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Final fantasy iv the after years rydia

Part Two: Ceodore's Challenge Dungeon Main Walkthrough The Feymarch - Rydia's Tale has been chaired by a long bundle of staple scenes. When they're done, you'll be in charge of Rydia, though unlike Final Fantasy IV - for a moment, either way - she doesn't have her calls. You're on Feymarch's upper platform now. Look for two inflatables, Ether, Tent and Phoenix Down on the platform. To the south, a conspicuous, black ups upheaved tile is drawn against one of the walls; Find another area with an ice rod, dry ether, hi-potion and 500 gil. - Return to the main platform and step on to the north warp pad to jump to medium level. You can talk to the residents, but they don't have much to say. Check the basement of the southwest building on this platform and talk to the numbers, then return to the middle platform and use the warp pad to the southwest to leave Feymarch. Passage of Eidolons - Although not long, this jail can be a little dangerous because it is Rydia herself. Hold her in the back row and use her strongest spells to hit, and destroy, each enemy at once. Use re-level spells to ensure the murders. The exception is against colored slims, which can be killed in one hit with first-degree spells of the same color (for example, lightning against yellow goops). If possible, avoid waxing the moons. - B3. Go left of the stairs through a nearby wall (ava in this version of the game is not harmful, so don't worry about taking damage) and go north. You'll find Eter up here. Then go back to the stairs and head south. You've got a potion on your right, a potion on the left and a staircase at the end of the line. You can also reach the bust containing the tent, Phoenix Down and 500 gil, by going through the left wall in the aisle south of the stairs. B2. There's a storage point on the right. Pull left to find the intersection, then go south. In the southeast there is a bronze sand; In the northwest there are eye drops. Go southwest and find the stairs. - B1. Check along the east wall, from south to north, and find Ether and the vako. Directly west of the bait chest is a secret wall through which you can locate the feathered hat, then go up the stairs in the middle of this area. When you're out, you're going to hit the scene. You will also get an airship - convenient! Luca will join your party. In fact, the Cid is a clone and will serve as a tank for Rydia. Dwarven Castle - The Falcon will sail you to Elf Castle. Come inside and go to the throne room at the scene. You'll be directed to the airship to go somewhere else. But you shouldn't have done that yet. Look around first. Start checking the west wing of the castle. On the second floor are the Inn and the item store that you would need to use to buy some portive items, and if you check the pot near the item store, you'll find 500 gil. Check below and Find two pots and warrior clothes in the pot at the east end of the room. Talk to the midjet here, next to the obvious hidden door, to find a passage way leading to Bacchus wine, a tent, Phoenix Down, Coke ore (hidden in armor) and a pot that will restore your health in full. There's a way to the Base of the Tower of Babylon, but don't go that far. You can get to the West Tower from here or through the walls. On the second floor is a golden needle in one of the southern pots, on the third floor spider silk, soma drop, potion and Hermes Sandals. You will have to walk creatively through the walls to reach all breasts. - Between the two wings of the castle you will find a arms trade and a shell shop, which Luca could find on hand if you have enough money. From this room you can enter the east tower. On the first floor you will find Hi-Potion, in the second you will find Coke Ore (check the armor in the corner), and in the third you will find Phoenix Down, Iron Shield, Ether and Silver Apple. Get out when you catch the castle and jump on an airship. At the end of the scene you will gain two new members of the party, Calca and Brina, and get control of the vessel. Calca and Juniper start extremely weak, so spend some time adjusting (not to mention the accumulation of money so you can buy them some actual equipment). Exploration - If you fly south you can find the town of Tomra a short trip east of the Closed Cave. Here you can buy a more advanced stock than you would find at Dwarven Castle. Check out the wooden piles in the inn for Bacchus's Wine, the arms store for Phoenix Down, the armour shop for Kokkol Oe, and the warehouse in the back of town for Coke Ore and the potion (another Coke Ore can be found in the pot, also in front of the warehouse as well), Coke's forga is in the southeast of the world, in the south wall. Inside you will find Hi-Potion (pot), Kokkol Ore (fire town) and Angelo's clothes (second-floor book design). The blacksmith in Forge will create a new weapon and armor for you if you give him components and Coke Ore. Coke Ore is completely unusate when you leave Rydia's Tale, so you can use things up now. In the northwest, you'll find a cave that serves as a jail if you feel like some extra wandering. Sylph Cave [OPTIONAL] - B1. Take the right at the entrance. You'll find three breasts containing Spider silk, a potion, something you can't achieve yet. Go southwest of here and take the stairs. You must quickly notice that you are not taking damage from the green goo on the ground, unlike in Final Fantasy IV. B2. There are two steps, one to the south and one to the north; For now, take the north stairs. They lead to a thin passage to B3. - B3. Head north and look for Phoenix Down, Echo Herbs and Clown Clothing (last accessible by entering the wall lower chest and sets north). You can go through the walls along the stairs, left and right, and find a way back to B2; this eventually leads to Eter and the tent. The hole falls down next to your chest, containing 800 gil, Hi-Potion, and a bronze hourglass, and if you go north and move through the left wall, you will find a warp point that will pin you into a room containing the Horned Helmet, Ether, The Mitril Knife and The Hi-Potion. The transporter in this back room will send you out of jail. Go back to B2 and take the south passage, back to B1. You've got a storage point on your right, and another passage on the left. Go left until you shut up where you'll find the dagger. Take the stairs near the dagger. B2. There's Phoenix in the chest nearby. Left and north. To your right are the stairs where you can find the hi-potion and the silver armet, and if you go as far north as possible, you will find more stairs. Look for Kokkol Ore before descending on the right wall. - B3. Follow this aisle until you get to the house. Check the pot in front of the house for Coke Ore, then go inside to find Mage's robe and drug stick. You'll find a transporter on the second floor. Jail complete. Sealed Cave - If you played Interlude before The After Years then this place should be pretty moldy known. The main difference this time is that you won't face nearly as many demonic gates as you progress, which will make it easier to run. You'll find the dungeon in the south, near Tomra. - B1. Go south. Below are the breast doors containing Ether and Echo Herbs. South of this door, you'll find another chest containing a potion. Loop around the room clockwise to find another door within which you will find the potion and stairs. Check the left door here to trap the door - kill it as soon as possible with your strongest attack - and follow it, Mage's Clothes. Grab the tent before you go down. B2. Descend the rope south of the entrance and look for the golden needle, then pull yourself up and head east and north. You can pick Phoenix down on the way. The door in the north is contained in order: zero; a hatchege (trap door); Zee's anger and a shingles of the bomb. Hi-Potion; storage point (trap door); and bronze hourglass and potion. There are doors to the southwest that lead to Ether and the stairs. - B3. In the first room are Cottage and Phoenix Down and Kokkol Ore in the door on the left. Go south and go out to a bigger cave. Go around the ring on the floor right and you'll find Hi-Potion on the right. Go out the door and find another door. - and through it the wind at hidden passages can find horned armor in another, nearby room. Go back and get the rope in the middle of the ring. On the right side below you will find a room containing a golden needle, a Ore in a crate. On the left are the stairs. B4. Use the rescue point and head south to find the wider chamber. Bulton up and you'll find the stairs in the middle to B5. At the end of this journey, you will find a dark crystal. Hit that and run into a fight you could have predicted. It's not a hard fight. The demon wall gradually approaches each circle, referring individual attacks and petry to your characters. They are also not particularly painful, but petrificaton will prove musing if you allow him to go his way. Let Juniper use Dance until she comes to a party with Esuna, cure petrification, or ignore her and focus on the attack. This is perhaps a better direction than a) it takes a while for petrification to stick and b) you want to kill the Demon Wall before it gets close enough to insta-kill your fun. Rydia can use one of her elemental second-degree spells; Luca should have hit pretty hard; Calca and Brina can extract nice amounts of damage with The Band. (Luca, Calca and Juniper can also all band together if you want, although this connects the three fighters each round.) Using Spider Silk to slow down the Demon wall can also prove convenient if it beats you too. - Back from jail like you came. You're going to hit the scene at the entrance, and Calca and Juniper are going to leave your party. (Potentially for good. Learn more soon.) Jump on the airship. After the cut-out scene, you'll have two choices: either go into the world or hang around. If you haven't spent Kokkol's Ore now it's time for it to be ruthless in an instant. When you're done flitting in the underworld, choose the option to get out of here forever. One mostly scripted battle later (Luca attack, Rydia defend) you end up on the surface. Agart Mine - You're going to end up next to the village. Agart isn't much to see, in fact - just a few shops and an inn. There's another challenging jail, but you can't visit yet. There's something else to be done first. Leave the city when you are ready to find the Agart Mine nearby. - B1. There's a Hi-Potion on the left, and there's a cure in the south, so in plain sight. The Arctic wind is slightly removed to the right down. There's a staircase at the bottom. B2. There's a pot that will completely restore your health to the east, at a fork along the way. To the south is the X-Potion; to the east are several stairs as well as cottage. - B3. Go south to the first hallway to find Phoenix down, then go back and head east. In the next split, a few feet away, go south to the east end of the room. There is a storage point in the north. The South leads to B4. B4. More connecting tunnels. Go northeast of the entrance and look for Mythril gloves, southeast for The Suhl Ether, and look for a cure to the north. Then check the east side for the Mirl spring (southeast), the rescue point (east), Crilet (northeast) and the north-east-most chest battle with the Agatoise. Agatoise It's just a tough battle if you're impulsive. Agatoise has two forms. In the first, his blue form, he will use weak physical attacks. It's nothing special. When he uses fire magic on himself, he moves to his red form, which is significantly more dangerous - mainly because he can use painful fiery magic to counter everything you do. You will die very quickly if you allow this shape to be wed too long. Let Luca attack while Rydia holds back. When Agatoise repositions the forms, use Blizzaro on to replace it back in blue, which deals with significant damage in the process. Keep going until he dies. It will take some time, but once you get this pattern down it's a simple enough fight. You'll get Agartie because he's the best Agatoise. Agartie basically ends this scenario, and when you return to the airship you will (almost) bring things to an end. That said, it's the last thing they're going to want to complement, and that's what saved Calc and Juniper. There's a small room in the northwest B4 that noticed there's nothing inside... Usually. If you go into this room during the moon for waxing, the enemies known as quarto puppets will begin to appear. Their high HP aside, Quarto Puppets are important because they will fall Mythril Nuts and Mythril Bolts. Unless you have at least one of these items as well as a Mitril spring from before, Luca will not be able to fix Calca and Juniper at the end of the chapter, and will be unreachable as party members forever. If you want to use dolls from this point forward (they suck, to be honest, but here you are) you need to get these items before you finish Rydia's Tale. The screw may take a while, as it is rarer than both, but these enemies will eventually drop both items. Use Stop on Dolls if they have proved too painful to make your battles easier. About the airship, one way or the other... Titan Yep, the final battle for the end of the chapter. Titan is friendly and simple: either it hits your team physically, one by one, or both are struck by earthquake. Both sentences deal with moderate damage, even if it blends over time - especially given that Titan has a ridiculous amount of HP, given how much you can eat up so far. Keep hitting and treating it when your health gets to 200 or so (this is especially important for Luca, because the earthquake strikes further hard) and eventually someone else will show up and finish things for you. Despite how it sounds, it's not a time battle - you have to do the damage to finish it. Part Four: Rydia's Challenge Dungeon Main Walkthrough Walkthrough

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