

STAR OCEAN[®]

THE LAST HOPE[™]



COVERS XBOX 360[®]

BASED ON A GAME
RATED BY THE
ESRB **T** TEEN

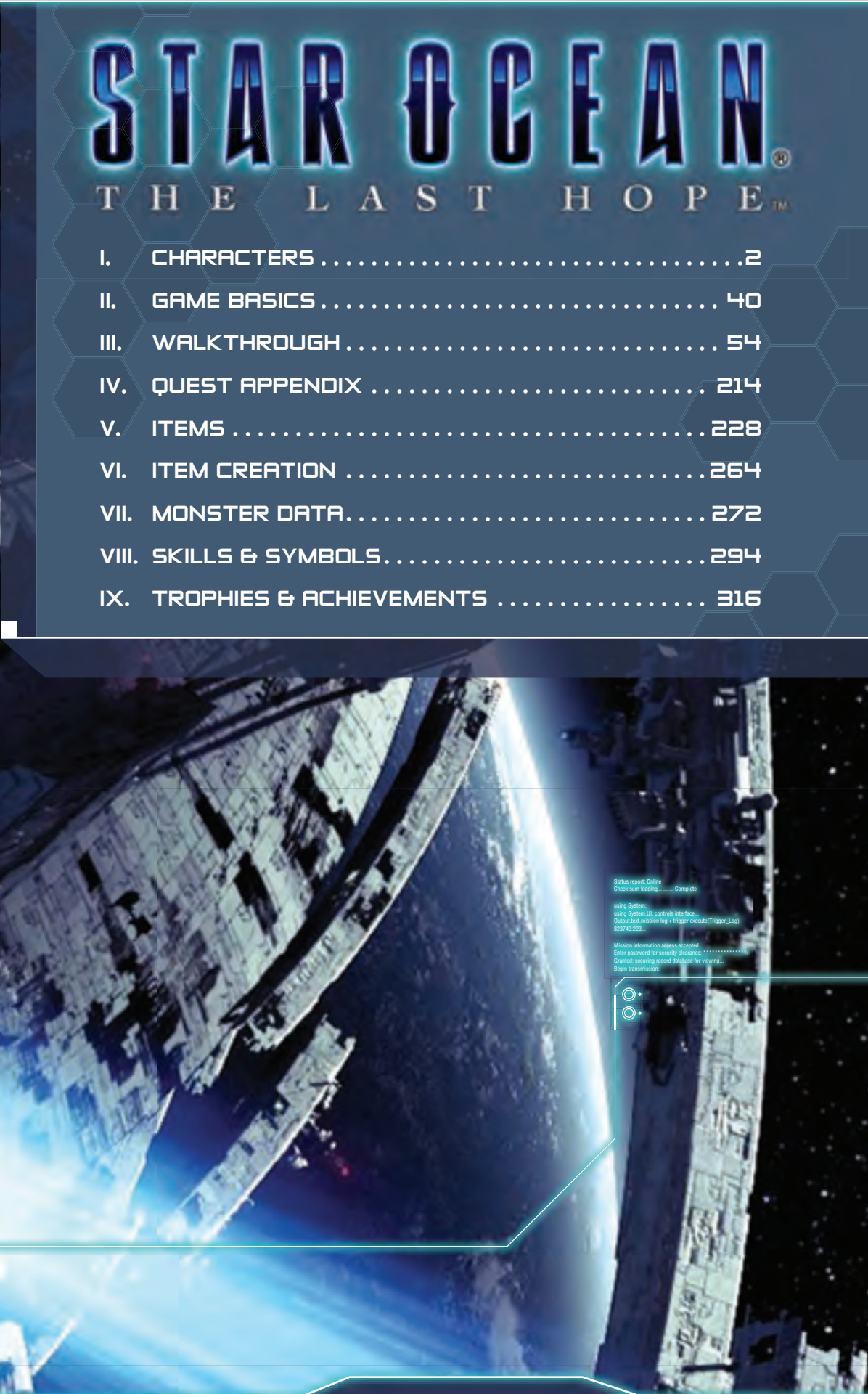
SQUARE ENIX[®]

Written by Casey Loe and Adam Deats

STAR OCEAN®

THE LAST HOPE™

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Status report: Online
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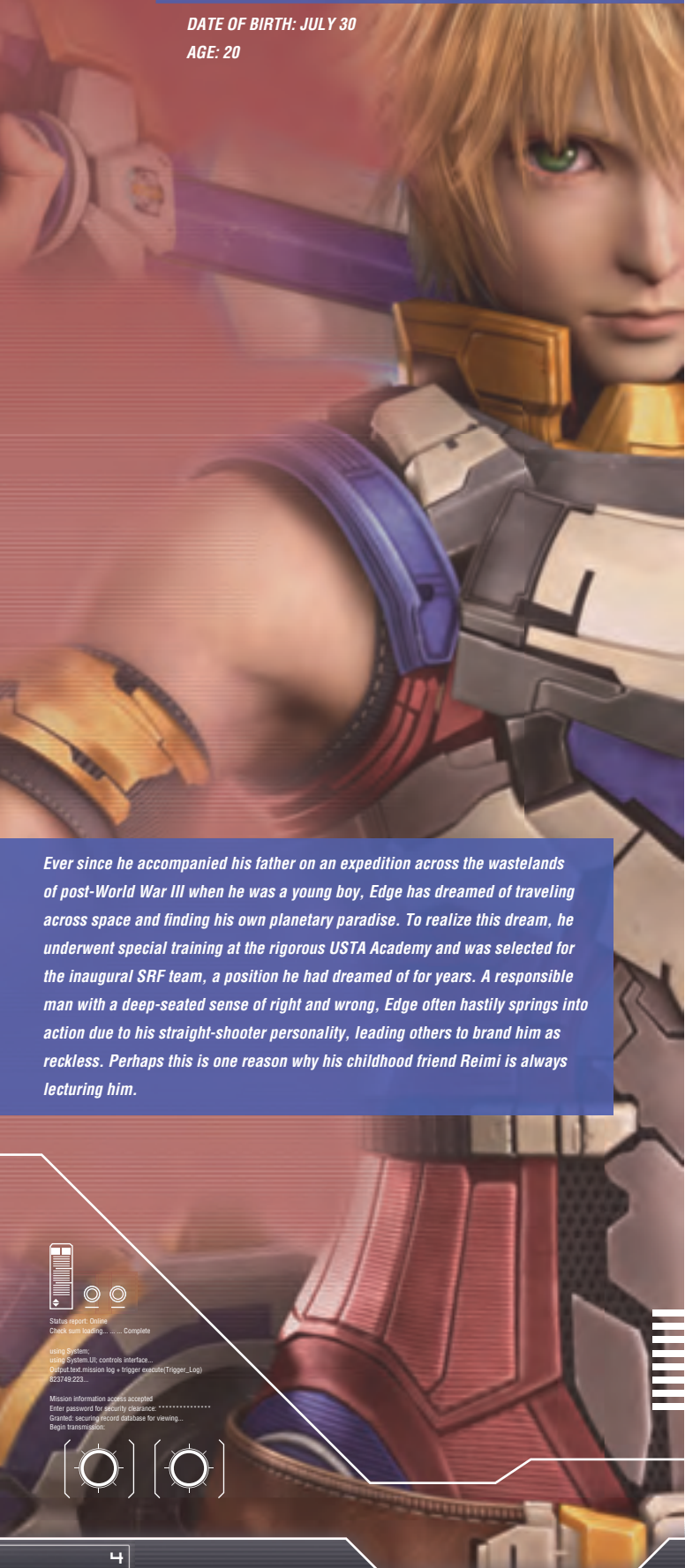
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Begin transmission:



EDGE

DATE OF BIRTH: JULY 30

AGE: 20



Ever since he accompanied his father on an expedition across the wastelands of post-World War III when he was a young boy, Edge has dreamed of traveling across space and finding his own planetary paradise. To realize this dream, he underwent special training at the rigorous USTA Academy and was selected for the inaugural SRF team, a position he had dreamed of for years. A responsible man with a deep-seated sense of right and wrong, Edge often hastily springs into action due to his straight-shooter personality, leading others to brand him as reckless. Perhaps this is one reason why his childhood friend Reimi is always lecturing him.

Status report: Online
Check sum loading... Complete

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823749223...

Mission information speech accepted
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Begin transmission.



Base Statistics

HP	MP	ATK	DEF	HIT	GRD	INT	LUCK	Critical
200	50	25	17	27	12	13	100	1.2

Base Resistances

Poison	Stun	Freeze	Paralysis	Silence	Fog	Curse	Pumpkin	Void
0	0	0	0	0	0	0	0	0

MOVE SET

LONG RANGE (ATTACK) (A)

SHORT RANGE (ATTACK) (A)

(A) (A)

(A) (A) (A)

SHORT RANGE (DIRECTIONAL ATTACK)

(A) + (A)

ANTI-AIR ATTACK

Analog stick at neutral, then press (A) (A) (A) against a flying enemy

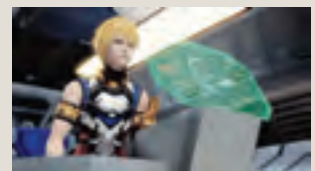
JUMP (B)

BLINDSIDE – RANK C

Edge's Blindsight causes him to swing behind the enemy in a wide arc. He's completely vulnerable to attack during this evasion, making it difficult to Blindsight wide attacks with a large swinging range.

CHARACTER OVERVIEW

Edge's party role is to act as a well-rounded melee unit geared towards leadership. At higher levels, he has access to both damaging hand-to-hand combat abilities and a small variety of offensive and restorative symbols. This combination allows him to effectively attack from any position, and also act as a light support unit for injured party members. Though ultimately weaker than Arumat and Meracle in the damage department, his main attack string is far more flexible than theirs, allowing for longer basic combos that don't require MP usage. His special arts are also quite potent, since they are an array of powerful short range skills that easily link together when used in combos. His final three special arts (the Celestial Sword, Raging Strike, and Scintillant Stream) are also ranked amongst the strongest skills available to any character.



Despite the symbols at his disposal, Edge's strongest assets are his short range capabilities. His flexible combos, high ATK rating, and relatively high DEF rating make him a powerful frontline brawler. When attacking, verify whether or not his short range string has connected (A,A,A) before chaining into a fourth hit. This acts as a safety measure against defending enemies. If they happen to guard your attack, canceling into his $\square+A$ may leave you open to counter attack. If his short range string hits, chain the third hit into his $\square+A$, then as he recovers from the uppercut, perform his three-hit anti-air combo (leave the analog stick at the neutral position, then press A,A,A) to juggle your airborne enemy. When MP is abundant, forgo the uppercut segment and chain the third hit of his short range combo into his Rising Blade or Stampede Slash. With the Chain Combos skill learned, additional special arts can be linked after either attack for even bigger damage. Learn this skill to quickly improve Edge's combo prowess (refer to his combo section for stronger combo examples).



TIPS & TACTICS

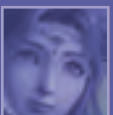
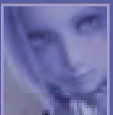
LEVEL 10 BERSERK + BLINDSIDES + ATK BOOST

The strongest position for a melee unit is behind an enemy after a Blindside. Make this position even more advantageous by equipping the **ATK Boost** and **Berserk** skills. At level 10, Berserk nearly doubles your ATK rating, but comes with a high cost: characters with the Berserk status take double the damage they normally do. Don't be afraid to use it in certain situations though; its risk is negligible if you're fighting an enemy with attacks that are easy to dodge. Berserk is also useful for dealing high damage to an enemy whose focus is on a weaker party member. This switches its attention to you, which may leave you vulnerable to lethal damage, but it does keep the enemy from wrecking a vital member of your party. You're also a lot more capable of staying out of trouble than a computer controlled character is.



INFINITE COMBINATION

Edge's $\square+A$ uppercut launches enemies into the air, setting them up for follow-up strikes. It's possible to continuously launch the enemy with this same attack over and over again, effectively keeping it in a combo for an extended period of time. The enemy's only method of escape is to activate Rush Mode, which keeps it from being bumped into the air. Although this combo deals very little damage and leaves you very open to attack from alternate enemies, it still has its uses in one-on-one fights. If, for example, your opponent's Rush Gauge is almost full, use the uppercut combo to continuously hit them until they activate it. They'll still be in the sky when they enter Rush Mode, so end your assault and back away to safety.



Transmission completed

Log of system:
using SystemUI; controls
interface...
Debug: diff.
mission log + trigger
execute(Trieger_Log)
823149223...

Securing data: 3541:--
database 101 secured!

End of line

EXAMPLE COMBOS

(AAA) → + A, juggle with his anti-air (AAA)

(AAA) → Stampede Slash → Rising Blade → Cyclone Blade → Mystic Cross

(AAA) → Stampede Slash → Rising Blade → Raging Strike → Celestial Sword

(AAA) → Rising Blade → Raging Strike → Scintillant Stream → Celestial Sword

SKILLS

Field Skills				
Name	Max Lv	MP Cost	Acquired	Notes
Smithery	10	--	Initially Available	Item Creation skill. Allows you to craft metallic weapons and armor. At higher levels, more types of items become available.
Anthropology	10	--	Skill Manual	Increases chance of earning items after defeating humanoid enemies. At higher levels, the effect increases. Once the skill is learned, its effect is always active.
Appetite	10	--	Skill Manual	Adds a bonus to the effect of HP recovery items. At higher skill levels, the effect increases. Once the skill is learned, its effect level is always active.
Chain Combos	10	--	Skill Manual	Allows you to assign multiple skills to a chain combo. At higher skill levels, the number of slots and the amount of damage dealt increases. Once the skill is learned, its effect is always active.
Sprinting	1	--	Initially Available	Allows you to run faster on the field for a limited distance. Press the X button while running to use.
Pickpocketing	10	--	Skill Manual	Allows you to steal items and <i>FoI</i> from others. At higher skill levels, the chance of success increases. To use this skill, press the B button while wearing the Bandit's Gloves. Be careful not to steal too much...



Symbols

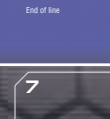
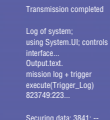
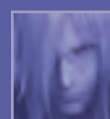
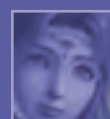
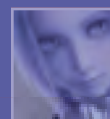
Name	Max Lv	Damage	MP Cost	CP Cost	Acquired	Notes
Healing	10	--	6	--	Obtained after first entering the Alanaire Citadel.	HP recovery symbol. Recovers 31% of one ally's maximum HP at level 1. The HP healed increases to 40% at level 10.
Silence	10	--	22	--	Level 17	Support symbol. Places the target and nearby enemies in silence status, preventing them from using symbols. At higher skill levels, the chance of success increases.
Cure Condition	1	--	8	--	Level 30	Curative symbol. Purifies one ally of all status ailments.
Symbolic Weapon	10	--	17	--	Level 46	Support symbol. Allows one ally to absorb MP from the enemy with each attack. At higher skill levels, the effect duration increases.
Radiant Lancer	10	INT x169%~301%	5~14	2	Level 57	Attack symbol . At level 1, rains four spears of light down upon the enemy. At level 10, rains seven spears of light down upon the enemy.
Aurora Rings	10	INT x156%~260%	7~16	4	Level 70	Attack symbol . At level 1, erects three pillars of light, damaging any enemy that touches them. At level 10, erects six pillars of light.
Faerie Star	10	--	50	--	Skill Manual	HP recovery symbol. Summons a faerie to recover 81% of all allies' maximum HP at level 1. At level 10, it recovers 90% of their HP.

Special Arts

Name	Max Lv	Damage	MP Cost	CP Cost	Acquired	Notes
Rising Blade	10	ATK x260%~350%	8~12	2	Level 1	Attack with four rapid strikes, then launch the enemy skyward with a final rising thrust.
Stampede Slash	10	ATK x312%~436%	12~18	3	Level 10	Make a beeline for the enemy, slashing along the way.
Aura Spark	10	ATK x330%~380%	14~21	3	Level 23	Unleash a wave of focused energy with a downward swipe of the sword.
Mystic Cross	10	ATK x433%~766%	16~25	4	Level 39	Kick the enemy into the air, then jump up and run them through.
Cyclone Blade	10	ATK x300%~525%	16~25	4	Level 54	Spin upward with your sword, slashing repeatedly as you go.
Celestial Sword	10	ATK x400%~490%	18~27	5	Level 63	Spin jump to generate a huge energy sword, then strike the enemy three times.
Raging Strike	10	ATK x550%~650%	18~27	5	Level 80	Jump high into the air, then drive a high-speed kick downward onto the enemy.
Scintillant Stream	10	ATK x816%~1120%	20~29	5	Skill Manual	Summon a sword of light in your left hand, then slash away fiercely with both swords.

Battle Skills

Name	Max Lv	MP Cost	CP Cost	Acquired	Notes
ATK Boost	10	--	1	Skill Manual	Adds 10 to your ATK at level 1. The ATK boost granted increases as the skill's level increases (granting +1000 ATK at level 10). The effect is only active when set as a battle skill.
HP Boost	10	--	2	Skill Manual	Adds 100 to your maximum HP at level 1. At level 10, your maximum HP increases by 10000. The effect is only active when set as a battle skill.
MP Boost	10	--	2	Skill Manual	Adds 10 to your maximum MP at level 1. At level 10, your maximum MP increases by 1000. The effect is only active when set as a battle skill.
Critical Hit	10	--	1	Skill Manual	Allows you to perform critical hits outside of Rush Mode. At higher skill levels, the chance of success and the amount of damage dealt increases. The effect is only active when set as a battle skill.
No Guard	10	--	3	Skill Manual	Prevents you from being thrown off balance when taking damage of less than 1% of your maximum HP (at level 1). At level 10, the effect increases to 10%. The effect is only active when set as a battle skill.
First Aid	10	--	2	Skill Manual	When taking damage from an enemy, occasionally recovers 20% of damage taken as HP (at level 1). At level 10, 60% of the damage taken is converted. The effect is only active when set as a battle skill.
Auto Healing	10	--	1	Skill Manual	Gradually restores HP during battle. At higher skill levels, HP is restored more frequently. The effect is only active when set as a battle skill.
Stun	10	--	2	Skill Manual	Occasionally adds a stun effect when attacking enemies. At higher skill levels, the chance of success increases. The effect is only active when set as a battle skill.
Fury Boost	10	--	1	Skill Manual	Increases the chance of surviving via Fury when your HP hits 0. At higher skill levels, the effect increases. The effect is only active when set as a battle skill.
Taunt	1	1	--	Skill Manual	Attracts the attention of enemies, making them target you more often. Use this skill from the battle menu.
Berserk	10	8	--	Skill Manual	Boosts ATK by 40% for 30 seconds (at level 1), but doubles damage taken from attacks. At level 10 ATK is increased by 100%. Use this skill from the battle menu.
Convert	10	4	--	Skill Manual	Converts some HP to MP over a period of 30 seconds. At higher skill levels, the effect increases. Use this skill from the battle menu.





SRF-003 CALNUS

THE MAIDEN FLIGHT OF THE CALNUS

You'll first meet Edge in the Crew Quarters of the SRF-003 Calnus, where he'll fire up the battle simulator for a bit of pre-mission training. You can return to this room at many points later in the game, and even access the battle simulator directly from the title screen, so don't feel like you have to master the entire combat system right now. For the moment, focus on the basic curriculum section and perhaps dabble a bit in Blindsides. Once you've mastered the fundamentals of combat, come back to learn the more advanced techniques.



After exiting the battle simulator and watching the cut scene, take a few moments to explore the Calnus. Save the game in Edge's room if you like, then descend to the lower decks by using one of the stairways marked with a blue plus icon on your map. When you reach the Flight Deck at the west end of the ship, sit down at your console at the front of the ship, or speak to Reimi to initiate the launch sequence.



Status report: Online
Check sum loading: Complete

Using System:
Using System UI, controls interface
Output transmission log: trigger_executor(Triggr_Log)
823749.223

Mission information access accepted
Enter password for security clearance: *****
Granted, securing record database for viewing...
Begin transmission

ONE SMALL STEP ON AEOS . . .

The trip could have gone a whole lot more smoothly, but at least everyone has arrived on Planet Aeos in one piece. Wake up Reimi to trigger a cut scene, then leave the Flight Deck and take the passage to the south to exit the ship. So much for being the first to set foot on Aeos; the crews of the Balena and Dentdelion have beaten you to it.



Return to the Calnus, and inspect the terminals of the Flight Deck to find data entries for two ships in the SRF fleet. The data is recorded in the Spaceships section of your Collections menu, and if you manage to find data on all of the game's ships, you'll unlock an Achievement for your efforts. You can also collect data on weapons, both your own and those used by other characters in the game.



Next speak to Van, who is standing outside of the Meeting Room, to earn Recipe Memo 05. Then, search the shelves in the storage area north of the Meeting Room to discover the data for the SRF-Issue F98 Assault Rifle.



Return to the landing site and seek out Rich, who is standing to the northwest of the save sphere. Rich gives you a Sniper's Bangle, which you can equip immediately by pulling up the main menu, selecting "Items," then "Equip Items," and setting it in Edge's Wrist Accessory slot.



Speak to Daniel, who is standing next to Rich, and then Andy, the next closest NPC. Once you've heard what they have to say, head towards the save sphere and speak with Reimi to trigger an event that ultimately ends in your first real battle. The pair of Adephega monsters shouldn't give you too much trouble, and offer a good opportunity to practice the basics of combat. For example, the Adephega telegraph their attacks by raising their front legs, giving you an opportunity to jump out of their attack range by pressing **B** and away on the left stick.



Planet Aeos


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Status report: Online
Check sum loading ..... Complete

using System:
using System UI, controls interface...
Output test mission log + trigger execute(Trigger_Log)
023749 223

Mission information access accepted
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Granted, securing record database for viewing...
Begin transmission.
  
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Transmission completed

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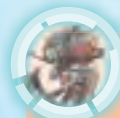
Planet Aeos: LANDING POINT



Map Treasures

1. Broken Metal Cutting Blade x 1
2. Blueberries x 3
3. Blackberries x 2
4. Iron x 1
5. Insect Egg x 2
6. Bigberries x 1
7. Wind Gem x 1
8. 103 Fol
9. Iron x 2
10. Insect Leg x 1, Warped Carapace x 1

Monsters



ADEPHAGA

HP: 292 EXP: 1
Fol: 16 Race: Insect

Resistant To: --
Weak Against: Wind

DROPS

Protection Seeds, Insect Leg, Insect Egg, Blueberries



ADEPHAGA DRUS

HP: 351 EXP: 2
Fol: 33 Race: Insect

Resistant To: --
Weak Against: Wind

DROPS

Protection Seeds, Insect Leg, Insect Egg, Blueberries



KILLER WASP

HP: 228 EXP: 1
Fol: 33 Race: Insect

Resistant To: --
Weak Against: Earth

DROPS

Accuracy Seeds, Aquaberries, Blueberries

Legend

= SAVE SPHERE

= PASSAGE



Harvesting point items

Aquaberries
Blueberries
Insect Egg
Lemon

Pickled Plum
Vegetables
White Rice



Mining point items

Iron
Silver

THE SEARCH FOR THE EREMIA

After defeating the pair of Adepgha, return to the Flight Deck and report to Captain Grafton. He'll ask Edge to scout out the Eremia, which crashed far to the north. Reimi insists on accompanying you. With her at your side, you can harvest items wherever you see glowing green energy rising from the ground. You'll also have a competent archer backing you up on the battlefield; press the left or right bumpers during combat if you want to take direct control of Reimi and leave Edge in the capable hands of the computer AI.



LOOTING THE LANDING POINT

The crew of the Dentdelion have succeeded in removing the debris that was blocking the passage to the north, but don't hurry off in that direction just yet; it's crawling with enemies. First, examine the unguarded chest and four glowing green pods to the northwest, which contain a useful assortment of recovery items. You also earn a few EXP (experience points) and Party SP (skill points that any character can use) each time you find some loot. Between those treasures and the harvesting point to the east of the save sphere, you can earn enough EXP to take Edge to level 2 before you face the Adepgha again.

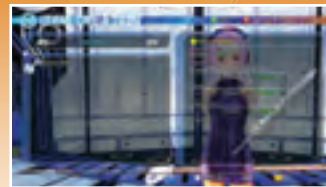


While chests and pods are never refilled, harvesting points do grow back every time you return to your ship. Since this harvesting point is so close to the Calnus, you can harvest it as often as you like by repeatedly entering and exiting the ship. It's a great way to earn free EXP, rack up some Item Creation ingredients, and fill your inventory with HP-restoring Blueberries before you face the monsters in the northern part of the map.



DABBLING IN ITEM CREATION

After Edge's solo battle against the Adepgha, the crew of the Calnus finally gets the Item Creation terminal in the Calnus Meeting Room up and running. The only recipe you have at the moment is Van's Recipe Memo 05, which later makes a nifty Storm Blade for Edge once you assemble a Broken Metal Cutting Blade, Wind Gem, and Repair Kit. (The blade and gem can be found in nearby chests, but the Repair Kit won't turn up until the end of your adventures on Planet Aeos.) If you've earned any Party SP from enemy encounters or opening chests, you can select "Invent new recipes" and place Edge and Reimi in one of the four groups (either separately or together — it doesn't matter at this point) to start an invention session using Edge's Smithery skill and Reimi's Cooking skill. At level 1, all they'll come up with is the recipe for Pickled Plum Rice, which provides a 5% EXP boost for three consecutive battles and restores 5% of a character's HP. Of the three ingredients, White Rice and Pickled Plums can be found at nearby harvesting points, but Seaweed won't start turning up until the Urd Falls Cave.



SEARCH FOR A RIVER CROSSING

The wreckage of the spaceship Eremia is to the north, but a deep river blocks your progress in that direction. Instead, head east towards the Urd Falls Cave, which connects the Landing Point to the Northern Coast. Enemies grow tougher in the cave, and tougher still on the Northern Coast.

Proceed slowly, earning EXP, items, and Bonus Board tiles before ducking back to Edge's room in the Calnus for an HP- and MP-recovering rest.



The search for habitable planets comes with both rewards and heavy responsibilities. The souls Edge comes in contact with often need a special kind of assistance, the kind that only he and a group of space explorers can offer. Though the fear of harmful interference may cause him to ignore a cry for help, his empathy for the weak ultimately leads him towards necessary tasks. Welcome to the Quest Appendix, a culmination of all you need to know about the various errands to undertake. Though detailed descriptions on how to complete quests are found in the walkthrough, this section is designed to act as a quick reference for players focused on completing unfinished quests. Please refer to the walkthrough when looking for detailed explanations on how to complete special dungeons or battles associated with quests.

DATA EXPLANATION

- 1 How to Obtain:** Details the means of starting the quest. Includes locations, NPC names, and any additional things that need to be triggered to obtain it.
- 2 Battle Reward:** The EXP, SP, and item rewards obtained after completing a quest-related battle. Only a small number of quests have this field.
- 3 Quest Reward:** The EXP, SP, and item rewards obtained after completing a quest. All quests award EXP and Party SP after their completion, while items are only awarded in specific cases.
- 4 Items:** Lists any specific items needed to complete the quest. The amount of the item needed appears next to its name.

- 5 Description:** An explanation on how to complete the acquired quest.

❖ PUFFY'S DEBUT

Obtained:

After the "Where's the Receptionist?" quest has been completed, speak to the Mischievous Woman living within the giant mansion in Tatroi.

2 BATTLE REWARD: 25 EXP, 28 FOL

3 QUEST REWARD: 200 EXP, 31 PARTY SP

4

This noble woman's daughter, Puffy, wants her colosseum fighting team to finally win a match. Your job is to challenge them and purposely lose. Proceed over to the colosseum and accept the fight from the front desk. Winning the colosseum battle has no effect on the quest; you can challenge Puffy's team and defeat them as many times as you like before finally losing to them.

Since the contender is extremely weak in comparison to your party, remove your armor to increase the damage they deal to your fighter. When the battle has been lost, return to Puffy's mother for your reward.



5

PLANET AEOS EXPLORATION BASE

❖ THE MISSING PATIENT

Obtained:

At the Exploration Base, speak to Airi, the Eldarian Physician.

QUEST REWARD: 10 EXP, 24 PARTY SP, AND A GENTLE KISS...

Airi, the on-duty sickbay doctor, needs you to find a missing patient. He's found within the outer wall of the northwest corner of Exploration Base, near the Calnus. Speak to Rich and select the top dialogue option.



Status report: Online
Check swat loading Complete
Using System:
Using System UI: complete (in file)
Output: test mission log - trigger (sister) (Trigger_100)
822749223

Mission information access accepted
Enter password for security clearance: *****
Granted: security record database for viewing
Begin transmission



❖ LEG COLLECTOR

Obtained:

At the Exploration Base, speak to Lilia, the Chief of Analysis.

QUEST REWARD: 20 EXP, 18 PARTY SP, BLUEBERRY X 1

Items: Insect Legs x 10

Collect 10 **Insect Legs** and bring them back to Lilia. The legs are dropped from defeated Adepghaga and Adepghaga Drus monsters. Use the Entomology skill found in Exploration Base's shops to improve the Adepghaga's drop rate.



❖ EGG COLLECTOR

Obtained:

At the Exploration Base, speak to Lilia, the Chief of Analysis after the "Leg Collector" quest is completed.

QUEST REWARD: 30 EXP, 20 PARTY SP, AQUABERRIES X 1, RECIPE MEMO 20

Items: Insect Egg x 8

Lilia needs you to collect eight **Insect Eggs**, which are found at harvesting points and off of defeated Adepghaga monsters. Use Entomology to improve the chances of insects dropping the egg.



PLANET LEMURIS WOODLEY

❖ THE LOST LITTLE GIRL

Obtained:

Speak to the owner of the Thousand Gods General Store in Woodley.

QUEST REWARD: 50 EXP, 8 PARTY SP

The owner of the Thousand Gods Store is unable to open shop until her worries are put to rest. Find her missing daughter and bring her home. You'll find her standing near Woodley's west entrance. Speak to her before returning to her mother.



❖ IN NEED OF NECTAR

Obtained:

After visiting the Cardianon Mothership, return to Woodley and speak to the Storehouse Worker.

QUEST REWARD: 100 EXP, 40 PARTY SP

Items: Nectar x 16

The Storehouse Worker in Woodley is worried about the town's food shortage. Move out to the warmer Van Elm Region or Thalia Plains and slay the Nectar-dropping **Dryads**, an enemy often paired with Man-Eating Trees. Return to the worker with 16 Nectar items to receive your prize. Nectar can also be found at Van Elm Region and Thalia Plains harvesting points.



❖ THE CURIOUS KITTY

Obtained:

After "The Lost Little Girl" has been completed, speak to the Foolhardy Girl in the Thousand Gods General Store.

QUEST REWARD: 50 EXP, 32 PARTY SP

Items: Curious Cat x 1

A young girl can't find her cat, Sir Francis. He's sitting next to a giant rock plateau within the Silent Forest on Lemuris. You need the **Faerie Orchid**, an item obtained in the southern reaches of Woodley Area (near a big lake), to remove the false stone boulder blocking the path to him.



❖ IN SEARCH OF 'SHROOMS

Obtained:

Automatically starts after completing the "In Need of Nectar" quest.

QUEST REWARD: 120 EXP, 33 PARTY SP

Items: Tasty Mushroom x 16

Woodley is in need of Tasty Mushrooms, an item dropped by the **Giant Fungus** and Mist Grave monsters. Tasty Mushrooms are also found through harvest points in the Van Elm Region.



Quest Appendix



MONSTER DATA

❖ ADEPHAGA **001**

HP • 292 **EXP** • 1 **Resistant To** • --
Race • Insect **Fol** • 16 **Weak Against** • Wind

Drops • Protection Seeds, Insect Leg, Insect Egg, Blackberries

Locations: Planet Aeos, Urd Falls Cave

Factors: ATK +2, maximum HP +20.

ATK	INT	DEF	HIT	GRD
0	-2	5	0	-2
0	0	0	0	0
0	0	-5	0	0

Rarity ☆☆

Monster Jewel

❖ GEREL **005**

HP • 327 **EXP** • 1 **Resistant To** • Wind
Race • Plant **Fol** • 27 **Weak Against** • Earth

Drops • Fresh Sage, Seaweed, Blackberries

Locations: Planet Aeos, Urd Falls Cave

Factors: ATK +5.

ATK	INT	DEF	HIT	GRD
1	-2	5	0	0
-3	0	0	8	0
0	0	0	0	0

Rarity ☆☆

Monster Jewel

❖ ADEPHAGA DRUS **002**

HP • 351 **EXP** • 2 **Resistant To** • --
Race • Insect **Fol** • 33 **Weak Against** • Wind

Drops • Protection Seeds, Insect Leg, Insect Egg, Blackberries

Locations: Planet Aeos, Urd Falls Cave

Factors: ATK +5, maximum HP +100.

ATK	INT	DEF	HIT	GRD
1	-2	5	0	-2
0	0	0	0	0
0	0	-4	0	0

Rarity ☆☆

Monster Jewel

❖ POLYPHAGA **006**

HP • 447 **EXP** • 3 **Resistant To** • --
Race • Insect **Fol** • 58 **Weak Against** • Earth

Drops • Protection Seeds, Insect Leg, Insect Egg, Fresh Sage, Iron

Locations: Planet Aeos

Factors: DEF +2, maximum HP +100.

ATK	INT	DEF	HIT	GRD
1	-2	6	1	-2
-2	0	0	0	0
0	0	0	0	0

Rarity ☆☆

Monster Jewel

❖ KILLER WASP **003**

HP • 228 **EXP** • 1 **Resistant To** • --
Race • Insect **Fol** • 33 **Weak Against** • Earth

Drops • Accuracy Seeds, Aquaberries, Blueberries

Locations:

Factors: 30% immunity to poison.

ATK	INT	DEF	HIT	GRD
2	-2	5	2	0
-2	0	0	0	0
0	0	0	0	0

Rarity ☆☆

Monster Jewel

❖ KILLER CHELAE **007**

HP • 374 **EXP** • 4 **Resistant To** • Water
Race • Insect **Fol** • 29 **Weak Against** • Thunder

Drops • Fresh Sage, Warped Carapace, Seaweed, White Rice

Locations: Planet Aeos

Factors: 30% immunity to stun status.

ATK	INT	DEF	HIT	GRD
2	-2	6	0	-1
0	5	0	0	0
0	0	0	-2	0

Rarity ☆☆

Monster Jewel

❖ GIANT BAT **004**

HP • 259 **EXP** • 2 **Resistant To** • --
Race • Bird **Fol** • 25 **Weak Against** • --

Drops • Accuracy Seeds, Blackberries

Locations: Urd Falls Cave

Factors: Maximum MP -50, maximum HP +20.

ATK	INT	DEF	HIT	GRD
0	-2	6	0	0
0	0	0	0	0
0	0	0	0	0

Rarity ☆☆

Monster Jewel

❖ ARMAROS **008**

HP • ????? **EXP** • 40 **Resistant To** • Water, Wind
Race • Other **Fol** • 609 **Weak Against** • Earth

Drops • Warped Carapace

Locations: Planet Aeos

Factors: Maximum HP +100.

ATK	INT	DEF	HIT	GRD
0	-3	17	0	0
-5	5	0	0	0
0	0	0	0	0

Rarity ☆☆☆☆

Monster Jewel

Welcome to the Shop Appendix, a complete list of the stores encountered on your journey. These peddlers offer myriad products that range from life-restoring foods to creature-smashing weaponry. Many of these shops also need favors from your willing party, which come in the form of rare item requests that need to be delivered to them. Please refer to this section when you're looking for quick information on how to complete these quests, or to find materials that you can purchase for an Item Creation recipe.



PLANET: AEOS

LOCATION: EXPLORATION BASE

BASE SHOP: ALPHA

SHOP

Item List

Item	Type	Price
Blueberries	Usable Items	40
Blackberries	Usable Items	60
Aquaberries	Usable Items	30
Fresh Sage	Usable Items	150
Uncooked Pasta	Other Items	100
Raw Animal Meat	Other Items	80
Common Egg	Other Items	40
Vegetables	Other Items	80
Seasonings	Other Items	40
Olive Oil	Other Items	120

ORDERS

WHITE RICE X 3

Reward	Rarity	From
300	★	Marie, SRF-004 Crewwoman

You'll find White Rice at the harvesting points on Lemuris. It's also a rare item dropped from the Killer Chelae monster found on Aeos's beach.

PICKLED PLUM X 5

Reward	Rarity	From
500	★	Marie, SRF-004 Crewwoman

Found at harvesting points on Lemuris.

SEAWEED X 5

Reward	Rarity	From
800	★	Marie, SRF-004 Crewwoman

Seaweed is dropped off of the Gerels and Killer Chelae found in northern reaches of Aeos.

GAMLEBERRIES X 3

Reward	Rarity	From
800	★★★★★	Marie, SRF-004 Crewwoman

Gambleberries are found at harvesting points on Lemuris: Thalia Plains.

BASE SHOP: OMEGA

SHOP

Item List

Item	Type	Price
Eldarian Bow	Weapon	500
Silver Bangle	Wrist Accessory	800
Anthropology	Skill	800
Botany	Skill	900
Entomology	Skill	600
First Aid	Skill	2000
Repair Kit	Other Items	100

ORDERS

IRON X 5

Reward	Rarity	From
700	★	Felius, Eldarian Clerk

The majority of the Iron you'll need is found in treasure boxes throughout your first journey on Aeos. It's also dropped from the Polyphaga monster.

SILVER X 4

Reward	Rarity	From
700	★	Felius, Eldarian Clerk

The earliest place to get Silver is from the Stone Golem enemy on Lemuris: Van Elm Region. It's also obtainable from the mining points on Aeos, but you'll need Bacchus to get it, who doesn't join your party until well after you've received this order.

LIZARDSKIN X 5

Reward	Rarity	From
900	★	Felius, Eldarian Clerk

This item is dropped from the Lizard Soldiers and Wise Lizardmen found on planet Lemuris: Thalia Plains.

LEMON X 5

Reward	Rarity	From
300	★★	Felius, Eldarian Clerk

Three Lemons can be found in a concealed box just outside of the Exploration Base. You'll find more within any harvest point on planet Aeos.

Status report Online
 Check swat loading Complete
 using System ID: compute identifier
 Output: test-emission-log + floger-passed(Tiger-340)
 822749223
 Mission information access: succeeded
 Enter password for security clearance: *****
 Granted: security record database for viewing
 Report transmission



STAR OCEAN

THE LAST HOPE

OFFICIAL STRATEGY GUIDE

Written by Casey Loe and Adam Deats.

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