

A FINAL GRIND Walkthrough

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Explanation of stats:

Strength: Damage done by regular attacks; parries do 2/3rds damage

Exhaustion: Determines accuracy (every two points in Exhaustion = +0.5% miss chance)

Self-Loathing: Used for story-related events

Walkthrough (SPOILER WARNING):

Level 1 -

1. Ask Rufus every question you can and obtain the key to the foreman's office
2. Go down the main hallway until you reach the cave-in
3. Enter the room to the right, aka the prison
4. Defeat the enemies inside and obtain the safe key
5. Go back to the cave-in area and inspect it
6. Go back to the first fork in the road
7. Go left to the foreman's office
8. Search the room for the safe and use the safe key on it
9. Obtain the Sending scroll
10. Go back to the main tunnel, and then enter the passage to the right
11. Obtain the shovel
12. Go to the second fork (NOT the cave-in) and take the passage to the left
13. Save your game and restore your MP (a boss fight is coming)
14. Go to the cave-in and use the shovel
15. Fight the Orc Captain and his guards. Use parry attacks to damage the whole group and the Flashbang spell to reduce incoming damage.
16. If you got the Sending scroll from the safe, you automatically give it to the assistant foreman; this is necessary for the "best" ending
17. Proceed to Level 2

Level 2 -

1. Recover your MP and save at the mine cart
2. Go South until you meet Arden
3. Go back to the central cavern, then go North to the main tunnel
4. When you reach the barrier, investigate the passage and have Arden boost you up to the hole
5. Talk to the foreman and obtain the barrier key
6. Return to the central cavern and go East until you reach the shrine
7. Inspect the altar and the tablets on the wall
8. Return to the central cavern and save/recover your MP (another boss fight coming)

9. Return to the end of the North tunnel and deactivate the barrier
10. Fight the first miniboss, and then
11. Fight the proper boss
12. You must not have used your phoenix feather yet at the end of this boss fight in order to get the “best” ending (author’s note: but I wouldn’t suggest reloading if you have, as no ending is more “correct” or thematically valid).

Level 3 –

1. Recover your MP and save at the first available spot.
2. Just keep going straight. Depending on actions taken so far the text you encounter may be different, but the path will be linear.
3. Fight the final boss. Your regular attacks will be disabled and your non-healing magic will be ineffective (his accuracy is high enough that reduction has no noticeable effect, and you cannot capitalize on stunning without the ability to attack). You must parry all of his attacks. If you fulfilled step 16 of the Level 1 walkthrough and 12 of the Level 2, you will only need to survive five turns before the fight ends automatically.

Depending on the following actions you will see one of three possible endings:

- Giving the Sending scroll to the miners
- Saving someone at the end of Level 2
- Dying in the fight with the final boss

You will see Ending #1 if you fulfilled did the first two items and survive to turn five of the final boss fight; you will see Ending #2 if you don’t do either or both of those things and manage to win the fight; and you will see Ending #3 if you die during the fight.