



THE LAST REMINANT™

COVERS XBOX 360®

BASED ON A GAME
RATED BY THE
ESRB **M** MATURE 17+

SQUARE ENIX®

Written by Rick Barba, Joe Epstein,
and Greg Sepelak



PART 1: GETTING STARTED

INTRO	002
CHARACTERS.....	002

PART 2: GAME BASICS

EXPLORATION010
OUTFITTING016
COMBAT: THE STRATEGIC TURN-BURST BATTLE SYSTEM021

PART 3: MAIN STORY WALKTHROUGH. 030

PART 4: SIDE QUESTS & GUILD TASKS 156

PART 5: DATA

FORMATIONS	216	ARTS	272
SHOP LIST	236	COMBAT ARTS	272
ITEMS	250	MYSTIC ARTS	276
EQUIPMENT CREATION	256	ITEM ARTS	280
CONSUMABLE ITEMS	262	OTHERS	281
COMPONENTS	262		
CAPTURED MONSTERS	266		
SPECIAL ITEMS	269		

PART 6: ENEMY GALLERY 282

GETTING STARTED

INTRODUCTION

Welcome to the official strategy guide for *The Last Remnant*, the groundbreaking new RPG from Square Enix. With so much gameplay to cover in such a vast, vibrant game universe, it's best to jump right in. This book features an in-depth look at game basics including the new Strategic Turn-Burst Battle System; detailed maps and step-by-step walkthroughs for *The Last Remnant's* main story and side quests; and key stats including item and weapon lists, combat and mystic arts, a monster gallery, and other data.

MAIN CHARACTERS

RUSH SYKES



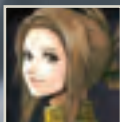
Age: 18

Race: Mitra

The young hero of *The Last Remnant* is the son of world-renowned Academy scientists, but grew up largely sequestered on isolated Eulam Island, which leaves him blissfully ignorant of the formalities of the typical royal court. (He refers to Lord David, Marquis of Athlum, as "Dave," for example.) But his idyllic, carefree youth comes to a jarring end on the day that a contingent of mysterious forces kidnaps his sister Irina from the island. His desperate search for her leads him into the company of the Marquis of Athlum and his Four Generals.



IRINA SYKES



Age: 14

Race: Mitra

Despite her youth and innocence, Irina is possessed of powers that set her apart. Indeed, something about her has attracted the attention of powerful interests—and her disappearance has generated concern in the highest ruling circles across the continent. Her trust in her older brother Rush is absolute and unshakeable. Can he live up to that trust?



DAVID NASSAU



Age: 19

Race: Mitra

Bound to the Remnant Gae Bolg, the young Marquis has inherited not only the throne of Athlum but also a legacy of great and benevolent rule. As the story begins, his central desire is Athlum's independence from the principality of Celapaleis. His Four Generals—Torgal, Pagus, Emma, and Blocter—are loyal, devoted comrades who offer support and wise counsel. But the burden of leadership is his alone, and the appearance of Rush Sykes presents him with his greatest challenge.

GAME BASICS

EXPLORATION

THE WORLD MAP

From here, you can choose where to go in the world. New destinations appear on the World Map after story events, during certain quests, or after talking to certain individuals (especially in bars and pubs). Press **X** to zoom in or out, **A** to select a destination, and **Y** to access the party menu.



CITY MAPS

Here, you'll choose different destinations within the same city. New areas may show up after exploring a town more fully, or after certain story events. Press

A to pick a destination, **Y** to access the Party menu, and **ESC** to return to the World Map.



CITIES

You'll find many facilities and services throughout the cities. Pubs serve as great sources for information and quests. Guilds offer opportunities to complete guild tasks and recruit union leaders. Shops offer various goods, from weapons and their components to herbs and accessories. The shops also offer more products as the game progresses, along with special trade goods if you sell enough captured monsters. Along with shifting shop stock, different towns may offer new quests and union leaders as you move further into the story. This makes it worthwhile to stop by old haunts in between main story objectives.



Keep an eye out for folks with red borders above their word bubbles...they have something important to say, or a quest to offer!

TRADE GOODS, COMPONENTS, & CUSTOMIZATION

At the conclusion of battle, monsters are sometimes captured. You have a choice when this happens: keep the monster in its captured state, or split it into components. Capturing monsters and selling them to vendors is a lucrative source of income, and also garners you commerce points, a hidden stat. Acquire enough commerce points by selling captured monsters, and shops soon begin offering trade goods. These are rare, often terrific items usually not available elsewhere. Capturing and selling foes pays off in more ways than one.



Trade goods can be fantastic upgrades. A "sold out" item requires that you sell more captured monsters before it is restocked.

MISSION

Escape the Underground Cavern



This first mission provides instructions on some of the basics of the combat system. Your objective is to fight your way out of the cave, including a confrontation with a boss beast. The fighting is quite easy, however, since this is a tutorial-style mission.

ACTION CHECKLIST

1	Learn from Emma about treasure chest Remnants
2	Defeat the cave monsters
3	Exit the cave

NEW SIDE QUESTS AVAILABLE

None

MISSION MAP

Yamarn Plain: The Unknown Cavern

1 Start

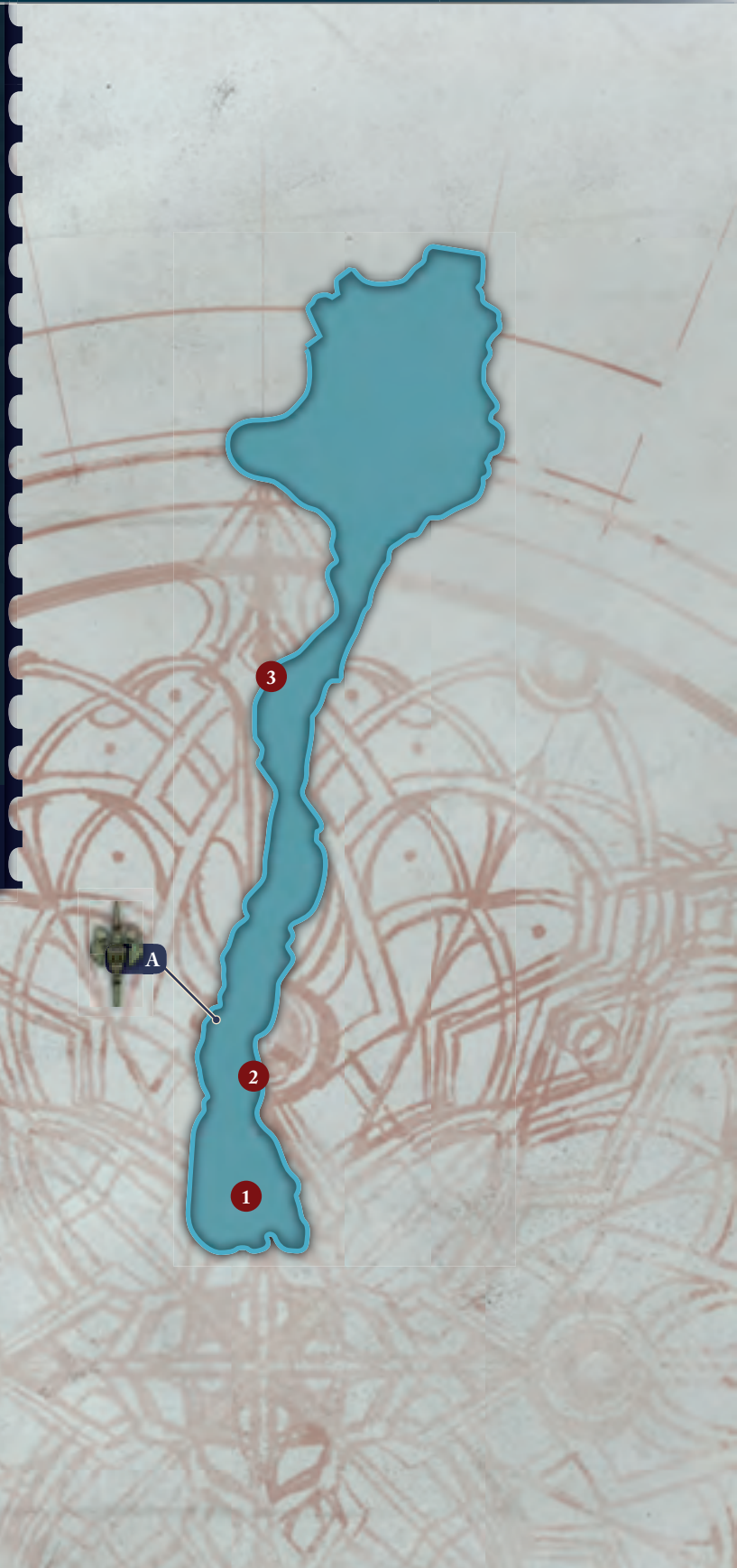
2 - 3 Talk to Emma

Treasure Chests

A Broadsword

ENEMY UNIONS

- Jhana Fighter
- Jhana Archfighter
- Raptor



MISSION WALKTHROUGH

Open the Treasure Chest

As the mission opens, you get an onscreen message that Emma has joined your party. Approach Emma, who stands near a glowing, ornate-looking object, and talk to her. She tells you the object is a treasure chest, a type of Remnant. Then she explains how to “bind” a Remnant to use it.

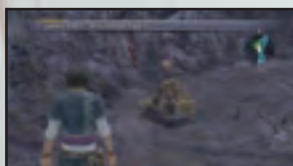


As you click through the dialogue with **A**, Rush automatically binds the Remnant (i.e., opens the chest) and receives a Broadsword, a dual-edged midsize blade that inflicts Slash damage. Equip the Broadsword. The Party menu is now available, so press **Y** and save your game if you want.



Defeat the Jhana Unions

Proceed down the tunnel to Emma and talk to her again. She explains how to initiate battle with the monster up ahead. With your finger on the **△**, carefully approach the Jhana until the ellipsis icon over its head is outlined in red. The moment you see the red outline, pull the **△** to initiate combat.



After a quick battle tutorial, you find yourself facing two enemy unions. One is a pair of Jhana Fighters, and the other is a lone Jhana Archfighter. Your union, called “Rush’s Troop,” is comprised of Rush and Emma. Although you appear to be outnumbered, you’re in good shape with Emma on your team. Attack the Jhana Fighters with combat arts; Emma’s Knee Splitter should terminate the enemy union with a single blow.



When the Archfighter makes a run at your flank, Rush’s Troop turns to engage him in Deadlock since you’ve already eliminated the first enemy union. A Jhana Archfighter hits hard, so your union suffers some damage in the monster’s initial attack.



If this fight were destined to be a multi-turn affair, you might want to select “Keep your HP up!” (which combines a basic attack by Rush with a Restore remedy by Emma) for your first battle command. But Emma’s Devil’s Due strike is fierce enough that if you select the combat arts option, she’ll terminate the Archfighter in a single turn. Since all of your party members always recover full HP after each battle, don’t waste a turn here on healing. Just unleash combat arts on the beast to take him out.

Breaking Deadlock

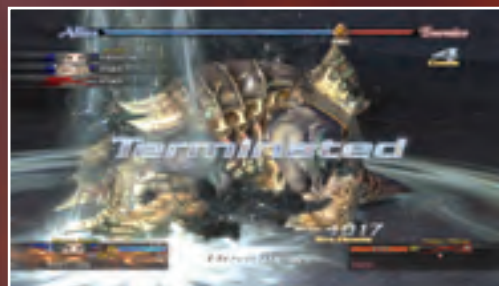
Certain battle commands can break your union free from a Deadlock, but withdrawing gives the opposing union a free attack.

After your first victory, continue down the tunnel until it opens into a wide cavern. Head toward the exit passage until you trigger a cut scene in which Emma says, “Something’s wrong,” and then a massive Raptor drops from the ceiling. After a quick tutorial on “Morale,” it’s time to tangle with the great horned monster.

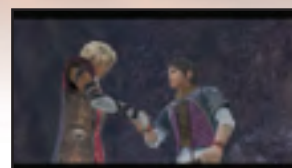
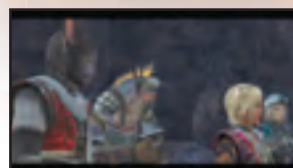


RAPTOR

This first boss fight is merely an exercise to introduce the power of Rush’s talisman. When fighting a boss, the “Charge!” battle command is the basic attack. Go ahead and pick any of the three choices in your first turn; it doesn’t matter which one. In Turn 2, your only command choice is “What...what is this power?” Select it to unleash a mighty attack called Omnistrike from Rush’s talisman. This destroys the Raptor in one blast.



After the Raptor disintegrates, Emma comments that the talisman is “more than a fashion accessory after all.” Then Rush meets the Marquis and his other three Athlumian generals. David offers Rush aid in the search for Irina, and invites him back to Athlum.



When the scene ends, you automatically go to the World Map. Use the left stick to move the golden cursor northwest from Yamarn Plain to the city of Athlum, then press **A** to travel there.



SIDE QUESTS AND GUILD TASKS

SIDE QUESTS

Throughout the game, many characters ask for your help with various troubles. These “side quests” offer an opportunity to earn extra items, money, and abilities, often along with the added experience of numerous battles to push your characters through the harder later areas of the game.

Most of the time, quests take you to new locations automatically and teleport you back once you’ve accomplished your goal. This isn’t always the case, but at least you’re usually deposited in a town or at least by an exit to the World Map. A few of these are “gathering” quests that start and allow you to do basically anything else you like, including other quests, until you’ve obtained everything and returned to the client on your own.

Of course, you don’t have to accept a quest if you don’t feel up to it just yet. Come back a little later once you’ve built up...

❧ DON'T WAIT TOO LONG! ❧

Many quest opportunities from the game’s first disc vanish completely when the story progresses into Disc 2 (after you invade Nagapur via the Aqueducts). Just before you enter the Aqueducts, make sure you’ve completed as many quests as possible. Some quests even affect the towns’ status in Disc 2; don’t complete them, and some towns lose their guardian Remnants!

A few quests do carry over into Disc 2, meaning you don’t have to worry about finishing them too early and can take your time gathering items and strength to tackle them:

Amnesia

The Silver Falcons: Part One

The Silver Falcons: Part Two

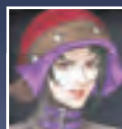
Required Leaders



Some leader characters who can be hired from guilds must be in your party in order to trigger certain quests. They do not need to be in an active union, even *during* the quest; they can be in your unused backups. Go ahead and hire these characters as soon as you can, and talk to them every time you’re in town and you see them. Frequently, you must progress the conversation by talking with them, leaving town, then returning in order to trigger the quest.



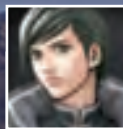
Caedmon
(Balterossa)



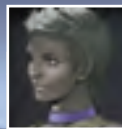
Nora (Athlum)



Loki (Athlum)



Glenys (Nagapur
after completing
“Wisdom’s Echo”)



Rhagoh (Celapaleis
after completing “A
Single Soul”)



Jager (Athlum Ring
of the Labyrinth
Guild, after
completing “The
Fated One”)

ATHLUM SIDE QUESTS

Available: Beat the Vicious Plant in Dillmoor

A DAY'S BEGINNING

Client: *Mysterious Woman, Warrior's Honor*

Objective: *Deliver a letter to the Robelia Ruins*



The first quest you can try is also one of the very few that the game requires you to go through to continue the storyline. Thankfully, it's a very simple one. The Mysterious Woman in the Warrior's Honor pub gives you a **Letter From Home**, and you're instantly warped to the Robelia Ruins. Keep going until you find a "Weeping Yama"; talk to him and the letter is delivered. Easy!



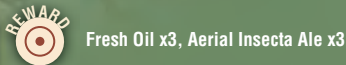
Once this is accomplished, you've opened up the wide world of side quests, and a new one is instantly unlocked: Baulson.

Available: After defeating the Fiery Idol

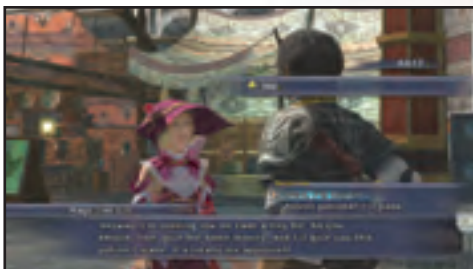
ATHLUM'S WITCH

Client: *Mage-Like Girl, Town Square*

Objective: *Buy her mysterious potion for 500g*



This is a pretty simple side quest because it involves forking over 500g to the Mage-Like Girl in Athlum's Town Square. The items you get can prove useful in Potion item arts. This sets off a long chain of purchases from this girl across the world...you'll see her next in Celapaleis.



Available: Complete "A Day's Beginning"

BAULSON

Client: *Baulson, Warrior's Honor*

Objective: *Find a kid in the Gaslin Caves*



This quest has you searching for a lost boy in the Gaslin Caves, with the yama Baulson joining you as a guest (non-controllable) union for backup. While you may be tempted to jump right into this quest, odds are Rush and Baulson alone aren't enough to finish the job. Go to the guild and hire some help to fill out Rush's union before you tackle this one.

You start in Gaslin Caves' Hypnotic Hollow. Simply head forward, defeating the two Rosefly unions to get a little practice in dealing with guest unions. Take the right fork at the first split. There, you find the "sickly little boy"...and a batch of qsiti bandits that need defeating!



BANDIT LEADER & BANDIT HENCHMEN

Your primary objective in this fight is to defeat the Bandit Leader; taking him out ends the battle immediately. However, this denies you the spoils given up by taking out his backup before he falls. Thankfully, if you've hired McGrady and Oakes from the guild, this fight should be a snap. Focus on the backup Bandit Henchmen to drastically up the amount of gold you earn for the fight. You should be able to eliminate them in a single round. Once they're down, the leader should fall in short order; just attack him with your strongest arts. Be sure to keep your health up just in case!



After the bandits are eliminated and the boy is safe, you can hire Baulson at the guild to join up with your party. Unfortunately, at this stage, odds are you're at your Leader Capacity per battle (3), and you can neither add him to your current union or create a new one with him. On the other hand, he packs more punch than Oakes does, so consider swapping the qsiti out for the yama.

MONSTER GALLERY

NORMAL MONSTERS

ALBIC QSITI

To improve drop quality obtain:

Albic Qsiti Weekly, Ring of the Labyrinth task 30

Drops	
Albic Hide	
Tanned Albic Hide	
Circular Albic Hide	
Large Albic Ear	
Monster types and exclusive drops:	
Monster	Drop
Albic Qsiti	Albic Liver



AMOEBA

To improve drop quality obtain:

Amoeba Weekly, Union of the Golden Chalice task 41

Drops

Amoeba Rawhide

Amoeba Eyes

Amoeba Fluid

Amoeba Fang

Amoeba Antennae

Amoeba Membrane

Monster types and exclusive drops:

Monster	Drop
Amoeba	Thin Amoeba Hide
Dagon	Dagon Antennae
Giant Amoeba	Large Giant Amoeba Fang
Charybdis	Evil Charybdis Eye



ANTHROVORE

To improve drop quality obtain:

Anthrovore Weekly, Sword of Three Realms task 45

Drops

Anthrovore Fragment

Anthrovore Moss

Anthrovore Mane

Anthrovore Branch

Large Anthrovore Arm

Anthrovore Trunk

Surgill Bulb

Ailanthus Branch

Fruit of Knowledge

Monster types and exclusive drops:

Monster	Drop
Vile Plant	Vile Plant Timber
Anthrovore	Anthrovore Bulb
Mandragora	Medicinal Mandragora Seedling





OFFICIAL STRATEGY GUIDE

Written by Rick Barba, Joe Epstein, and Greg Sepelak

© 2008 SQUARE ENIX CO., LTD. All Rights Reserved. Unreal® Engine, Copyright 1998-2008, Epic Games, Inc. All rights reserved. THE LAST REMNANT, THE LAST REMNANT logo, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd.

BradyGAMES® is a registered trademark of Penguin Group (USA) Inc. All rights reserved, including the right of reproduction in whole or in part in any form.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@thesa.com.

ISBN: 978-0-7440-1076-3

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08

4 3 2 1

Printed in the USA.

BRADYGAMES STAFF

PUBLISHER

David Waybright

EDITOR-IN-CHIEF

H. Leigh Davis

LICENSING MANAGER

Mike Degler

MARKETING MANAGER

Debby Neubauer

CREDITS

SENIOR DEVELOPMENT EDITOR

Chris Hausermann

SCREENSHOT EDITOR

Michael Orwen

BOOK DESIGNERS

Keith Lowe

Colin King

PRODUCTION DESIGNER

Tracy Webmeyer