

The Characters

Let us introduce you to the characters you will control and become familiar with in the course of SaGa Frontier™ 2. Your heroes are highly individual, each a bold and brave adventurer in his or her own right ...

Gustave *1220 †1269

Gustave XIII is the son of Gustave XII, King of Finney, and his wife Sophie.

When at the age of 7 it turns out that little Gustave cannot wield Anima and hence is unable to cast spells his father banishes him from court. Although Gustave inherits his mother's compassionate disposition and his father's strength he is haunted by an inferiority complex for the rest of his life.

Unable to use magic, Gustave concentrates on perfecting his skills with Steel weapons. As an adult he successfully raises an army strong enough to conquer the lands his father once reined.

ROLE: "CANNONBALL" (AT 15), "LEADER" (AT 28), OTHERWISE "SOLO ACTION"

YEAR	SCENARIO	AGE	HP	LP	WP	WP RECOVERY	SP	SP RECOVERY
1233	Gustave and the Blacksmith	13	195	14	60	4	0	0
1235	Gustave 15 Years Old	15	210	15	64	4	0	0
1239	Mother's Sickbed	19	242	15	71	4	0	0
1240	Conquest of Wide	20	251	15	72	4	0	0
1242	Gustave and the Pirates	22	267	15	75	4	0	0
1248	Battle of Buckethill	28	313	16	79	-	0	0
1257	Wil v. Egg	37	356	16	81	3	0	0
1260	Johan the Assassin	40	361	17	80	3	0	0

Weapon:
Armor:

- Trial Dagger (ages 15 to 22)
- Gustave's Sword (Atk Pwr 29, age 28)
- Gustave's Sword (Atk Pwr 53, ages 37 to 40)

- Iron Breastplate, Wood Shoes

William "Wil" Knights *1220 †1321

Born into a digger family rich in tradition, Wil (as he is called by his friends) sets out at the age of 15 to become a digger in his own right.

Aged 27 he masters his quest in Weissland, earning the respectful name "Tycoon Wil".

In today's chronicles his Weissland exploits are described as his only great achievement. However, Wil Knights pursues a very personal quest - the hunt for a mysterious Quell called the Egg. Wil experiences the incredible power of the Egg at an early age and restlessly follows every lead that might help him find and destroy it. At the age of 86, he finally succeeds.

Weapon:
Armor:

- Sapling Staff

- Buckler, Hat, Leather Armor, Fur Boots

ROLE: SCOUT

YEAR	SCENARIO	AGE	HP	LP	WP	WP RECOVERY	SP	SP RECOVERY
1235	Wil's Departure	15	209	18	32	2	40	2
1236	Desert Megalith	16	217	18	34	2	41	2
1238	Infiltrate! Alexei Gang	18	233	18	37	2	43	2
1239	Showdown! Alexei	19	241	18	39	2	44	2
1244	At the Mines	24	282	18	45	2	48	2
1246	Beyond Grand Valley	26	298	19	46	2	49	2
1247	Tycoon Wil	27	305	19	47	1	50	2
1251	At the Mines	31	331	19	48	1	52	2
1256	Anima Faith Fiasco	36	353	19	50	1	54	2
1257	Wil v. Egg	37	355	19	49	1	54	2
1305	Pursuing the Egg	85	172	17	36	1	59	2
	To Gustave's Stronghold	85	172	17	36	1	59	2
	Battle of South Moundtop	85	172	17	36	1	59	2
1306	Into the Northern Continent	86	171	17	35	1	59	2
	The Last Megalith	86	171	17	35	1	59	2

1ST SCENARIO

Walkthrough

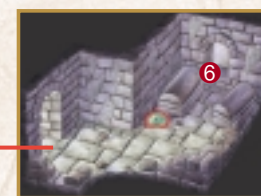
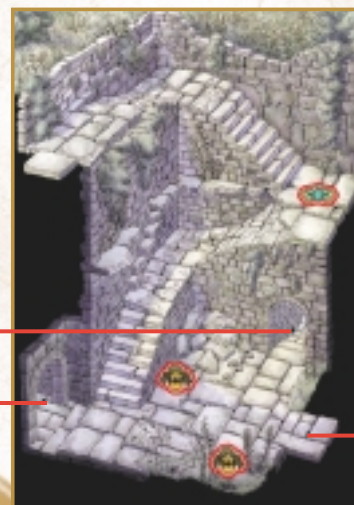
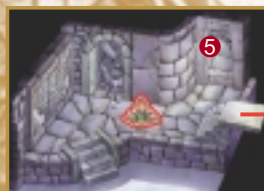
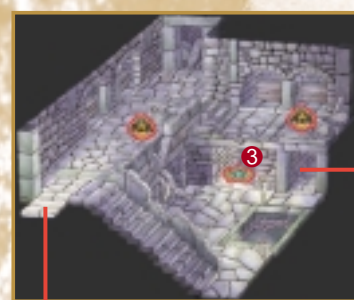
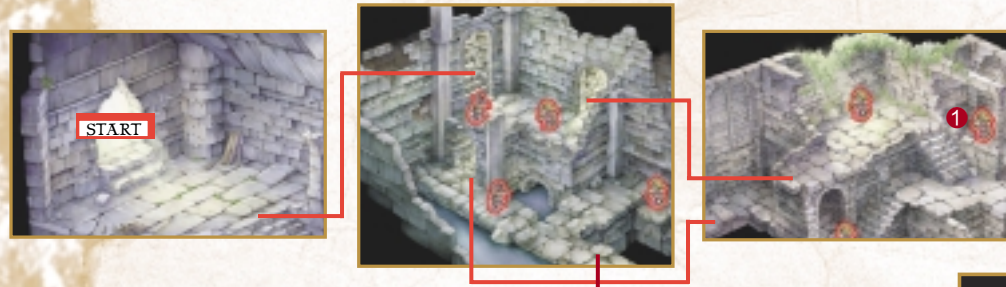
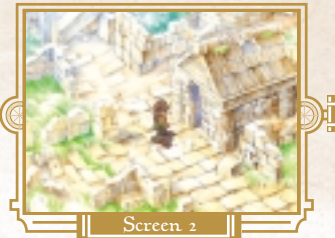
Wil's Departure

You now control Wil Knights. After saying your goodbyes to your aunt and uncle you leave Thermes for Westia. There is ample opportunity to chat with the inhabitants of this small port. Do so before entering one of the three accessible buildings. In the middle of the settlement you will find the house of a citizen who will be pleased to provide you with information. You can buy various items of equipment in the shop to the west of the town entrance.

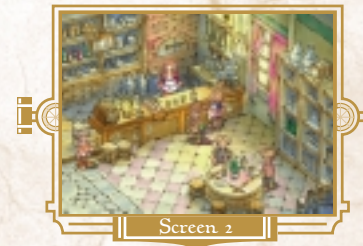
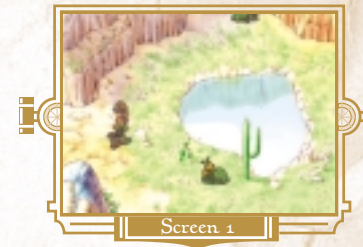
The pub is located next to the shop, further up the screen. Here, you will find Cordelia (screen 1). If you ask her to join you the next destination will become accessible: the crumbling Ruins of Hahn, capital city of the ancient empire. However, it is well worth addressing another guest at the pub before leaving. Narcisse, an experienced digger, is willing to join forces with you. Although he seems rather cocksure you should agree to divide your spoils evenly with him. Now leave Westia, enter the Ruins of Hahn and keep walking west until you reach a dilapidated building (screen 2). Enter the structure and meet Tyler, a treasure-hunter and no mean fighter. Now that there are four of you it is time for some dungeon-delving. Descend into the vaults and find the treasure hidden here and there. The most important item in this dungeon is the Kris Knife, a powerful Quell - ????

Return to Westia's pub after having thoroughly searched the Ruins of Hahn. Your party will disband here, but not to worry: you will soon meet again. Wil makes a short detour to visit his aunt and uncle in Thermes before deciding to find Alexei Sergein.

William Knights, 15 years old, goes forth on his first journey as a digger.



- 1 Bone
- 2 100 Crowns
- 3 Rock Axe
- 4 Amber Maleate
- 5 Pocket Dragon
- 6 Kris Knife



2ND SCENARIO

Desert Megalith

Seeking answers about his parents' death, Wil heads for the desert.

Wil's aunt and uncle provide you with further information on Alexei and your father. Apparently, your father accompanied the three Sergein brothers to the Grand Desert. Only he and Alexei ever returned. It seems they brought back a strange egg.

Feeling inquisitive, your aunt Nina decides to leave her home and husband for a while. She joins you on your journey to Westia, bent on finding Alexei.



Rumour has it that your father's former companion currently resides in the city of Gruegel on the Southern Continent. Also, mention is made of a Desert Megalith.

Gruegel, capital city of the kingdom of Na, boasts an interesting pub. The landlord proves quite talkative when asked about the Megalith or the Grand Desert. Leave for the Continent Interior after gathering all the information you can. This desert area is notoriously monster-ridden. Make use of the numerous battles to increase your skills and gain experience, improving your attributes.

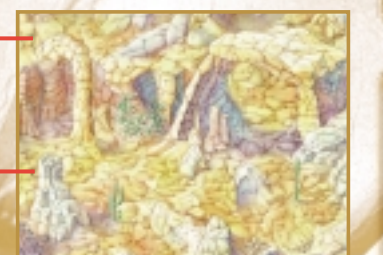
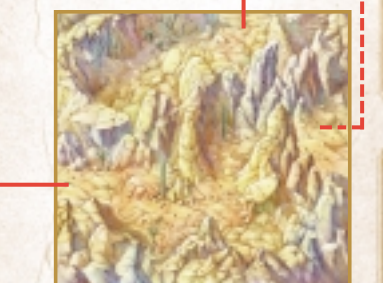
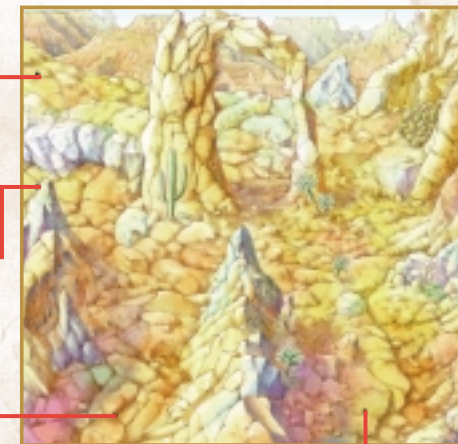
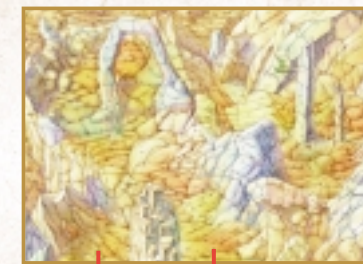
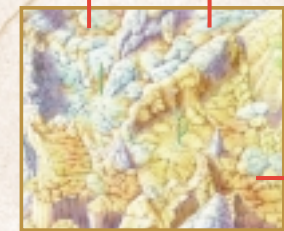
Once you have spotted the little lake keep walking west. You will eventually reach the city of Vogelang (screen 1). The inhabitants are quite willing to divulge information. You will hear more news of your father.

Not only will the Vogelang shopkeeper exchange your Chips for Crowns, but you can also buy various useful items of equipment as well as order custom-made items.

Visit the pub, too, and talk to the people there (screen 2). You will find out that the mysterious Quell object brought back from the desert by Alexei's group can probably absorb people's Anima. Talk to the landlady to gain access to the pub's old visitor's book. The book contains information on Henry Knights and the Sergein brothers Alexei, Nicholai and Peter. The landlady also hands you an interesting note of your father's. After all this it becomes obvious that you need to find the Desert Megalith.

Leaving the city automatically takes you to the Megalith. Here, all you find is an empty coffin (screen 3). Unfortunately, the egg-shaped item is nowhere to be found. It seems that only Alexei can answer the questions that have arisen. This means that your next task is to find the enigmatic group leader.

To Vogelang



To Gruegel

ATTACK POWER (ATK PWR)

The force of an attack is shown by the Attack Power of a technique or spell. If, for example, a character can use the techniques Dead End (Atk Pwr 42) and Double Slash (Atk Pwr 21) you know that the damage caused by Dead End is twice that of the damage caused by Double Slash. This does not mean that the opponent takes 42 or 21 HP damage. The amount of HP lost depends on various factors, not least a ran-

dom element. This makes precise predictions impossible. The greatest damage is dealt by Eradication and Jewel Strike, both of which have an Attack Power of 99.



LP-BREAK

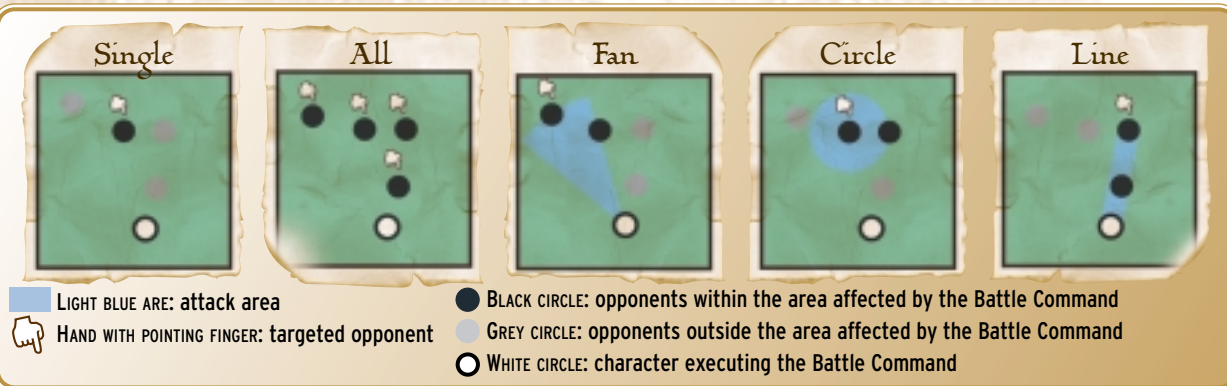
In SaGa Frontier 2 there are several attacks that rob the target of LP as well as HP. This effect is called "LP Break" and only occurs when specific techniques or spells are used. As a general rule techniques and spells with high Attack Power have a high likelihood of causing an LP Break. Some opponents use attacks that inflict an LP Break on your characters with

100% probability. However, you can avoid this by equipping a character with an item that deflects the Deathblow. Unfortunately, this only saves the character, not the entire party.



ATTACK AREA

All techniques and spells have a certain "attack area". This simply denotes the area in which they are effective. It is also called "affected area" or "target area". As illustrated, there are five kinds of attack areas. The shapes "Fan", "Circle" and "Line" are called "area attacks" since they affect a certain area of the battlefield and can deal damage to more than one opponent. As a rule, Battle Commands covering a wide attack area are preferable to those with a narrow attack area – unless these specific commands are largely ineffective against the opponents.



EXTREME EFFECT

If the maximum WP or SP (i.e. the amount reached at full health) are very high the Battle Commands are boosted. They are also amplified if the difference between the

maximum figure and the current figure is large. This amplification is referred to as the "extreme effect" and becomes quite apparent when using Martial Arts and spells.

ANIMA, TOOLS AND QUELLS

Using Spell Arts in the world of SaGa Frontier 2 not only costs SP. An additional element called Anima is required. This is the essence of magic. There are seven kinds of Anima: Tree, Stone, Flame, Water, Tone, Beast and ????

You can gain Anima from pieces of equipment or from your environment. You must equip your characters with the respective Tools or Quells to enable them to use the desired spells.

Items with an Anima aura are divided into two categories. Tools wear with use; they can only be used a certain number of times. This Durability Level is displayed to the right of the item name. Each time the Tool is used its Durability Level decreases by 1. Quells, on the other hand, provide their user with an infinite supply of Anima. Anima, Tools and Quells are explained in greater detail in the chapter "Magic System".

ABNORMAL STATUS

An abnormal status is a status with which a participant in combat can be afflicted during battle. This is usually induced by techniques or spells and has a duration of several battle rounds. Some abnormal statuses do not wear off until the end of battle. Abnormal statuses can be cured or neutralised with certain spells.

The abnormal statuses, their effects, symbols and cures are listed in the following table.



NAME	EFFECT	CAUSED BY	NEUTRALISED BY	DEFENCE RAISED BY	REGENERATE HP AT AN LP COST	EFFECT VANISHES WITH TIME
Berserk	Target cannot cast spells or perform actions that cost SP; Attack Power increases by 25%.	Berserk	Dryad Grail, Tao Motif	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	Yes	Yes
Charm	Target cannot execute any actions commands; only performs actions that benefit the opponent.		Dryad Grail, Tao Motif	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	No	Yes
Confusion	Target randomly performs command (attack) on allies.	(Song of Earth), (Water Hammer)	Dryad Grail, Tao Motif	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	No	Yes
Cripple	Decreases the Attack Power of equipped weapons, Weapon Arts and spells (to Skill Level 0).	Heart Breaker, Heart Beat, Shadow Bind	Stardust Robe, Feather Cap, Nova Heart	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	Yes	Yes
Fear	Target is unable to perform assigned actions with a likelihood of 50%.	Song of Earth, Water Hammer	(Dryad Grail, Tao Motif)	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	Yes	Yes
Guard Beast	30% chance of evading all attacks.	Guard Beast			Yes	No
Knocked Out (Deathblow)	Character has 0 HP, is disabled and (if an opponent) counts as dead in this state; is not attacked except for a specific type of attack.	Eradication, Final Letter, Dead End, Time & Tide, Shadow Slayer, Crystal Prism, Death Shot, Incineration	Last Leaf, Dead Stone	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	No	No
Permanence	Status changes do not wear off with time.	Permanence			Yes	No
Petrify	Target is disabled, counts as dead and hence is not attacked by the enemy.	Delta Petra, Stone Memory	Stone Plate, Blackstone Armor, Eternal Rock	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	No	No
Poison	Target loses "(maximum HP Level/4) - (current LP x 4)" HP after each round.	Poison Arrow, Sonic Poison, Deadly Snake	Hydra Suit, Last Leaf, Blood Star, Devil's Tear	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	Yes	No
Regenerate	Target recovers "(maximum HP Level/8) + (maximum LP Level x 2)" HP after each round.	Soul Hymn, Regenerate			Yes	No
Reviva	When the target's HP reach 0 all HP are recovered.	Reviva			Yes	No
Sleep	Target is incapacitated in this state.	Sleep	Stardust Robe, Pirate Bandana, Funny Cap, Eternal Rock, Beast Rune, Night Medallion	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	No	Yes
Stun	Target is immobilised until the end of the round.	Sumo Throw, Tumbler, Strike Slash, Heaven & Hell, Lawnmower, Wide Swing	Crystal Wings	Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	Yes	Yes
Unconscious	Character has 0 LP and HP, is disabled and (if an opponent) counts as dead in this state; can no longer take part in this battle.	1) Attacked at 0 HP. 2) Suffered LP Break at 1 LP.		Hydra Suit, Armor Suit, Plate Armor, Full Armor, Field Suit, Reinforced Suit, Cross Branch, Green Ore, Green Glass	No	No

IN ORDER TO INFLICT AN OPPONENT WITH AN ABNORMAL STATUS YOUR CHARACTER SHOULD

- have as many WP or SP as possible, depending on whether you wish to use a technique or a spell;
- have a high Skill Level which the technique or spell is based on

PROTECT YOUR PARTY MEMBERS FROM BECOMING AFFLICTED BY ABNORMAL STATUSES BY

- equipping your characters with items that neutralise specific statuses;
- equipping your characters with items that increase defence against certain statuses;
- generally increasing their defence

Monsters


The world of SaGa Frontier™ 2 plays host to all kinds of dangers, many of them taking the form of hideous monsters that you will encounter throughout your adventures. So that you gain the upper hand in all these confrontations, we list the strengths and weaknesses of every one of your opponents. We also list the items dropped after these battles – added bonuses that always make the fight worthwhile!




Legend:

- HP > Monster's Hit Points
- LP > Monster's Life Points
- WP > Monster's Weapon Points
- SP > Monster's Spell Points
- SKILL LEVEL > Monster's Skill Level
- IMMUNE TO > The monster is immune to these attacks
- REDUCES DAMAGE FROM > Attacks of this kind cause the monster less damage than would normally be the case
- WEAKNESS > These attacks cause a great deal of damage to the monster
- IMMUNE TO THE FOLLOWING ABNORMAL STATUS > List of abnormal statuses the monster is immune to
- REMARKS > Brief description of and additional information about the monster.
- FOUND > List of objects you find after winning against the monster

Sidhe Bunny (BEAST, P)

HP	146	LP	2	WP	27	SP	16	SKILL LEVEL	6								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>Cold</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>None</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	Cold	WEAKNESS	-/-	Immune to the following abnormal status	None
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	Cold																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks Carnivorous bunny with sharp teeth. Aggressive. Attacks mostly in hordes.																	
Found Fur																	


Sidhe Bunny (BEAST, P)

HP	146	LP	2	WP	27	SP	16	SKILL LEVEL	6								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>Cold</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>None</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	Cold	WEAKNESS	-/-	Immune to the following abnormal status	None
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	Cold																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks Carnivorous bunny with sharp teeth. Aggressive. Attacks mostly in hordes.																	
Found Fur																	

Rock Rhino (BEAST, P)

HP	1429	LP	5	WP	55	SP	66	SKILL LEVEL	20								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>-/-</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>Cripple</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	-/-	WEAKNESS	-/-	Immune to the following abnormal status	Cripple
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	-/-																
WEAKNESS	-/-																
Immune to the following abnormal status	Cripple																
Remarks Stronger form of the Sand Rhino. Strengthens its defence by "Hardform" when fighting.																	
Found Blue Ore, Granite Staff, Rock-Beast Tag																	

Peg (BEAST, P)

HP	361	LP	4	WP	32	SP	10	SKILL LEVEL	15								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>Cold</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>None</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	Cold	WEAKNESS	-/-	Immune to the following abnormal status	None
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	Cold																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks A member of the penguin family normally found in cold regions. In later scenarios it can use the "Missile Head" technique.																	
Found Fur																	


Garm (BEAST, P)

HP	2375	LP	4	WP	115	SP	74	SKILL LEVEL	27								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>Heat (perfect defence)</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>None</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	Heat (perfect defence)	WEAKNESS	-/-	Immune to the following abnormal status	None
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	Heat (perfect defence)																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks A hell hound that holds a tight grip of control over fire. It has only a few attacks but can cause great damage.																	
Found Fire-Beast Skin																	

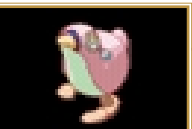
Sand-Rhino (BEAST, P)

HP	549	LP	5	WP	40	SP	26	SKILL LEVEL	12								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>-/-</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>Cripple</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	-/-	WEAKNESS	-/-	Immune to the following abnormal status	Cripple
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	-/-																
WEAKNESS	-/-																
Immune to the following abnormal status	Cripple																
Remarks A creature with a thick, tough skin. Sand Rhinos from the Rocky Area can use the "Hardform" technique.																	
Found Protector																	

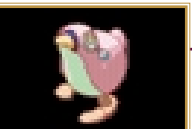
Horn Buffalo (BEAST, P, D)

HP	2405	LP	6	WP	90	SP	56	SKILL LEVEL	20								
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IMMUNE TO	-/-																
REDUCES DAMAGE FROM	-/-																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks A buffalo with a huge horn. It has many HP and can use many techniques. Nevertheless, you can successfully attack this monster with "Deathblow" and "Petrify".																	
Found Protector																	

Queen Peg (BEAST, P)

HP	2561	LP	4	WP	72	SP	6	SKILL LEVEL	29								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>Cold</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>None</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	Cold	WEAKNESS	-/-	Immune to the following abnormal status	None
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	Cold																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks A female Peg that can lay eggs. This is a very rare monster.																	
Found Peg Heart, Fur																	

Knight Peg (BEAST, P)

HP	2761	LP	4	WP	72	SP	40	SKILL LEVEL	19								
Characteristics  <table border="1"> <tr> <td>IMMUNE TO</td> <td>-/-</td> </tr> <tr> <td>REDUCES DAMAGE FROM</td> <td>Cold</td> </tr> <tr> <td>WEAKNESS</td> <td>-/-</td> </tr> <tr> <td>Immune to the following abnormal status</td> <td>None</td> </tr> </table>										IMMUNE TO	-/-	REDUCES DAMAGE FROM	Cold	WEAKNESS	-/-	Immune to the following abnormal status	None
IMMUNE TO	-/-																
REDUCES DAMAGE FROM	Cold																
WEAKNESS	-/-																
Immune to the following abnormal status	None																
Remarks A Peg with excellent fighting skills. Always appears with the Queen Peg in order to protect her.																	
Found Fur, Valleria Heart																	

Secrets

Don't believe you have seen it all, explored every inch of the world of SaGa Frontier™ 2. Well, we hate to disappoint you, but we're fairly sure that you haven't seen everything. It is extremely unlikely that you have discovered the few secrets described in this chapter ... Here they are, including a number of useful tips, a bonus scenario and the PocketStation feature.

TITUS GREAVES WITH UNLIMITED DURABILITY

A brief look into the "Items" chapter reveals that there is no better protection for weary adventurers' legs than the Titus Greaves. Unfortunately, they have a limited Durability and wear with use. Other pieces of foot protection do not. There is one way of gaining Titus Greaves with unlimited Durability:

Fight the Fossil Beast in Wil's 14th scenario "To the Fossil Caves". There is a 1:128 chance that

this monster will drop a pair of indestructible Titus Greaves after battle. Admittedly, the chances of this happening are rather slim but it might be worth a few attempts. Save your game just before encountering this monster (or do a Quick Save) to conveniently start the battle over if the Fossil Beast refuses to comply and leave the precious item behind ... Perform a Soft Reset (by pressing **L1** + **R1** + **START** + **SELECT** simultaneously) if you use the Quick Save option.

TRAINING YOUR PARTY WHILE TWIDDLING YOUR THUMBS

Life as an adventurer is tough. Monsters cross your path at every step and in order to defeat them all you must gather experience and improve your statistics. There is nothing like a solid series of battles to increase your characters' HP, WP and SP and to raise their Skill Levels. Fortunately, there is a means to send your party into battle without having to constantly input commands. This requires a controller with an auto-fire option.

Load Wil Knights' 20th scenario "Ginny's Adventure" and enter the cave. Once the monsters have chewed the large root to pieces run to the cave section with the rapidly procreating Slimes. Before entering, equip each character with an indestructible weapon and solid protection against attacks. Choose Party battle when you run into monsters and have your characters execute combat commands that correspond with their WP and their SP recovery rates. If, for example, a party member attacks a Slime with a sword and has a WP recovery rate of 3 you should have him or her perform a

sword technique that requires no more than 3 WP. Have this character use spells that require no more than 3 SP each. If you now activate the auto-fire option your party members will repeatedly execute the commands initially chosen by you. Ideally, your characters should win the battle against the weak Slimes without any problems, increasing their HP, WP, and SP and improving their Skill Levels. Remember to heal party members between battles and to change weapons if necessary. This training session will improve your party members' Skills and statistics considerably, preparing them for the final scenario.

KEEPING LIFE SEEDS

As a rule, you can sell the Life Seeds you gather in Wil's 13th scenario, "Life Tree Island", for 400 Crowns apiece. Being valuable items for regenerating your party, Life Seeds seem too precious to be given away. If you would like to keep several of them, equip Rich with four of the five Life Seeds. This enables you to carry them into the following scenarios.

BEGINNING THE GAME WITH WIL'S SCENARIOS

When you start the game for the very first time or if you have no Memory Cards inserted in your PlayStation Gustave's 1st scenario automatically unfolds. You can cut this episode short and return to

the title screen by performing a soft reset (press **L1** + **R1** + **START** + **SELECT** simultaneously). Here you can choose Wil Knights' 1st scenario using the New Game option.

THE CONSTELLATION PUZZLE

In Gustave's 25th scenario, "Edelritter", you must activate the three floor switches in the cavern with the illustration of the constellation. If you do this correctly, you achieve your objective - turning five new constellation illustrations on at once. Below are six examples of constellation combinations. You need to press the switches in the order described below depending on the number of constellations that are lit i.e. if there are No constellations lit, then you simply have to activate the switches in the order: right, middle, right, left. Once you do this, you will achieve your objective.

The switches on the left and on the right turn the constellations on and off, whereas the middle switch turns the current constellation combination anti-clockwise. If you do not see any of the listed constellation combinations upon entering the cavern, try turning the array by using the middle switch. After a few attempts you should have no trouble creating one of the listed patterns.



NUMBER AND POSITION OF LIT CONSTELLATIONS	ACTIVATE THE SWITCHES IN THIS ORDER
No constellations lit	Right, middle, middle, right, left
One constellation lit (lower middle)	Right, middle, right
Two connected constellations lit (upper right and lower right)	Left
Two unconnected constellations lit (lower left and lower right)	Right, middle, middle, right
Three unconnected constellations lit (upper left, lower middle, lower right)	Right
Four connected constellations lit (all except for upper left)	Right, middle, left

WIL'S "SECOND ROUND"

Once you have successfully completed all of Wil Knights' scenarios the game will allow you to save a special game on your Memory Card. When loading this save game you can begin the adventure again ... with the following modifications:

- All scenarios you have played before are available from the very beginning.
- All spells and techniques learned before are available from the start.
- You can also use all Combo Attacks and Custom Arts that you learned before.
- The game starts off with the number of Chips circulating at the end of the previous game.
- Gustave's Sword is displayed on the Title Screen.

- An additional option is now available in the event selection screen. Starting this scenario immediately throws you into the final battle against the Egg. Your party will consist of Ginny Knights, Wil Knights, Roberto and Primera.



LAUBHOLZ - THE SECRET SCENARIO

The Laubholz scenario does not directly belong to the SaGa Frontier 2 Chronicle. While all other scenarios are numbered and follow a certain sequence, Wil's Laubholz adventure is a bonus scenario that allows you to gain four valuable pieces of equipment. However, this exploit is not easy. Expect several tough battles. Once you have completed the "Tycoon Wil" scenario the Laubholz scenario becomes available in the Event Selection Screen. Your party now finds itself in the town of Laubholz. You can explore this town and go shopping. However, if you leave Laubholz via the exit to the west (screen 1) you will reach the Ghoul Tower. This structure is haunted by countless Undead monsters, hence its name. Do

battle to your heart's content if you wish to increase your party's prowess. If treasure is all you are looking for you can avoid running into most monsters. The four precious items buried in the Tower are revealed below. Note that you can leave this inhospitable building at any time; no matter how many items you have collected.

