion B, and go to the next level.

Here, with everyone around, all the panels will be weighted down, and the bridge will be completely connected. Ark swears to defeat Pike, so they can all get back to the surface. So, cross the bridge and go to the next level.

This level is showing that Natsume was running out of ideas, so just run past all the CIMA nests and step into the warp to the next level.

SAVE NOW!

Now, from here on, I will NOT reveal any of the major spoilers that are in the scenes from now on. I will only list the strategy for the final boss, and that is all.

Boss Strategy-Fire, Gun, Energy Gate, Dark Mist x2(Pike)

Hitting what looks like wings on the craft, you'll be able to quickly destroy the Fire and Energy Gate. Afterwards, hitting the front point, the Gun, will allow you to hit the two green parts at the top, the Dark Mist.

The attacks are as follow;

When Fire is active-Dark bursts of fire will appear around the battlefield

When EG is active-Yellow balls of energy will be sent out

When Gun is active-Going forward only, bullets will fire quickly at Ark.

When Dark Mist is active-Black clouds appear, and may poison Ark.

After you destroy them, Pike will send out three waves of energy, somewhat verydifficult to dodge. He'll also be running away, so you will likely want to wait for him to come down and then hit him. In all, you'll be able to beat Pike, but will want a few potions.

After you defeat him, CONGRATULATIONS, you've won this frustrating game! But of course, you could send me money, since I'm the reason that you've gotten through this whole entire game, right?

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3a. Movement System-MVMS
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Here is one of the more annoying systems of CIMA-The Movement System.

What it does

The movement system allows you to move the pioneers around the fields, and do various tasks required to continue along in a dungeon. Natsume, while making it what I feel it should be like, made it a bit too complicated. I'm here to relieve the complications in it.

Basically, you have four groups of pioneers, of which 14 pioneers are split into.

Pressing the R button, you have five choices. You can select one of four groups of pioneers, or you can bring everybody at once to a certain location.

Going into an individual group, you can take everybody at once somewhere, or somebody separately. The four triangles represents the selection of the full group.

When moving a character(s), you are able to move them in three steps, as in, a pioneer will go where you direct them, and you can give them two more areas to go to before you have to direct them again. That should help for those who are frustrated with their pioneers trying to walk against a wall.

So basically, that's the system there.

Controls

R - Call up the pionners to move, and also one of the two buttons to use to direct people.

B - Cancel a movement when deciding to direct somebody somewhere.

A - Selecting anything uses A, as well as directing pioneers somewhere.

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3b. Majesty System-MJSY

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Majesty are the heart of staying alive in this game, simply because they are the only way you can make items. They are obtained by killing CIMA, and they are in four forms;

A white star that somewhat resembles a snowy weed.

An orange orb.

A blueish-white diamond.

What looks to be an orange script of paper.

These Majesties are used to make items. However, you can only make some items with only certain pioneers, so you will need to have them trust you. If their trust factor is below 0, don't bother.

Anyway, selecting Start on field, pick the middle option. Choosing a settler that trusts you, or otherwise Ark or Ivy, to the right of the list of the amount of Majesties that you have, you should see something that looks like a metal bar that isn't on the profiles of settlers who don't trust you.

Clicking on it, you get a list of what you can make. As long as you have the Majesties required for it, you can make the item.

That concludes the Majesty System on controls.

To see which items can be made by which pioneers, see the section labeled Pioneers.

Monster list of Majesties

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Here is a list of which Majesties a monster may give off.

Baldan- Script-like Majesty

Bivureyb- White Star Majesty

Bobyn- Script-like Majesty
Clayba- Blue Diamond Majesty
Dakria- Orange Orb Majesty
Datoreyb- White Star Majesty
Drabion- Blue Diamond Majesty
Drara-Orange Orb Majesty
Fasgun- Orange Orb Majesty
Garog- Script-like Majesty
Gasnipe- Blue Diamond Majesty
Geldan- Script-like Majesty
Gigureyb- White Star Majesty
Grabion- Blue Diamond Majesty
Gria- Orange Orb Majesty
Grog- Script-like Majesty
Gusnipe- Blue Diamond Majesty
Habyly- Blue Diamond Majesty
Hyuno- Orange Orb Majesty
Labyly- Blue Diamond Majesty
Payon- Script-like Majesty
Piyon- Script-like Majesty
Poyon- Script-like Majesty
Rodrara- Orange Orb Majesty
Rog- Script-like Majesty
Snipegig- Blue Diamond Majesty
Swingai- Blue Diamond Majesty
Tectobian- Blue Diamond Majesty
Vanisda- White Star Majesty
Vanisha- White Star Majesty
Wog- Orange Orb Majesty
Woglug- Orange Orb Majesty
Zigolas- Blue Diamond Majesty
Zogolas- Blue Diamond Majesty

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4. Pioneers-PNRS
=====

Script-like Majesty = S
Blue Diamond Majesty = B
Orange Orb Majesty = O
Blue Star Majesty = BS

|Vanrose U, 31|

A leader of the pioneers who is confident in his abilities. Friend of Rick, Diana, and Shelley. He is quite untrusting of Ark and Ivy.

Items able to make

Defense Shield - 2 S, 4 B, 2 O, 1 BS
Potion A - 5 S, 3 B, 4 O, 1 BS
Bomb A - 6 S, 2 B, 10 O, 3 BS
Lightning - 5 S, 5 B, 4 O, 2 BS

|Shelley Y, 27|

A bright, confident woman. She likes both Ark and Ivy, and is a good friend of Vanrose, who is often able to ease the tension between Ark and Vanrose.

Items able to make

Speed Shot - 2 S, 10 B, 5 O, 2 BS
All Dash - 9 S, 5 B, 2 O, 2 BS

|Halley H, 10|

Good at treasure hunting. Looks up to the Gate Guardians. Wants to one day be a Gate Guardian, and admires 'Uncle Ark'.

Items able to make

Mine A - 3 S, 3 B, 7 O, 2 BS
Smoke - 3 S, 4 B, 2 O, 1 BS
Status Slide - 4 S, 2 B, 3 O, 1 BS

|Emmy H, 8|

Good at treasure hunting. Easily scared, she hangs on her older brother Halley.

Items able to make

Potion A - 3 S, 3 B, 4 O, 2 BS
All Dash - 2 S, 6 B, 8 O, 2 BS

|Eberle H, 34|

A nurse who is the mother of Halley and Emmy. She works with her husband to save people. She is able to heal illnesses.

Items able to make

Potion A - 2 S, 1 B, 1 O, 2 BS
Potion B - 3 S, 4 B, 3 O, 5 BS
Restore - 1 S, 2 B, 2 O, 1 BS

|Jean H, 37|

A doctor who always puts his patients first. He can make Potion C. Father to Halley and Emmy.

Items able to make

Potion A - 1 S, 1 B, 1 O, 2 BS
Potion B - 2 S, 2 B, 3 O, 4 BS
Potion C - 5 S, 5 B, 7 O, 10 BS

|Philis S, 16|

Good at finding things. Lost her father as a child to disease. Takes after her mother, and is a good cook. May have some possible romantic relationships with Ark.

Items able to make

Potion A - 3 S, 1 B, 1 O, 3 BS
All Dash - 4 S, 8 B, 5 O, 2 BS

|Telmia S, 38|

Mother of Philis. Kind to everyone. A very good cook. Telmia is a widow, having lost her husband to a disease.

Items able to make

Potion A - 2 S, 1 B, 1 O, 3 BS
Power Up - 2 S, 2 B, 1 O, 3 BS

|Doug O, 68|

Blacksmith who crafts weapons. His sole daughter died. He dislikes the Gate Guardians with good reason. Doug is also able to upgrade your weapons and armor.

Items able to make

Bomb B - 10 S, 12 B, 11 O, 4 BS
Mine B - 6 S, 8 B, 10 O, 4 BS
Shake B - 12 S, 12 B, 15 O, 5 BS
Lightning - 6 S, 5 B, 3 O, 2 BS

|Ileyda O, 62|

Doug's wife. She supports and looks after her stubborn husband. Her only daughter died due to a Gate Guardian.

Items able to make

Defense Shield - 2 S, 1 B, 3 O, 1 BS

|Rick G, 28|

A magician who wants to succeed on the frontier. Engaged to Diana. Usually is a coward.

Items able to make

Shake A - 8 S, 2 B, 8 O, 1 BS
Pigeons - 2 S, 5 B, 8 O, 5 BS

|Diana I, 26|

A little selfish, but a brave woman. Rick's fiance. She does not like the way Rick acts.

Items able to make

Bomb B - 12 S, 10 B, 12 O, 5 BS
Shake B - 12 S, 12 B, 12 O, 5 BS
Mine A - 3 S, 4 B, 1 O, 5 BS

|Yurald D, 45|

A priest who prays for peace while supporting others spiritually. His holiness is able to ward off CIMA.

Items able to make

Restore - 2 S, 1 B, 1 O, 1 BS
Status Slide - 2 S, 4 B, 2 O, 1 BS

|Claude L, 37|

Conductor of the trans-continental train "Blue Creek". Well regarded for dedication.

Items able to make

Bomb B - 5 S, 5 B, 9 O, 9 BS
Mine B - 5 S, 5 B, 4 O, 1 BS

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5. Items-ITMS
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Sorted Alphabetically. Equipped items are items you can equip, held items are items you manually use. Other means that it is not used in battle at all.

All Dash

When used, all the pioneers walk slightly faster. Held Item.

Bomb A

Leave, and it will explode, hitting things in the surrounding area. Held Item.

Bomb B

Leave, and it will explode, hitting things in the surrounding area. Held Item.

Defense Shield

Keeps one attack from doing any harm to the bearer. One time use, equipped item.

Heal Ring

Heals the user when he or she is still. Equipped item.

Lightning

Allows the user to shoot lightning bolts out of his weapon, until he is hit.

Held Item.

Material

Used to upgrade Armor or Weapons, this is a one-time use. Other.

Mine A

Use to put on the ground. When a CIMA steps on it, painful damage will occur.

Held Item.

Mine B

Use to put on the ground. When a CIMA steps on it, painful damage will occur.

Held Item.

Paralyze Block

Stops the user from being paralyzed. Held Item.

Pigeons

Pigeons swirl around the user, stopping attacks from CIMA and hurting them.

Held Item.

Poison Block

Defends against poisoning, therefore eliminating the use of Restores for that specific person. Held Item.

Power Block

Defends against power weakening. Equipped Item.

Power Up

Powers up the attack of the person who it is used on. Held Item.

Protect Block

Keeps your defense from being weakened. Equipped Item.

Restore

Cures all status effects. Held Item.

Shield Ring

Gives more defense to the bearer. Held Item.

Smoke

Clouds the sight of CIMA. Held Item.

Speed Shot

Allows any shooters to shoot two shots in the time of one. Held Item.

Status Slide

Stops a single status effect from happening once. Equipped item.

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6. Version Histories
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22/12/06 - Totally wiped out the spoilers-free section and made that a separate walkthrough.

20/6/04- Made an update with email, fixed a single header.

27/2/04- I made a blemish on my career. That is, the headers were, bluntly put, ugly. They're much better and easier to look at now. Also updated which sites were allowed to host this FAQ.

09/2/04- FINISHED! That is, format!

08/2/04- Finally finished this FAQ today, complete version.

04/2/04- Meh, I didn't feel like listing the updates over all the days, so here is what I've done;Completed Lonely Factory up to Hope Forest.

31/1/04- Completed Air Dungeon and started on Lonely Factory.

30/1/04- Completed Weakling Forest.

29/1/04- Nah, no more joint FAQ. Anyways, completed Strange World, Sky Garden, AND Fire Dungeon! So basically, just an insane day, in which a possible slightly mental condition definitely came out when playing through this game AGAIN!

27/1/04- A cold day! Finally! In this time, I completed Panic Factory.

25/1/04- Completed Lost Forest.

24/1/04- Well, I'm near done Silver Snow, and now have Craig Simms (MegaMan EXE) as a joint contributor. AUTHOR'S NOTE: Fallout occured.

23/1/04- Well, started up the detailed walkthrough, and finished the Beginning World.

22/1/04- Finished Walkthrough up! Also added what items that the pioneers can make. As soon as I add the items, plus who can make an item the cheapest, who knows, I may very well make the current walkthrough just a bare bones and make a detailed walkthrough. Besides, I need to do all the enemies on the enemy-Majesty list.

21/1/04- Started and finished Hope Forest, and started and got done the first

three groups on Night Trap. Just a bit more, and the walkthrough will be done, and I can work on other stuff.

20/1/04- Finished Phantom Snow. Two more dungeons that I know of more to go!

19/1/04- Finished Lonely Factory, finished Twilight World and started Phantom Snow. I guess trying to work faster on this really did help!

18/1/04- Finished Weakling Forest, started and finished Air Garden, and started Lonely Factory. Got new ASCII art. It seems that the Walkthrough is close to being complete.

17/1/04- Toyed around with a more helpful format, included contacts detail in a more well done way, and finished Fire Dungeon. Started Weakling Forest, and also found a way to exploit the trust system to get trust faster.

16/1/04- Got around to doing more work. Finished Sky Garden Area, hopefully dramatically reducing questions on the game for the most part, and started part of the Fire Dungeon.

12/1/04- Completed Strange World Area, and did part of Sky Garden Area, as well as finally adding code tags to the TOC. Didn't really feel like doing much today.

11/1/04- Started and completed Cold Snow area, did a portion of Strange World and added information on making items with Majesty under Majesty System.

10/1/04- What I mainly did was add the Movement System, fix up the area names, adjust the headers, and finish the rest of Panic Factory. I should hopefully be able to do the Majesty system for next update.

8/1/04- Did first three rooms of the Panic Factory area.

7/1/04- Got around to doing the rest of the Rooda area.

29/12/03- Did Pioneer profiles, and started Rooda area.

28/12/03- Did forest part.

27/12/03- Well, this is the start of the FAQ. Got the game, and started doing some writing. Going along with this is a Controls FAQ. All walkthrough.

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7. Credits
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Credits to Natsume for publishing such an awesome game!
Credits to Natsume for making Harvest Moon, even though this has nothing to do with Harvest Moon!
Credits to Neverland for making the Lufia games!
Credits to Nintendo for making the Gameboy Advance!
Credits to me for writing this!
Credits to CJayC for hosting this FAQ on his site, as well as all my other works!
Credits to Boland on the FAQs Contributor General board for daring me to write this!

But most of all...

Thank you to the CIMA fan community for making this service a wonderful one.

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