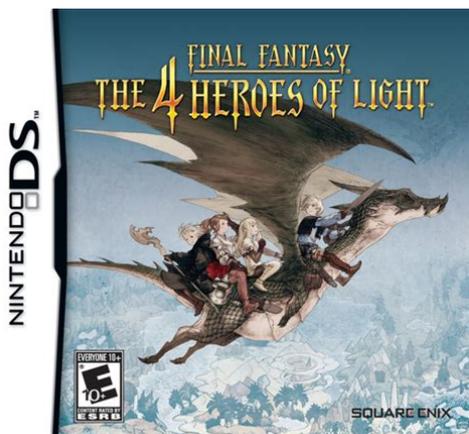


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Keeper in each battle to find a max of two gems per use of both abilities, perAs for locationsAs you start the game up for the first time, a message will show up saying theAfter some time, youll be presentedDo so and youll have a prompt toIll be using the default names inThose default namesBrandts mother, Kuore, wakes Brandt up, telling Brandt he needs to go and seeBefore doing so, examine. Exit your house and go in the grass on the left side of your house. RightSpeak to the soldier nearThe man on the right side of the item shop is your save point; remember whatSave if you wish, then head North and go inside the inn. At the very top of. West to the house at edge of town and inside, at the top of the stairs, nearOutside, inBy now, you might want to put some itemsHead up through the center of town to the next screen. Go East to the giantHead across the wooden bridge toEnter the room in the top left for a chest with, then backtrack toTake the central stairs up to the throne room and speak to King Horne to learnIf youd like to save your Torch, you can follow the above maps to get youAfter the battle, refuse Jusquas request to go home to have him join theAfter that, head out to the exit. On the overworld, enter that suspicious looking building in the clearing. Minotaur strategy. Brandt was at Lvl2 and Jusqua at Lvl5. Theres not much you can do, optionIf both Brandt and Jusqua are feeling psyched, let both of them attack to dealHeals, both through item usageRemember to set the ability on Brandt beforeBeyond the Cure TomeHead back one screen and take theWalk towards the screen, then go to the left, then up. Before taking theFloor 2F. Walk to the right and light the candle. Youll note that a door is heardBefore doingBack at the entrance, enter the now opened center door and, along the backTake the stairsHead to the bottom right corner here to find aContinue walking up and take the save offer and enter the door. Approach.<http://gloteckr.com/upload/editor/comfortmaker-rpj-ii-owners-manual.xml>

Aire, save her and try to leave the room; we get a boss battle. Greaps strategy. Brandt at Lvl5,

Jusqua at Lvl6, Yunita at Lvl8 and Aire at Lvl5. If you have Fire. Everyone should have access to Cure and two users should have Fire. I'd suggest making Aire one of those Fire users due to her already equipped. Kings Shortsword. Basically, always Boost to have at least 2AP saved up for Cure session. While on the ground, Greaps gets one, sometimes two attacks, Keep sending out Fire spells for After the battle, you'll see a talking crystal, the opening credits and access Step into the magic circle and make your way back to. Horne, either by walking or using one of the Dragon Wings we picked up along From the entrance, go right and take the 2FC stairs to Floor 2F. Grab the Take the top right stairs at 2FB to grab a nearby and head At the intersection, go left and take the stairs at 4FF, then 3FG and go all At the very top left You can now find Guera, our From the Moonlight Tower, hug the Southern area of the desert and you'll spot. Guera in the North. Go inside town, preferably during the day. First things first, there's new hidden chests in the area. Head to the right Enter the Wireless Shop. North from here and check the table on the left side for inside. Go left and inside the inn, heading all the way Northern left side of town you'll find a magic shop. Go inside and examine During the day, go straight back to Guera Palace, taking two teleporters up to Go back inside Guera Palace and, after taking the Go down the set of No new enemies here, and you can save another Torch if you feel up to it, Follow this path and take the Northern path up to claim what we need the Go all the way up, grab the in the Exit out of the caverns.

Before heading out of town, take the villagers on their suggestion and equip Backtrack to the right and head up twice, Go left to find In the following rooms, if you fall into the quicksand, you'll fall to the Starting at the top of 2F, go left Activate it, then head back up to 3F, then Go down and take the center quicksand trap, marked with the in the map Once you return, take the stairs above you to 4F and fall in the quicksand Take the stairs to your right and fall in the bottom most quicksand trap on Climb back up, take the stairs directly below you twice over and make use of Taking the stairs marked as L will lead to Sand Devil strategy. Steal everything useful from Krinh, since he'll be leaving after this battle. Whoever is equipped with the Rock Shield, give the other main party member. Krinh's Robe for the defensive boost. Similarly, designate one party member Sword. If you can't tell, Krinh may as well perish in this fight. For as long as Krinh stays alive, let him chip away at the Sand Devils Every two to four turns, you'll get a message. After about half of Sand Devils HP is lost, it'll start to use a sandstorm Cure use and keeping your AP totals healthy and this fight will be over. After the battle, Krinh directs you to the land of Arbor, saying the key to You gain access to Take the magic Stay at the inn. We can't go to Guera Palace since a guard is blocking the Do know that you'll be able to pick Gain control of Aire. We also have yet another set of hidden chests to find. First, head out of the house and take the path just to the left and follow the Circle North around where you started Head inside, go upstairs again and Go through the Head to the right, climb aboard the ship and examine behind the mast to gain. Continue heading South to find Go inside the Storage Head past the second inn and check the clearing. Southwest of the second inn; in the middle of that area, you'll find. Head back to the house with the Giants Ring in the basement and speak with.

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Apollo, the kid looking out the window. Now speak to his mom, near the front Before heading out, set Aire as a White Mage and Jusqua as a Black Mage, then Remember to set their The password is Freedom. Take the stairs down and go left to reach the B2 Head back to take the right set of stairs to reach the B2 right room areas. Keep going down and right until you meet up with the save point character. Beat the left guard for a chest and the right guard for a chest When you feel you're Trollud strategy. Jusqua and Aire were both at Lvl11 with Jusqua, a Black Mage for now, holding Start Aire with a Healthgiver and let Jusqua If Jusqua is hit once after being fully healed, Aire has leeway to get You want to keep Healthgiver up as often as possible due to Whirling Bludgeon, Trollud has Berserk up. Keep an eye on HP levels and you'll be fine. For After the battle, take the stairs beyond and grab all the treasure. Clockwise Exit the hideout and Enter Liberte during the day and speak to

Apollo to gain. Speak to Pablo if you wish, but head back to the house you're resting at. Lilibelle suggests: From the entrance, head past the first opening, then keep to your right to the door marked z on the above map. Continue upwards, snaking around the path and open the chest for a Mansion, between 4355 HP and gives up 28 Exp. After claiming the STREAM CAPE, in this minisection, you'll need to hit both y levers to open the door at y. Just stick to the path, hitting the first lever at the second corner at Ly1. Backtrack to the now opened x door and Brainshark strategy. Aire alternates between Healthgiver and Cure, while Jusqua sticks to casting. Fire spells. If you don't really need healing, Aire can attack Brainshark. After the battle, Jusqua will leave and Aire is forced to open the treasure. Do so and well wind up back at Liberte. During the day.

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As a cat. Go to your room and speak to Apollo, the kid. Then speak to Lilibelle, the most South Just North from Enter there. Don't bother wasting a torch here. BANDIT CROWN and BARD CROWN. Exit to overworld. ENTRANCE. Go West to Guera; the Animal Burrow empties in the Eastern part of the desert. Head up through the center of town; we're going to pick up the other hidden. At the weapon shop, go head over to the top left corner of. If it's not night, head outside and wait for night to fall, then come back with Brandt in tow, head out to the overworld. We're going to the Northwest corner of the desert, inside Fairy Path. Use the map to the right to bump your EXIT. Walk North to Arbor, past the forest in the area. Walk into town, and we'll be shifting gears to Jusqua's quest. Talk to the cat four times to have this cat join the party. With that, exit. You can speak with the king if you. Hellhound type enemies are particularly tough without fire protection, which. When you do want to explore, you can, once again, save a torch by bumping into. Just be aware of any Hellhound encounters; they're. Just don't go East, since the town is split up into quadrants; the Northwest quadrant is for weapons, Our goal is to show up during the day time and go to the odd Sorcerer's house. Agree to both questions and we're left with the four shopkeepers of Urbeth each have a job. Note that after paying the Sorcerer and going. It's in your best Trylion, of the Accessory shop in the Northeast quadrant Mylion, of the Armor shop in the Southeast quadrant Thauzand, of the Weapon shop at the Northwest quadrant. Then wait for people to buy them, Repeat as needed to pay the Sorcerer's 10000 Gil. It's available anytime Jusqua is in town, so feel. When you have the money, head back to the Northeastern corner and pay the Sorcerer, then do as suggested and head to the inn, noting it costs 50 Gil. Starting from the Sorcerer shop and going clockwise around town, go inside the. Accessory shop and examine the right shelf, left hand side, for.

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Head South, near the dock, and enter the right. Head to the dock, examining the suspicious crate against the wall for an. Cross the bridge to the West and, on this side, head down to the riverbank. Step into the water and go all the way up and left, behind the tower as far as. Get out of the water and go to the. Head outside and go North a bit to. Examine the set of barrels on the upper row, finding yourself not able to get. Head back to. Head inside the. Continue going up to the Queens room, Our goal is way back near the inn, where the Eye Drops were. You might want. When ready, head down. Our goal is to pick up the Animal Staff, At the first intersection, head left to grab, then head back. Again, head left to grab a chest with. At the next intersection, take a. Go all the way up to claim. Go outside of the tree trunk and use the Animal Staff on Brandt. Go inside. Agree to help. From the Queens throne, take the left exit out and climb up to Great Tree. At the four. Go left and up, through the doorway, to enter an inside area, between floors. Go right and around to the stairs at E, to go back down to 2F. From here, go. Go right, detouring down to grab a, then back up to the stairs to. Floor 4F. Take the, take the stairs back to 3F and head to the. Go back to Floor 3F, swing around to the. Grab the chest to the right for an, then go left and down to reach 4F. Head as far down as you

can to grab the in the chest, then at theArbaroc strategy. Make use of the Wind Cape and Fairy Cape, with the Wind Cape going to yourHealthgiver active, particularly when Arbaroc is in the air, since thats whenIf Torte is attacking rather than healing, stick himBrandt should be doing upwards of 30 dmg with Red Shot equipped. Just keepLevels ranged between 1719,After the battle, youll gain ELEMENTALIST CROWN and RANGER CROWN. Also, rob. Torte of everything he has; if you dont have inventory space, thats fine. You can take the magic circle back to the beginning of the area, head back to.

Arbors Storage shop and clear up some space, then rob Torte blind. OnceTorte leaves the party and the Animal StaffWhen you regain control, go back to talk with the queen, then head up theNo need for a map here, nor an enemy listing. Wind your way to the top of theUse the Transform Staff to turn back intoSo, Aire made it and Brandt fell, right. Bring Brandt South, near Arbor, thenId highly recommend switching Brandt to the. Wayfarer class, as well, solely to be able to run from tougher encounters. If you dont have any offensive spells on Brandt, youll need to do someOnce across the isthmus, start your trek to the North, where all the snow is. Enter the cave. Go to the right, grab the lower candle and put it in the candle holder on theBacktrack to the upper path,Head down and grab the candle to the left, then go all the way down to meltGrab the last candle to meltWalk down the center until you see a suspicious hole. Transform into a dogNow were in control of Jusqua, on a boat. Go to the Northwest, surprisinglyTheres a beach nearby to moorEnter the cave and make use of the save.Head left, then up and grab any of the three candles. Go all the way to theHead back to grabHead down from here, grabGo all the way down to the next room. Head to the far right, grab the candle and go down and right. Melt the iceHere, take the door one space to the left and grab the in theSorcerer strategy. Not much thought here. You can steal a Potion if you want. The best he canJust attack a few times to end the battle. Behugemoth strategy. Heres the real boss. In the first part of the fight, you can steal a Potion. Just survive three rounds and part one will autoend, and Brandt will join. In part two, you can steal a HiPotion. Keep your HP up and attack as if itsAfter you drop its HP by half, roughly 250 pointsIf you have MirrorYou can do either before the. Sorcerer fight if this part of the battle gets too difficult.

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After the fight, Brandt officially joins up with Jusqua and you get yourContinue beyond and well get to the exit. Once outside, go East and enter the town you see. Thats Invidia.Im not sure how many points you need, but I gotTips on scoring high use multiplicationMore hidden chest goodness. Enter the door to your left to be inside the. Weapon and Storage shops. Examine the bags near the barrel directly across. To the right of the Storage shop. Go right one screenGo to the next screenGo right again to the Armor and. Go right to head outside, checking a tree near the man to the left of the. Head up the center stairs to findIgnore the person for now, going up the landing. Talk to the person we just ignored to have Rekoteh join the party. Go down,You have two options To get Mythril, you pretty much need toAfter doing either scenario, youll fail and Rekoteh mentions needing the. Dragon Harp. Talk to the Chief, gain MAGIC KEY, unlock nearby door and enter.Go left this time, then up to reach the stairs down to B2. In B2, go right, then down and then to the left. Theres a There arent any enemies in this room, so feel free to take your time. TheHit up the saveIce Dragon strategy. Levels ranged between 1820. Ice Dragon resists dark based attacks and canStream Cape, the first time Ive seen a different potential boss steal. Equip everyone with either Darksteel or Ice Shields to minimize damage from. Ice Dragons attacks. While on equipment, remove Rekotehs Shark Lance andOnce youre setup, keep your heals up and hammer away,For your victory, gain the FIGHTER CROWN as well as the SCHOLAR CROWN, and ourHead outside to Invidia. Go outside of the Chiefs home and examine the giant egg. Ride the newlyBe sure to strip Rekoteh of all her belongingsWere back in control of Yunita. Head outside and talk to Thauzand at the. Weapon shop at the Northwest

quadrant. Say no, you're not looking for JusquaHead out of town and go near the Hunting Caves, getting into battles as a.

Bandit until you find Mythritoise in the forest; steal a Mythril and trade itNow were ready. For those wondering, that second Item shop is that locked shop below Storage. Enter the giant tower in the center of town.Head back outside to Urbeth and go downSwing up to the left andTake the perimeter all the way around, going beyond the stairs to grab aGo across toHead all the way to the right, then take the chest above you for. Take the center path down, then right, and well reach 6F. Go up, take theGo down and takeAnother room with treasure, holding,Hit the save alongAnd this is why we traded for those Rainbow Boots back at Urbeth. You dontWell, its not quite Spelvia yet; were in the dungeons. Go to the upperYay, its Aire! Were no longer flying solo. Go just beyond there and we can save. From the save, go up and take the first left, then head up and take the firstGo all the way to the right and take the stairs back to B3 for a new area. Head down then left, taking the path up for treasure holding. Take the stairs back to B2, this time taking the center path up to the stairsGo back up to. B1 and head to the far right, taking the stairs here to find another Lets start on the hidden treasure chest hunt. Right from the start, after. South and head behind the tombstone, facing the main town of Spelvia and. Get off the tombstone platformNotice all the Golems If you want to interact with them, to you know, buyGo through the door on the right to find the inn and examine the candles at. Continue through the upper. Continue through the center door, head through the hallway, then find the. Now try and find the right wing, a little further in from the left wing, andContinue up to the doorHead back to the throne room and speak to Rolan. Then, head outside and enterIn each of these rooms, the room goes off in all sides forever. The goal isThe order they move can be seenTalk to that Rolan and we get a boss fight. Geri and Freki strategy.

Equip Fire and Ice Shields, giving your main healer a Flame Shield and Stream. Cape combination. Also while setting up, take Rolans Thundara Tome, since helf you haventThus, stickIf one of them falls, you have three toAfter winning the battle, the world falls into darkness and you get to reuniteHead to the inn to rest up,Use the save, too. Head to the throne room and well get another boss fight. Rolan strategy. Equip everyone with Darksteel Shields and either take a Black Mage with MirrorThat leavesAfter the battle, gain access to PARTY HOST CROWN and HERO CROWN. Go outsideTalk to the dragon and were going on a world tour. And searching for those legendary weapons of Rolan. The following include all the shop upgrades after darkness has spread acrossWhen ready, head to the next couple sections, since they can be handled inHead to the windmill one screen up from the entrance and unlock the door. GoWere done here.Theres a locked door in the northern, town section of Liberte, just past theWere going after the Shield of Light and the Spell Fencer Crown in this part. Speak to the King and leave town. Head to the Northwest to reenter the. Moonlight Tower. Take along some Rock Shields for everyone for this trip. Go all the way right, then all the way up to find. Take theBacktrack toHead to the right and take the upper path. Go as far right as you can, thenGo down from here andHead to the right, then grabWhen you hit the wall, go toThe next switch is toContinue to the left to take the stairs up to 3F. Take the second path down, then approach the lower right switch from the left. Flip that, then go up and around to the left to hit the far left switch. OneB5 on the bottom most set of stairs, below the first switch you hit in thisHere, fight the to your right to claim an ELF CAPE, then snakeBelphegor strategy. Since we already have Flame Shields equipped, place that Flame Cape on yourAlso pretty muchTake out each Cube one by one, then focus on Belphegor.

Dont get too lax onHP restorer, if Mysterio happens to not be in effect. When you start seeing. Belphegor using Cure spells, itll signify its near the 40% HP remainingAfter the battle, gain MONK CROWN and take the magic teleporter out. FlyGo talk to the Queen and Torte hands you the LUX TOME. Thats one of theArbor. Were going after Cestus and the Dancer Crown in this section. Go to the Northern town screen, enter the house to the left of the house that. Aire and Jusqua started in

and speak to Pione. Go to the Animal Burrow West Transform the entire party into animals and get to where the Ogre Bear was. You can even enter from the Guera side, if you wanted to make it quicker. Examine the far wall to find Lilibelle and help her out of the spiderweb. Return to Liberte. Go back to Piones house and talk with him. Go to the inn and rest. Leave Go up to the main portion of town in the North, enter the Kings house, that Gain CESTUS. While moving around on Cestus, you wont have to worry about random battles, North, into the bay. Approach that suspicious spot in the middle to get Leviathan strategy. If you have Lux, use it. Otherwise, equip Ice Shields on everyone, equip any. Stream Capes if you have any and equip fireelement weapons and spells, or Bring the usual Two things Leviathans regular attacks have a chance Leviathan is charging up; have everyone attack to cause the Charge to falter. Keep it up and well be done with this section. After the battle, gain DANCER CROWN and officially gaining this legendary Were grabbing the Sword of Light and the Paladin Crown in this section. Head to Spelvia and go down into Spelvia Dungeons, the cave to the left of Equip Holy Shields on everyone and add Examine the gate and Follow the linear When we finally get to an intersection, go to the right twice, battling the At the end of the path, grab the in the chest, then go all the Head back, take the path up, use Mammon strategy.

Keep up an Elementalist's Mysterio with our equipped Ice Shields and youll be Youll most likely be doing low damage Since youre doing damage and. Mammon cant heal, while youre taking zero damage, this will just be a battle NPC at Invidia, you can throw Bomb Fragments for damage. When all of Mammons Gain the SHAMAN CROWN with Mammons defeat. Exit out of the Sun Temple via Speak to the Chief twice to gain the. ARMOR OF LIGHT and a nifty armor icon above Invidia on the map. In order to proceed, you are required to have the Sword of Light, the Armor of. Light, the Shield of Light, the Cape of Light, the Lux Tome and access to the If youre missing any of Go to Horne Castle, taking the center door, where the once locked cell is, at Go through the door to Enter the Magic Laboratory. Rolan appears after the fight and gives you a MASTER KEY. Were tasked with Go down to the first floor and use our new key You can examine the paintings for hints for our next puzzle, or you can use Go beyond the locked door, take the We need to light the candles so that each room has a red flame lit, but with Each capital letter represents a candle Doppelganger strategy. Stick to the Gain. Exit the Witchs Mansion and return to Horne. Go to Horne Castle and head back down into the Magic Laboratory. This indicates that the earlier unactivated sheep Keep going to the left to take the stairs down to B2. This room is sometimes weird. A few times, after taking the stairs marked B. Id wind up at B, which leads you back to the entrance. If your screen If it happens to be going to the right, leave Horne completely and come back. Its fairly isolated, but just in case it happens to you too, thats the only In any case, we should be on B3 now. Go down either side, then swing up the middle to take the stairs down for a Go up on either side and Take the first set of stairs on the left side to go to B4, then B3, then B2, A chest is on the right side, holding Exploring this room a little more reveals a sheep surrounded by some pillars.

Take the lower right set of stairs, marked M in the above maps, and follow Detour to the lower path to grab a, This is the sheep puzzle. You want to examine, in order, the sheep facing With that, take the left set of stairs, marked U. Continue to B3, opening the chest just below you for a. Keep Were going back to the From here, its a straight shot up Talk to the King and use the Lamp of Truth. Satan strategy. Bring an Elementalist with Mysterio and Amplify active, and a Black Mage with. Spell Focus and Banishra. I rounded out the other members with a Bandit for Whoever isnt equipped with the. Cape of Light should be holding Darksteel Shields. Start with Mysterio. Spell Focus and Lux on the first turn, keeping Spell Focus active while. Amplify is used on turn three. On the next turn, cast Banishra, since this Keep Mysterio up, and Lux should be healing all your damage with Recovery. Demon Lord stance grants physical immunity and Sword God stance grants magical Gain DARK FENCER CROWN after winning. Exit via the magic circle, then go Enter the second door on the right, A new area opens up on the overworld Also, the shop changes inventory for the third time. Liberte Town is marked by wherever you left Cestus, the whale. Go inside. Liberte, head up to the

Rusty Compass and examine it, so we can travel around Cestus at the beach closest to Urbeth. If you haven't done any armor upgrading at Urbeth, now would be a prudent time. This area of Liberte and Urbeth will essentially serve as our base of ops. When ready, take Cestus straight South to enter the bubble. It's the number of subbosses that pack a few Torches to get through the area, or just stumble along using the Press forward to the first set of stairs, then go up and take the upper Run off to the left to go the outside screen; go down to an intersection, Go all the way to the right, We can grab the just below where the sword From here, take the stairs back to B1 and go to the right. That's where we'll take the warp for the Asmodeus strategy.

Equip our new found treasures, along with those Rock Shields. Your healer Have everyone carry some type of. Mysterio access just yet, but those Sidewinders should be kept in check with Realizing half your team is now immune to status, Asmodeus primary way of Add Lux to the mix and congrats Levels were between 44 and 45 here. The next easiest boss, I thought, is Beelzebub. Exit out of Star Chamber and Black and White Mage for attacking and healing purposes. If you have space, Stairway D, in the Beelzebub strategy. Start with Lux, as should be the norm as soon as you picked it up. Keep your Black Mage setup with Spell Focus, sitting on enough AP to cast Desolator; Have everyone else continue Beelzebub takes to the air, let your Black Mage cast that Spell Focus. Desolator, instantly making Beelzebub drop to the ground and dealing about. Two to three more Levels ranged between 45 and 46 here. If you brought along those Ice Shields and Confuse Capes, let's take on the Beelzebubs, go left and down to where the F stairs are. If you exited out, Mammon strategy. Cast Lux and, with Ice Shields and Confuse Capes, you've automatically won. Feel free to set the DS on autobattle and walk away. Mammon can't heal and And with that, we got our Elemental crown back, among others. The whole party was at Lvl 46. Now, it doesn't really matter who we go after next. I went with Satan solely While coming out of Mammon's area, take the Head back near the D stairs and go Were grabbing the to the left Make your way back to the D stairs and Go into the Satan strategy. Use Lux and Mysterio. Deal damage however you've been dishing it out. If you Enjoy the reclaimed crowns. Levels were bumped up to 47 across the board. Head back to B2 via the C stairs to bring us near Leviathan; that boss can Leviathan strategy. We should still have those Ice Shields from Mammon's revisited battle. Equip Leviathan starts sending out the message that it's charging up.

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