BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



COVERS PLAYSTATION® PORTABLE SYSTEM

BASED ON A GAME RATED BY THE ESRB T TEEN

SQUARE ENIX

Written By Dan Birlew and Greg Sepelak

Prologue

S.D. 346.

An unknown power threatens to hurl us into a new age of civilization. Is it the will of the gods, or just the whimsy of fate? Whatever it is, the human race continues to advance into the great unknown, into what they called…the "Star Ocean."

But on the Planet Roak, life is tranquil. Although primitive, the Roakians enjoy an idyllic existence. Will the arrival of strange beings from a universe previously unknown to them threaten to shatter their peaceful existence? Or is contact with an alien species the only way to prevent their destruction?

I ponder these questions as I review the rules of the Underdeveloped Planet Preservation Act. The very law designed to maintain the sanctity of primitive planets and cultures also binds our hands in Roak's greatest time of need.

As I consider my next move, I wonder what impact my decision today may have upon Roak. Is the Time Gate of Planet Styx a miracle that could help us rescue a civilization, or a curse that could alter the course of history and destroy the universe?

But if I would leave them in other hands, or to the unknown forces we face, would their fate be any different?

Ronyx J. Kenny

Captain, Terran Alliance

The Starship Calnus

Key to Special Arts & Spells

Each character's special arts and/or spells are listed below their likeness and description, along with the following statistics:

MP Cost: The amount of MP subtracted from the character's total for each use. The amount listed is required to use the special art.

Element: Any elemental quality of the attack, such as Fire, Water, Light, Dark, etc. Also, any status ailments that may be inflicted are shown.

Target: Specifies the number of targets affected by one attack.

Learn: The character learns the special art or spell at the experience level listed. In the case of augmentation by a SFT technique (Four Beasts, Gods of War, Omega, Bagua, Divine Fury, Feline, Wyrm King), the character has a chance to learn the skill by practicing the requisite special art listed at the rate indicated after learning the SFT skill mentioned. Refer to the "SFT Special Art Rate of Learning" table in this section to determine the speed of learning attack per SFT skill level.

Base Effect: For spells only, this number factors into the amount of healing or damage inflicted, possibly combined with a multiple or fraction of the character's MAG.

Multiplier: Damage inflicted equals the character's attack multiplied by the number in this field. A multiplier of 1 equals 100% of the character's Attack, whereas a multiplier of 0.75 equals 75% of the character Attack, and so forth.

Max Hits: The maximum number of hits you can chain on a target at Rank 0.

Rank Up: The general number of times an attack must be used before an increase in rank. / The maximum uses.

Changes: Changes that occur to an attack during a rank up, such as an increase in damage.

Max Rank: The maximum rank a skill can achieve. All special arts start at Rank 0.

Effect: Description of the special art.

SFT Special Art Rate of Learning

SKILL LV	HIGH	MID	LOW
1	1/3200	1/6400	1/12800
2	1/1600	1/3200	1/6400
3	1/800	1/1600	1/3200
4	1/400	1/800	1/1600
5	1/200	1/400	1/800
6	1/100	1/200	1/400
7	1/50	1/100	1/200
8	1/40	1/80	1/150
9	1/30	1/50	1/100
10	1/20	1/30	1/50

RODDICK FARRENCE

A young member of the Kratus Defense Force, Roddick is normally calm and composed but he is occasionally quite spirited. His father, whom Roddick deeply respected, was killed in action during his career in the Defense Force. Roddick's father taught him all he knew about the sword, and even battle veterans like Cyuss and Ashlay recognize Roddick's talent.



RODDICK'S SPECIAL ARTS

Shockwave Swirl

MP Cost	3
Element	None
Target	Target and surrounding enemies
Learn	Lv3
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver a shockwave in a 360-degree arc.

Air Slash

MP Cost	8
Element	None
Target	Target and surrounding enemies
Learn	Lv17
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Send a shockwave racing across the ground.

Firestorm Blade

MP Cost	5
Element	Fire
Target	Target and surrounding enemies
Learn	Lv7
Multiplier	0.75
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver fiery attacks with a burning sword.

Double Slash

MP Cost	13
Element	None
Target	Target and surrounding enemies
Learn	Lv19
Multiplier	1
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver two attacks in rapid succession.

Lightray Blade

MP Cost	5
Element	Light
Target	Target and surrounding enemies
Learn	Lv11
Multiplier	0.5
Max Hits	10
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Fire off a barrage of glowing orbs.

Spirit Strike

MP Cost	10
Element	None
Target	Target and surrounding enemies
Learn	Lv25
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Fire off a burst of inner energy.

Thunderclap Blade

MP Cost	5
Element	Wind
Target	Target and surrounding enemies
Learn	Lv13
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Direct a lightning bolt toward an enemy.

Dragon Roar

MP Cost	15
Element	None
Target	Target and surrounding enemies
Learn	Lv29
Multiplier	0.75
Max Hits	3
Rank Up	200/400
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Deliver a burst of inner energy in the shape of a dragon.



RACE: Fellpool

AGE: 19

Omega Thunderclap Blade

MP Cost	25
Element	Wind
Target	Target and surrounding enemies
Learn	Thunderclap Blade augmented by the Omega technique. (High)
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Throw a sword at the enemy, directing lightning towards it.

Omega Lightray Blade

MP Cost	25
Element	Light
Target	Target and surrounding enemies
Learn	Lightray Blade augmented by the Omega technique. (High)
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Produce a ring of blazing light in a large, 360-degree arc.

Omega Double Slash

MP Cost	27
Element	None
Target	Target and surrounding enemies
Learn	Double Slash augmented by the Omega technique. (High)
Multiplier	1.25
Max Hits	2
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Somersault through the air while shooting out shockwaves.

Dragon Slash

MP Cost	25
Element	Water
Target	Target and surrounding enemies
Learn	Spirit Strike augmented by the Four Beasts technique. (Mid)
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Azure Dragon.

Phoenix Blast

MP Cost	32
Element	Fire
Target	Target and surrounding enemies
Learn	Shockwave Swirl augmented by the Four Beasts technique. (Mid)
Multiplier	1.5
Max Hits	2
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Crimson Phoenix.

Blackwyrm Thundersurge

MP Cost	55
Element	Dark
Target	Target and surrounding enemies
Learn	Dragon Roar augmented by the Wyrm King technique. (Low)
Multiplier	1
Max Hits	5
Rank Up	250/500
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Summon the Blackwyrm.

Bluewyrm Thundersurge

MP Cost	55
Element	Water
Target	Target and surrounding enemies
Learn	Dragon Slash augmented by the Wyrm King technique. (Low)
Multiplier	0.5
Max Hits	10
Rank Up	250/500
Changes	Damage + 0.125
Max Rank	2
Effect	Summon the Bluewyrm.

Redwyrm Thundersurge

MP Cost	55
Element	Fire
Target	Target and surrounding enemies
Learn	Phoenix Blast augmented by the Wyrm King technique. (Low)
Multiplier	0.5
Max Hits	10
Rank Up	250/500
Changes	Damage + 0.125
Max Rank	2
Effect	Summon the Redwyrm.

KRATUS



ENEMY DATA

BAIRD (BOSS)



HP	260	WEAK VS.	None
DROP	Blackberries (78%), Fanfic X (10%)		

THIEF



HP	60	WEAK VS.	None
DROP	Blueberries (59%)		

STORY FLOWCHART

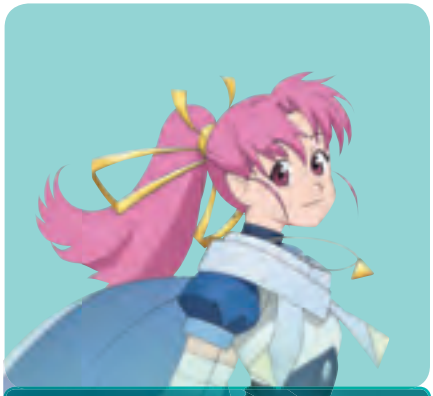
- *Kratus*
- *Speak to 5 citizens, including Martoth*
- *Return to Defense Force HQ*
- *Defeat Bandit parties (x2)*
- *BOSS: Baird*
- *Speak to Millie outside DFHQ*
- *Exit Kratus*
- *Return to Defense Force HQ*
- *Follow Millie to Coule*
- *Coule*



Roddick Farrence

Roddick is a young Fellpool—a race of people with tails—who lives on Planet Roak. He and his friends comprise the Defense Force, a security squad that patrols the village of Kratus. Unfortunately, not much happens in Kratus and Roddick often bemoans his tedious job.

Roddick is mainly a melee fighter. Make sure he has the best equipment at all times, since he is in the party for a majority of the game. At higher experience levels, Roddick learns special arts that he can use in battle to deliver an extra punch.



Millie Chliette

Millie is a cheerful and dynamic girl who utilizes healing symbology magic she learns from her father, Martoth. She helps Roddick and Dorne protect the village of Kratus and keeps them both alive in the process.

Millie's greatest benefits to the party are her abilities to heal and cure status ailments. Her physical attack and defense stats are somewhat weak. The best advice is to set her Tactics to heal others in the Camp Menu and let the game's AI control her a majority of the time. Enemies may target Millie as an easy prey, so it's important to protect her.



Dorne Murtough

A close friend of Roddick and Millie since childhood, Dorne also belongs to the Defense Force of Kratus. He's a big-hearted guy with a core of steel who brings the group together.

Dorne is a heavyweight melee fighter with great ability for physical attack as opposed to special arts use. When controlled by the game's AI, he tends to be a bit reckless. Therefore, switch to controlling Dorne every once in a while to make sure he doesn't needlessly lose HP by getting into bad situations.

EXPLORING KRATUS

While catastrophic events unfold elsewhere in the universe, the Defense Force members lounge around their "headquarters" on a sunny day. The job of the Kratus Defense Force, which includes Roddick, Dorne, and their hyperactive friend Millie, is to protect the village from hostile invasion. Unfortunately, not much happens in Kratus and the village never falls under attack.

Open the chest in the back corner of the Defense Force HQ to obtain **Blackberries**, an item that restores a single character's Magic Points (MP). Exit the HQ and open the two chests outside to obtain a **Flare Bomb** and a **Resurrection Elixir**.



Except for Millie's occasional outburst, not much happens in Kratus.



Open chests in the streets and interiors of Kratus to stock up on various consumables.

Continue to explore the rest of Kratus and speak to all the people in the area. To speak to a person, simply approach them and press the ⊗ button. Townspeople, merchants, and other Non-player Characters (NPCs) often divulge useful clues or general world information.



Speak to the townspeople of Kratus to learn about major characters and the game world.

Trade Lines Closed!

Due to trouble in Coule, none of the shops are currently selling items or equipment. However, the clerks are still at their posts and they're happy to entertain the locals.



SPEAK TO MARTOTH

Millie's House is the rectangular domicile in the southeast corner of Kratus. Visit her house and speak to her father, Martoth. Although this may seem like a minor action, this conversation is necessary to keep the main quest moving along. Don't miss the chest in the lower southwest corner of the interior, as the chest contains **Blueberries**, an item that restores one character's Hit Points (HP).



Engage Martoth in conversation inside Millie's House.

BANDITS ATTACK!

After speaking to at least five people in Kratus, head back toward the Defense Force HQ. As you ascend the steps outside the HQ, bandits attack the village! Descend the stairs and approach the closest group of bandits to engage them in battle



Approach the bandits to engage them in battle.

Battle Tactics

Under the default tactics settings, the player controls the Party Leader while the other two party members act according to their settings in the Tactics screen in the Camp Menu. Press the ◉ button to control another character. Use the cursor to highlight the character you want to control and press the ◉ button again to confirm.



Standard enemies that are frequently encountered can be easily dispatched with a few normal attacks. Press the ✕ button to attack with the character's equipped weapon. Press the attack button repeatedly while striking an enemy to perform a 3-hit combo. This input is sufficient to eliminate most commonly encountered enemies.

TAKE IT UP WITH THE BOSS!

Head west into the second area of Kratus, as bandits prowl on the raised level. Approach them to engage them in battle and defeat them. Afterward, the Kratus Defense Force confronts the bandits' boss, Baird.



Baird arrives after the party clears out the other bandits.

BOSS



BAIRD

HP	260
WEAK VS.	None
ITEM DROP	Blackberry (78%), Fanfic X (10%)

Under the default tactics settings, AI-controlled Dorne should rush out to engage the enemies. Follow him into the fray and eliminate the two Thieves accompanying Baird. Don't allow either Thief to slip past, or they will attack Millie. Since Millie is your healer and doesn't have strong Defense, allowing enemies to attack her is a bad idea.



The heavyset boss doesn't move fast, but avoid letting him slip past Roddick or Dorne to attack Millie. Attack him from both sides with both Dorne and Roddick, and press the attack button repeatedly to perform full combos.

EXTRA QUESTS

STAR OCEAN: First Departure is a complex game with many layers. With so many side challenges to take on, it's no surprise that all of them had to be outlined in a separate chapter. This section focuses on the optional elements of the game, such as Private Actions, the Battle Arena in Tatroi, Puffy's Game, the Oracle Room, and the extra dungeon in the Cave of the Seven Stars.

PRIVATE ACTION

Private Actions are extra scenes that become available at each town and city, usually after certain main scenario events. When standing near a town or city where a Private Action may be available, the Private Action logo appears in the upper-right corner of the screen. Press the ■ button at this moment to initiate a Private Action.



Press the ■ button when the logo appears outside a town or city to initiate a Private Action.



During a Private Action, look for party members around town and speak to them to initiate extra scenes.

During a Private Action, the party splits up to explore the town and Roddick is left in the party alone. The other party members appear at various locations in town, and you can approach and converse with them. Doing so sometimes initiates bonus scenes between Roddick and that character. As a result, affection points are sometimes gained or lost depending on the player's choices. Also, there are certain items that can only be obtained by initiating a Private Action, or by activating a series of Private Actions in sequence. When the Private Action scene is finished, you must exit the town to trigger another one, if one is available.

This section provides some minor details about all 107 Private Actions, including when they become available. Each Private Action is titled according to the character(s) involved and the location where the Private Action occurs. Private Actions are also depicted in the main scenario timeline within the walkthrough, including callouts on the maps to indicate where the person(s) who initiates the Private Action stands. Between this section and the notes in the walkthrough, you should not miss any of the Private Actions.



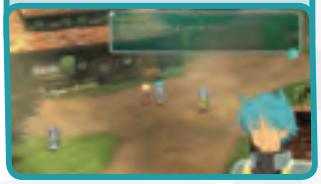
Choices made during Private Actions sometimes cause increases and decreases in affection points between characters and Roddick, or between two other party members.

PA 01

Ilia in Haute Item Shop

1. "Find clothes for Ilia" event occurred.
2. "Lias assassination attempt" event has not occurred.

Speak to Ilia in the center of town for a preview of Millie's and Ronyx's whereabouts.



PA 02

Ilia in Haute Item Shop

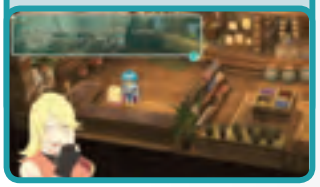
1. "Accepted Badam's mission" event occurred.
2. Millie is not in the party.

Necessary for PA18, PA21, PA22

AP NEW EARRINGS

CHOICES
"How about I buy them for you?"
Ilia +1 for Roddick
"I bet they'd look great on you."
Ilia +1 for Roddick
"They look pretty cheap to me."
Ilia -1 for Roddick

After accepting the mission from Badam, initiate a Private Action at Haute. Enter the Item Shop and find Ilia by the jewelry counter. During the conversation, three dialog options appear. The choice made scores affection points with Ilia for Roddick as indicated.



If at First You Don't Succeed...

If you enter a location expecting to see one Private Action but instead see a different one, leave town and initiate another Private Action. Repeat this until you view the one you're after.

PA 03
Ilia and Cyuss, outside Haute Item Shop

1. "Completed Badam's mission" event occurred.
2. Cyuss is in the party.

AP THE OLD RACE

PRIVATE ACTION COMPLETE
Cyuss, Roddick +1 for each other

After permanently recruiting Cyuss into the party at Haute, exit town and initiate a Private Action. Speak to Cyuss or Ilia, who stand gazing at the mural outside the Item Shop.



PA 04
Ilia and Cyuss at Portmith Bar

1. "Completed Badam's mission" event occurred.
2. Cyuss is in the party.

AP BAR FIGHT

CHOICES
"Join in"
Cyuss +1 for Roddick
"Watch the action"
Ilia -1 for Roddick

Returning to Portmith after speaking to the Sailor at the docks about the pirates' hideout with Cyuss in the party, initiate a Private Action and speak to Cyuss in the bar. Watch him drink until three bottles appear on the table. Exit the bar, then return and speak to him again. Exit and re-enter to find Cyuss picking a fight with the other bar patrons. When given a choice, you can generate affection points with Cyuss or lose them with Ilia.



PA 05
Ashlay at Haute, near Master

1. Ashlay is in the party.

Ashlay makes fun of the scam artist's flimsy weaponry.

PA 06
Ashlay at Autanim, southwest area

1. Ashlay is in the party.

The hero of the Demonic Wars gives advice to an aspiring swordswoman.

PA 07
Ashlay at Tatroi, Speaking to Puffy

1. Ashlay is in the party.

Ashlay speaks to "choose-your-own-adventure" master Puffy, whose comments offend the aging hero.

PA 08
Phia at Portmith Bar

1. "Phia's jailbreak" event occurred.
2. Phia is in the party.

Necessary for PA11

Phia scolds Cyuss for drinking all day and relates to him recent events in Astral City.

PA 09
Phia at Autanim Inn

1. "Phia's jailbreak" event occurred.
2. Phia is in the party.

Phia expresses despair at her recent dishonor. You may encourage her to increase affection points. The dialogue changes slightly if PA08 occurred previously.

AP BAR FIGHT

CHOICES
Encourage Phia
Phia, Roddick +1 for each other
Leave her alone
No affection points

PA 10
Cyuss in Tatroi Weapon Shop

1. "Darth Widow boss fight" event occurred.
2. Cyuss is in the party.

After the attempt on Lord Lias's life in Astral City, return to Tatroi and engage a Private Action. Speak to Cyuss at the Weapon Shop to trigger an event. Cyuss and Roddick overhear a rather embarrassing conversation…



PA 11
Phia in Tropp Bar

1. PA08 occurred.
2. Phia is in the party.

AP THE OLD RACE

CHOICES
Cheer up Phia
Phia -1 for Roddick
Ask her about Cyuss
Phia +1 for Roddick
Leave her alone
Phia -1 for Roddick

Phia tries to find solutions at the bottom of a bottle. Due to her contrary personality, the obvious choices aren't the best. Phia does not require kid gloves, so the best choice is to ask about her problems.

PA 12
Ioshua at Autanim Entrance

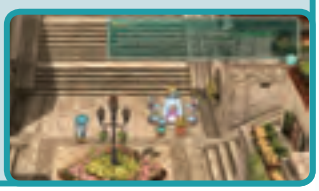
1. "Celestial Ship crash" event occurred.
2. "Featherfolk Reunion at Old Race Ruin" event has not occurred.
3. Either Cyuss, Ashlay, or Phia is in the party.
4. Ioshua is in the party.

Necessary for PA70

AP NEVER SEEN A FEATHERFOLK BEFORE

CHOICES
"I better help!"
Ioshua +1 for Roddick
"I'll mess around a bit."
Ioshua, Cyuss, Ashlay, Phia -1 for Roddick

After the Celestial Ship crash event at Tropp, return to Autanim with Ioshua and either Ashlay, Cyuss, or Phia in the party and trigger a Private Action. Move a few steps north to begin a scene where curious children surround Ioshua. The choice made garners or loses affection points as shown.



PA 13
Ioshua at Tatroi Arena Entrance

1. "Celestial Ship crash" event occurred.
2. "Featherfolk Reunion at Old Race Ruin" event has not occurred.
3. Ioshua is in the party.

AP WHAT IS STRENGTH?

CHOICES
"Because I want to protect others."
Ioshua +1 for Roddick
"Because I want to improve myself."
No effect
"Strength itself has no meaning."
Ioshua +1 for Roddick

After the Celestial Ship crash event at Tropp, return to Tatroi with Ioshua in the party to trigger a Private Action. Ioshua stands just inside the arena entrance. Speak to him to start a scene, during which the choice made affects Roddick's relations with Ioshua.



ENEMY DATA

All enemies encountered throughout *STAR OCEAN: First Departure* are detailed in this chapter, arranged alphabetically, including boss enemies and foes appearing only in the Tatroi Arena.

Element Notations

A dash indicates the enemy takes the normal amount (100%) of damage from that element. Check each enemy's weaknesses and strengths against certain elements. Be careful, as some villains can even recover lost HP by absorbing some elemental attacks!

ACOLYTE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
58	2100	2550	840	720	0	145	232	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blackberries (20%)	Cure All, Faerie Healing, Haste

ALRAUNE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
66	5700	6600	540	840	165	0	264	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
0%	Heal	200%	—	—	—	Lavender (20%)	Poison

ANCIENT GUARDIAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD
60	45000	162000	7200	2000	150	0	120

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	50%	50%	Orichalcum (100%)	Geo Impact, Desperate Pile

ANGEL KNIGHT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
70	9750	7350	2450	900	175	175	280	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	200%	Resurrection Mist (2%)	Faerie Light, Petrification, Star Flare

ARACCOLA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
114	40350	292500	6500	2520	285	285	456	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Faerie Light, Guardian Angel

ARACHMENE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
108	34950	26250	11700	1560	270	0	432	Astral City (event)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	None	None

ARANEAE NIGHTMARE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
126	51150	360000	15900	1920	315	0	504	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	None	None

ARCH PHOENIX

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
122	31700	334500	1860	1840	305	0	488	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	50%	50%	—	—	None	None

ARMORED KNIGHT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
20	600	300	100	300	70	0	32	Astral Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Sinclair (4%)	None

ASMODEUS

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
80	57000	38400	12800	1800	400	200	480	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Faerie Tear (20%)	Annihilation Bolt, Shadow Flare, Thunder Cloud

ASPITEL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
74	7700	6075	680	770	185	0	148	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASPITEL MK2

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
82	10300	7650	840	860	205	0	164	Army Camp

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASPITEL MK3

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
88	12700	8775	970	940	220	0	176	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASPITEL PROTOTYPE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
64	5300	4500	510	650	320	0	128	Purgatorium Inner Sanctum

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASSASSIN BUG

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
12	280	70	20	160	0	0	72	Astralian Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	0%	—	—	Sweet Syrup (4%)	Poison

AXMAN OF DOOM

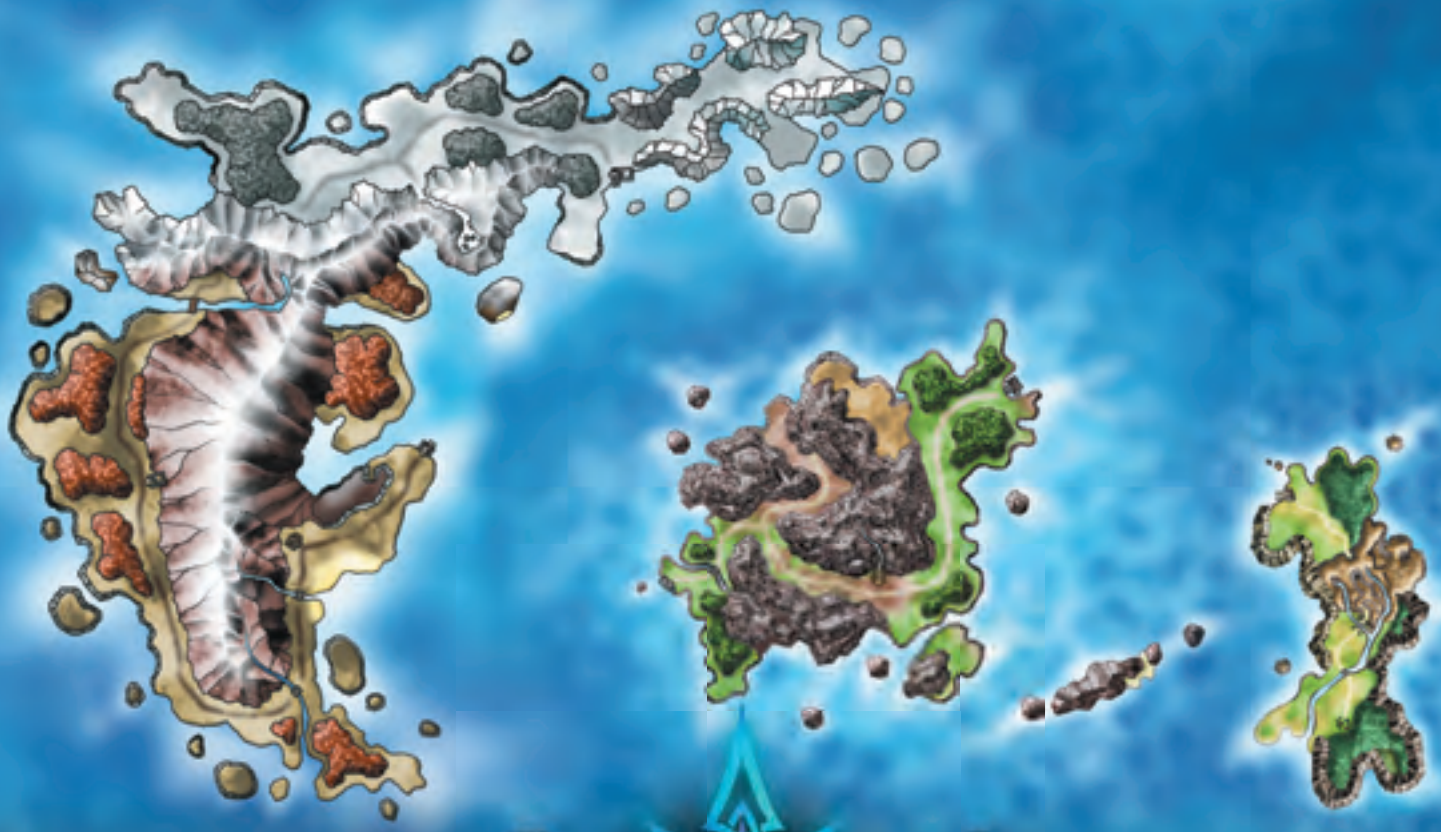
LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
114	40350	195000	6500	2520	285	0	456	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	50%	—	—	—	None	None

BAIRD

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
6	260	20	80	55	10	0	0	Kratus

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blackberries (78%), Fanfic X (10%)	None



STAR OCEAN
First Departure

OFFICIAL STRATEGY GUIDE
WRITTEN BY DAN BIRLEW AND GREG SEPELAK

©2008 SQUARE-ENIX CO., LTD. STAR OCEAN: First Departure ©1996, 2007, 2008 SQUARE ENIX CO., LTD. All Rights Reserved. SQUARE ENIX and the SQUARE ENIX logo are trademarks or registered trademarks of Square Enix Co., Ltd. Original version developed by tri-Ace Inc.

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@theesa.com.

ISBN: 978-0-7440-1071-8

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 Director
MIKE DEGLER
Marketing Director
DEBBY NEUBAUER
International Translations
BRIAN SALIBA

CREDITS

Title Manager
TIM COX
Screenshot Editor
MICHAEL OWEN
Book Designer
DOUG WILKINS
Production Designer
WIL CRUZ