

### Chapter 1 : Tales of Graces â€™ StrategyWiki, the video game walkthrough and strategy guide wiki

*For Tales of Graces f on the PlayStation 3, GameFAQs has 30 FAQs (game guides and walkthroughs).*

It is recommended to attempt getting all the trophies in New Game and purchase helpful bonuses like damage, experience, SP and gold multipliers, as well as carrying over your arte usage, titles, etc. Rest assured that I will update this guide as soon as possible. Since several trophies have the same conditions or progressions to unlock, please read the notes below: Regarding Title trophies Each character gets 3 trophies for learning titles. A trophy is unlocked by learning 20, 50 and titles. Richard in the other hand, can only unlock 80 titles. There are several ways to unlock titles: You just have to beat the last boss per difficulty setting. You can change the settings in the savepoint before facing the last boss. Another note is that you must get these trophies before clearing Zhonecage as it will make the last boss stronger, making it more difficult to unlock these afterward.

Bronze Trophies Acquired 20 different titles for Asbel. Title Holder 50 Titles Acquired 50 different titles for Asbel. First Flower 20 Titles Acquired 20 different titles for Sophie. Full Flower 50 Titles Acquired 50 different titles for Sophie. Entitled 20 titles Acquired 20 different titles for Hubert. Emboldened 50 titles Acquired 50 different titles for Hubert. Openhearted 20 titles Acquired 20 different titles for Cheria. Wholehearted 50 titles Acquired 50 different titles for Cheria. Training Captain 20 titles Acquired 20 different titles for Malik. Captain First Class 50 titles Acquired 50 different titles for Malik. Sobriquetian 20 titles Acquired 20 different titles for Pascal. Appellatrix 50 titles Acquired 50 different titles for Pascal. Richard the Radiant 20 Titles Acquired 20 different titles for Richard. Richard the Righteous 50 Titles Acquired 50 different titles for Richard. Title Master Titles Acquired different titles for Asbel. Flower Power Titles Acquired different titles for Sophie. Empowered titles Acquired different titles for Hubert. Lionhearted titles Acquired different titles for Cheria. Captain Ephinea titles Acquired different titles for Malik. Epithetologist titles Acquired different titles for Pascal. Richard the Redeemed 80 Titles Acquired 80 different titles for Richard.

## Chapter 2 : Tales of Graces Guide Book Comparison (redux; pt. 1) - Not in Death

*Like other JRPG's today, Tales of Graces f has gone away with the random encounter system. This means that you can avoid battles by simply avoiding touching the 3d avatar on screen.*

Successfully complete one of the following tasks to get a trophy: Title Fighter 20 Titles Bronze: Acquired 20 different titles for Asbel. Title Holder 50 Titles Bronze: Acquired 50 different titles for Asbel. First Flower 20 Titles Bronze: Acquired 20 different titles for Sophie. Full Flower 50 Titles Bronze: Acquired 50 different titles for Sophie. Entitled 20 titles Bronze: Acquired 20 different titles for Hubert. Emboldened 50 titles Bronze: Acquired 50 different titles for Hubert. Openhearted 20 titles Bronze: Acquired 20 different titles for Cheria. Wholehearted 50 titles Bronze: Acquired 50 different titles for Cheria. Training Captain 20 titles Bronze: Acquired 20 different titles for Malik. Captain First Class 50 titles Bronze: Acquired 50 different titles for Malik. Sobriquetian 20 titles Bronze: Acquired 20 different titles for Pascal. Appellatrix 50 titles Bronze: Acquired 50 different titles for Pascal. Richard the Radiant 20 Titles Bronze: Acquired 20 different titles for Richard. Richard the Righteous 50 Titles Bronze: Acquired 50 different titles for Richard. A Gentlemanly Triumph Silver: Defeated a true Gentleman. Completed the game on the Moderate difficulty setting. Completed the game on the Hard difficulty setting. Completed the game on the Evil difficulty setting. Completed the game on the Chaos difficulty setting. Maxed out your Eleth Mixer by boosting its eleth capacity to Additionally, there are 30 secret trophies: Title Master Titles Bronze: Acquired different titles for Asbel. Flower Power Titles Bronze: Acquired different titles for Sophie. Empowered titles Bronze: Acquired different titles for Hubert. Lionhearted titles Bronze: Acquired different titles for Cheria. Captain Ephinea titles Bronze: Acquired different titles for Malik. Epithetologist titles Bronze: Acquired different titles for Pascal. Richard the Redeemed 80 Titles Bronze: Acquired 80 different titles for Richard. The Lord of Lhant Bronze: A Throne Reclaimed Bronze: The Sands of Strahta Bronze: The Infiltration of Fendel Bronze: The Other Side of the Sky Bronze: The Fallen Eden Bronze: A Pact Fulfilled Gold: Look to the skirts for a hint! Who Were Those Guys, Again? Defeated Veigue, Reala, and Amber. Defeated Solomus and the Terma Ten. One with Oblivion Silver: Bryce in 60 Seconds Bronze: Defeated that jerk with the claw in a minute or less. Queen Slime in 60 Seconds Bronze: Defeated the ruler of all oozes in a minute or less. Richard in 60 Seconds Bronze: Defeated the friend who betrayed you in a minute or less. Dispaters in 60 Seconds Bronze: Defeated the monsters Richard sicced on you in a minute or less. Kurt in 60 Seconds Bronze: Ended your fateful battle with Kurt in a minute or less. Polycarpus in 60 Seconds Silver: Defeated the guardian of the ruins in a minute or less. Lambda in 60 Seconds Silver: Defeated the materialized Lambda in a minute or less. Lambda Angelus in 60 Seconds Gold: Defeated Lambda in the final battle in a minute or less. Fodra Queen in 60 Seconds Silver: Defeated the Fodra Queen in a minute or less.

## Chapter 3 : Tales of Graces f boss battle guide | GamesRadar+

*Tales of Graces F Strategy Guide Author(s): Stephanie Barnes First Published: / GMT Last Updated: / GMT.*

Gameplay[ edit ] A battle gameplay in Tales of Graces f Tales of Graces consists primarily of two major areas: On the field maps, various skits between the characters can be viewed. They involve animated character portraits, subtitles, and full voice acting. Skits concern anything from character development to side details. The battle screen is a 3D representation of an area, in which the player commands the characters in battles against CPU-controlled enemies. During battle, the player and enemy has an "Eleth Gauge". When the Eleth Gauge is filled, the user or the enemy receive unlimited CC and become resistant to stunning. Each Title has five levels which are advanced by completing battles. Ephinea is divided into three countries: Windor, Stratha, and Fendel. One day, the three befriend an amnesiac girl from outside their village who they name Sophie. Hubert reveals Stratha has been ordered by Windor to secure Lhant and assumes the position of Lord after banishing Asbel from the village. Richard explains his father was killed by his uncle, Cedric, who then assumed the throne. Lambda agrees before falling into a deep sleep. The party separates and returns to their daily life, concluding with Asbel proposing to Cheria. He is voiced by Yuki Kaida as a child and Takahiro Sakurai as an adult. Radiant Mythology 3 , Tales of the Heroes: Twin Brave and is a character class in Tales of Phantasia: He also makes a cameo in. She is seemingly killed after protecting them from Lambda. She reappears seven years later when Asbel and Cheria were in danger. Sophie is revealed to be Protos Heis, a humanoid made of tiny particles acting in concert with each other. Her death seven years ago is explained as Sophie breaking up into particles residing inside Asbel, Hubert, and Cheria to heal their wounds and is the reason the three possess mystical powers. She is voiced by Kana Hanazawa and dubbed by Cassandra Morris. Due to his capabilities, he is appointed the lieutenant of the Strahta military. He is voiced by Mikako Takahashi as a child and Takahiro Mizushima as an adult. She harbors a crush on Asbel but treats him coldly after he leaves Lhant. She later reveals her sorrow in having Asbel abandon her and reconciles with him. She is voiced by Shiho Kawaragi and dubbed by Laura Bailey. Radiant Mythology 3 and Tales of the Heroes: After separating from Lambda, Richard is determined to atone for his crimes which causes his popularity to soar in all three countries. His maturity and gentlemanly demeanor makes him popular with women. In the past, he was a revolutionist of Fendel who wanted more for the lower class. He is voiced by Hiroki Touchi and dubbed by Jamieson Price. She is voiced by Kana Ueda and dubbed by Kate Higgins. His mistreatment by humans fueled his hatred towards them. Seven years later, Lambda is reawakened when Richard receives a fatal wound. Lambda empowers Richard and manipulates him to achieve his goals of destroying humanity. After he is defeated by the party, Lambda is absorbed by Asbel who convinces him to give humans a chance. A thousand years ago, Fodra started annihilating humanity with its personal army, the Little Queen [Jp 1] , to preserve its environment. In Lineage and Legacies, Fodra is reactivated and resumes its genocide. It is confronted by the party, forcing it to merge the remaining Little Queens to form Fodra Queen [Jp 2] which is defeated by the party. As the last Little Queen nears death, Sophie accepts her request to merge and watch over Fodra. Pre-orderers received a code which gives Asbel, Sophie, and Richard costumes from Tales of Destiny 2. Three anthology collections, and a traditional manga series. It began serialization in Viva Tales of Magazine beginning in its Volume 2, issue and is currently ongoing. Tales of Graces f: They were released by Enterbrain on February and May Tales of Graces has received six strategy guides in total: Shueisha , Namco Bandai Games, and Enterbrain were the publishers. They were released between May 26, and August 25,

### Chapter 4 : Skits Checklist - Tales of Graces f - Wiki Guide | Gamewise

*Dive into our huge unofficial Tales of Graces F Walkthrough and game guide to discover all you need to know to complete this superb JRPG. All the important boss battles are handled with text and videos and the whole game is walked through from start to finish.*

Exceed Shard Almost as soon as you enter, there will be a scene in which you obtain the World Map. Head west and you should see a chest with Pork x2 inside. Head west and you may see a sparkling point. Now head south at the split for another sparkling point and Pasta x2. Now head west to a familiar road and a scene. After the scene, view the Out of the Clouds skit. Although the cottage was useless before, it now contains a chest with Pie Sheet x3. Head toward town, grabbing the restocked chests with Apple Gel x2 and Gald. As soon as you head into town you should notice the new stand with the jumping girl inside. These are the only way to get these unless you have one and Dualize it into the other. Head east into the house which has restocked its cabinets with Pie Sheet x2 and Egg x2. You can also talk to the Mother for Pie Sheet x3. Continue east and give the poor cat one of your Salmon. Now head to the Lower City. At the shops you can find new items. Stamps will be introduced when you make a purchase, sell an item, or dualize. Most shops are linked when it comes to stamps, per town, but the Turtlez have their own stamping cards. Head south and then west to the old man on the bench for a sparkling point that gets you Night Lily Seeds. If you head to the Barona Port and along the long pier, you can get a chest with Pie Sheet x3. Make sure to also use the save for the skit Final Exam and Stamp Collectors. Check often, as there are a total of 21 per town. You can see the list of requests and items at the Requests Checklist. Head to the Knight Academy now, and talk to the man on the left for a Rice Ball. Now, head west into a room with a chest that requires a password. Enter treasure to get the Elixir. To the right of this, in the corner, is an Ice Pop. We can finally go to the bar by taking the steps to the right of the old man on the bench. Before actually entering the bar, go around the side for a chest with a Moji-kun Plushie inside. Inside the bar, watch the scene. Now head back toward the Academy for a scene. You will receive the Letter from Mom and have to head to Lhant. You can also stop by the valkines cryas and talk to the knight for an Exceed Shard. Now head for the port, but instead of entering it go east to the pile of boxes. You can grab onto and move the boxes to gain access to a chest with an Hourglass.

### Chapter 5 : Asbel - Tales of Graces Wiki Guide - IGN

*Asbel - Tales of Graces: Below is a complete list of all available titles for Asbel, minus the DLC only costume titles. As for the "clone" titles can only be obtained in Chap.*

Tales of Graces Guide Book Comparison redux; pt. V-Jump Books is their series of game and manga guides. Visually these two are the smallest of all the Tales of Graces guide books, and the most accessible for multiple reasons. For one, their compact size and light weight make these the easiest to take with you on the go. There is a downside, however. Being the smallest books, this means that the information within is obviously more condensed. In fact, neither of these two guide books covers the entire game. Nevertheless, they look nice and are easy to read. The maps are what I found to be the most striking feature - they are full color renderings of the environment so that it looks like you have a birdseye view of the field. I found this much nicer than some of the drawings and diagrams in the other guides. Here, you can actually see how the streets are laid out and how the color schemes work together, where buildings and landmarks are located, and so forth note: Unfortunately, whatever process they used to create the maps, some of them appear to be clearer than others. Short blurbs about the supporting cast members 2 pages. Scenario guide with 3D rendered color field maps, screen captures, shop guides and a few diagrams; covers events through arriving at the Strahtan Desert Ruins. A page at the end hints at events up to arriving in Fendel. Character relationship chart not a very extensive one. This section is divided into six parts and touches upon the story through firing up the shuttle. Like before there are 3D rendered color field maps, screen captures, shop lists and boxes that give you hints along the way. Another page shows Little Queen and the Arcadia Garden. Small size and light weight makes it easy to carry with you. Easy-to-read text, furigana throughout.

*Chapter 5 - Tales of Graces: When you regain control of your character, open the chest above you for Magic Carta No. 35, then go right and examine the glowing spot to find D.*

Cheat Codes Affect Trophies: Yes, if you count all the title trophies Missable Trophies: In this guide I will be detailing how to get every trophy in the game and what you will need to complete them. The arc afterward is called the "Future Arc" and that is where the f in Tales of Graces f comes from. Tales of Graces f is no short game. However if you keep focused you can get the platinum between hours. This one trophy will make or break you if you are trying to do everything in one playthrough. I also have a list of all the other options at the bottom of guide if you want to see what else you could buy aside from these essentials. Imports over all your titles to your new file Inherit Eleth Mixer: Imports over your current Eleth Mixer capacity Inherit Stamps: Imports all your stamp levels Inherit Arte Usage: Imports all your Arte usage counts Inherit Books: Imports all of your books Inherit Battle Items: Imports all of your battle items Inherit Shards: Imports all of your shards Double Experience: Stacks with 5x 5X Experience: Stacks with 2x Double SP: Stacks with Triple Triple SP: Stacks with Double Double Damage: Stacks with 5x, increases damage of allies and enemies 5x Damage: Stacks with 2x, increases damage of allies and enemies Inherit Carta Cards: Imports all of your Magic Carta cards DUALIZING Dualizing is one of the bigger aspects of the game that you may choose not to bother with unless you are playing on higher difficulties or just trying to get all the inn requests out of the way. Dualizing is fairly simple once you know how it works. You take one item and combine it with another to create an item or to change the quality of a weapon. First you need to dualize one weapon with a shard and then after you have to temper the weapon. This only happens when you have all the items in question to make that item. So if you just want to go dualize crazy, there is your easy way to tell if you can make something new or not. Here are some general battle tips that will help you to fight any boss in the game. This option is here for you to use and abuse. You can quick-step by pressing square and the left directional stick in the direction you wish to go. Depending on the enemies you may want to dash backward instead of side to side in case their attacks hit in a range, meanwhile enemies that only have straight attacks are better off dashing to the side. To check enemy weaknesses, press R1. Then go into your artes and look for any attacks that hit for that weakness and either put it in one of your slots or remember the arrows for that A arte string. Equip titles that fit your needs for the battle. Some battles call for donning titles that make hitting specific enemy weaknesses even more deadly than they would be without the title. Maybe another will need you to take on more defense, or make you healer cast faster and better. It can help you pull out of a bad situation or a nicely timed hourglass shortly before an Eleth Burst can allow your party to hit a high combo before the burst, and send it soaring once the burst activates. This will lead to longer Eleth Bursts and stronger Mystic Arte attacks. Change the battle strategies of your AI characters. You can also take it one step further by turning on or off their attacks in the Arte menu. Keep books or food dishes that will help you in the mixer. There are quite a number of books and food dishes that can help you in battle. The Book of Satiation will allow you to cook two items in battle. Then you have the Book of Fortitude that will halve your damage for as long as you have Eleth, and it eats it up fast. When all else fails, go grind some levels on the hardest monsters you can find. The frame rate will return to normal if you leave the area. To avoid this, purchase the option before capacity. This roadmap will be a guide to when and where you will get certain trophies. It will be setup for a typical two playthrough run.

### Chapter 7 : Tales of Graces f FAQ/Walkthrough for PlayStation 3 by Krystal - GameFAQs

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He initially desires to become a royal knight of Windor to fulfill his desire of protecting others. She was named by Asbel, after the sopheria flower that she had taken a liking to. She values her friendship with Asbel, wanting to protect him from any dangers that arise. Though he was quiet and obedient in his childhood, he has been disciplining his own nature to have persevering strength. Once sickly at a young age, she grew up to become a fine young woman, skilled in healing artes. She has strong feelings for Asbel, though is too shy to acknowledge it. When he was a kid, he made a friendship pact with Asbel, and Sophie, sharing a strong bond. The eldest of the group, he is frank and composed at all times, being a veteran soldier. Asbel looks up to Malik as his "ideal self". She often uses onomatopoeia to describe things, leaving many confused at her energetic words. Gameplay Presentation Tales of Graces features a fully traversable overworld in which all fields and towns are scaled proportionately with the character models, similar to the area design in Tales of Hearts. All dungeons, towns, and other locations are connected with detailed location geometry instead of a traditional world map. Enemy groups are visible on field and dungeon areas with distinct shapes. Battle System Cover for the Nintendo Wii version of the game. In this system, characters have two different fighting styles to choose from. The artes of either style are set to both the A and B buttons, and the player is able to switch freely between the styles in battle. Characters are also able to sidestep in increments of a degree circle around the enemy, providing reduced damage and other bonuses if the sidestepping action is timed correctly. In battle, players attack using a modification of the Chain Capacity system first introduced with the PlayStation 2 remake of Tales of Destiny. The free run maneuver which originated in Tales of the Abyss is renewed in this game, but it is limited by draining CC while it is active. Titles Titles offer status bonuses to the user. Titles primarily allow characters to learn new artes and mastery skills. Titles are acquired in many different ways, some by story scenes, using artes a certain amount, and other certain conditions. Dualizing Dualizing is the main form of customization in Tales of Graces. Dualizing involves combining two items to form one better item. Weapons and armor can be dualized with shards dropped by enemies to improve them as well as with special crystals to change them to unique weapons. Food ingredients can be dualized into full-party healing dishes. Finally, loot dropped from enemies can be dualized into more valuable loot, which can sometimes be dualized again into even more valuable loot. Eleth Mixer Cover for the PlayStation 3 version of the game. The Eleth Mixer is an improved version of the cooking system that has appeared in earlier games. The Eleth Mixer can be used during battle to heal characters and enhance their powers. The Eleth Mixer naturally grows each time it produces or cooks something. There are 3 different types of items which can be set in the Eleth Mixer: Books offer special effects on the field or in battle. These include halving damage, increasing item drop quality, boosting movement speed, improving the Eleth Mixer, and more. Food items can be set to the mixer to cook them. Ingredients are not required, the only requirement is that the dish must have been cooked through dualizing at least once. Dishes are cooked during or after battle depending on the conditions specific to that dish. All consumable items, loot, and special crystals can be set to the Eleth Mixer to make them. Each item can be made as long as at least one of the item was in the inventory before. Each item has a set chance and cost of being produced by the Eleth Mixer; rarer and more valuable items have a lower chance and require more eleth. This system can be used to counteract the high price of gels and other recovery items. Groovy Chat The "Groovy Chat" is an advanced skit system which is similar to the chat style introduced in Tales of Destiny 2 , with the full body character portraits being shown with more movements and emotional poses. Unlike most skits, these chat events tend to appear frequently when the player is near a save point or at certain objects. The Groovy Chat system includes various pop-up "cut-in" images at set points during the chat, which can be anything from super-deformed chibi faces to mystic arte-quality images. At the Tales of Press Conference it was announced that a Mothership Title was in development for the Wii, though at the time no other details were given. At the Nintendo Autumn Conference, a trailer for the game was shown, but not to the

public. The pre-order DVD for Tales of Hearts would contain the trailer for the game that was shown earlier that year. At Jump Festa , the game was referred to by the codename "Tales of Ten", and was announced to have been in development for nearly two years. The voice work was almost complete, it would have a world similar to medieval Europe and that it would be formally revealed in spring, though no other details were given. In early April, it was first unveiled in Jump with the title Tales of Graces. On December 10th, , the game was released in Japan. A couple of days later, an official site was put on the Internet with an official teaser trailer. The game was released in Japan on December 2, , almost a year after the Wii version release.

## Chapter 8 : Tales of Graces - Wikipedia

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The chest right next to that contains Red Wine. Also check out the right side of the giant stairway to record Annals of Victory in the discovery book. You can now head up the stairway and register in the competition. But first, open the locked chest on the right of the counter password: Talk to the receptionist when you are ready to fight your challengers. You will fight five easy battles. After the last one, go back down to the port and speak with the spy to board the ship to Fendel. You can come back here later to fight more battles if you want. Head north and go up the cliff to the left of the path to find Gald in a chest. Continue north to reach a village. Then go left and enter the house. Check the dresser for Veggie Set. Now explore the inn a little and enter the backstage just behind the scene in the middle. Open the crate on the left for Best Princess Stories and the locked chest password: Also examine the glowing spot at the top for Niferum Seeds. Now leave the inn and enter the house to the right of the inn. Check the drawers to obtain Milk and open the chest for Bush Baby Plushie. Then exit through the door at the right and follow the backstreet down to a chest containing Spoon. Now go back through the house and head right the path that is just south of this house to watch a scene. Head back to the inn after that to watch the rest of the scene. Enter the inn again for another scene. After all these scenes, leave the inn and go left to enter the next area. Then enter the little room up ahead near the save point for Suspicious Powder x2 in a chest. Head up the path to the left ignore the hole in the wall and go left at the fork for two more chests containing Syrup Bottle x2 and Leafy Balm. Go north and record the Frozen Tree discovery in the book. Behind the tree is a chest containing Gald. Then go right and check the opening in the cave for a chest with Grape Gel x2. Continue up north and exit left. Then get the chest on the right for Gold Scabbard. Go up the path to the north to find the Cabbages discovery and get Cabbage x3. Head back down the path and go left until you find a chest to the north which contains Gald. Continue west to arrive at the port. Then board the ship to reach Zavhert. Edit Zavhert Port Show your collection of Magic Cartas to a man at the port to receive rewards depending on how many you collected. Open the chest inside the house for Pie Sheet x3. Then enter the city. Edit Zavhert, The Ironwrought Metropolis There are three people with bubbles above their heads that you need to talk to in the city. Go north and talk to the little kid in the street to buy Katz Plushie from him. Then speak with the man in front of the item shop. Now enter the inn and check the room to the left for a locked chest password: Then go upstairs to the second bedroom to find Bloody Rose Seeds. Then go back to the entrance and head left. Walk up the stairs to find a chest with Magic Carta No. More to the left, examine the giant pipes next to the soldier standing there to record Bottomless Pipe in the discovery book. Enter the house to the north and open the chest inside for Crab x2. Also examine the bedside table at the back of the house to record Doll-Within-A-Doll in the discovery book. Leave the house and walk left. Talk to the man with the bubble here. This is the second person that you need to speak with. Go upstairs after that and head right to the house up the stairs. Inside, check the bedside table to find Best Princess Stories. Exit and walk right to end back up at the inn. Talk to the man to the right of the inn with the bubble above his head. This is the last person, after which a cutscene will ensue. Now you have to run from the city, so there will be enemies in the streets. Run to the western exit to enter the road to Mt. Zavhert Walk left and stay close to the edge of the cliff to find a chest with Life Bottle x2. Then follow the path to a fork. Continue left all the way until you find a chest that is in fact a Mimic. Go back right a little to the second fork and head north to find the discovery Radishes and Radish x3. You can continue up that path to find a chest with eleth units and watch a skit at the save point. Then return to the very first fork and go north. Open a chest on the right for Grape Gel x2. Proceed right until you find a chest with Fine Wood on your path. When you reach the snowman, look on the right of it for another chest containing Gold Frames. Then go north on the left for a chest with Pretty Feather. Now head back right to the save point and go up. After beating the boar, head up north and open the chest for Formless Crystal. Then step into the portal to be warped to the Amarcian Enclave. Edit Amarcian Enclave In this place, go all the way left first to the inn. Examine the fountain next to it to record Chocolate Fountain in the discovery book. You can also talk to the man on the right to play Shot Cube and win some

weapons for Pascal. Enter the left one and open the locked chest inside password: Then check the back wall to obtain a Drill. Check the dresser at the back for Milk x3, the chest on the left for Magic Carta No. Now go back to the entrance and head down the path to the north. After the scene, examine the glowing dot on the right to find Jack-in-the-Pulpit Seeds, and then return to the entrance to leave this area. Head back left to where you fought the Mimic on Mt. Zavhert and go north all the way. Enter Fendel Research Laboratory. Enter the lab and go left. Go inside the first room on the left not the elevator, but the first room after that and open the chest for Working Gear. Then enter the other room on the left and complete the puzzle by pushing the block into the empty spot. Examine the panel on the left to open the gate outside, then leave the room and go left. Enter the elevator and go down to B1. Go in the first room to the left and open the chest for Grape Gel x3. The next room on the left has Panacea Bottle x2 and the last room at the end of the path has another puzzle. Just push the blocks to complete the cube, then examine the panel on the left to open the gate. Take the elevator to B2 and enter the room on the right for a chest with Star Anklet. Also examine the test tubes at the back to record the Eleth Recharger discovery. Go inside the next room to the right for a chest with All-Divide, then follow the path to a fork. Head right first and enter the room here for a chest containing Platinum Scabbard. Go back to the fork and go down, then enter the room on the left for another puzzle. Check the panel afterwards to unlock the gate and head left into the elevator to B3. Go right and north at the fork. The path leads to a room with an Orange Scarf in a chest. Then return to the fork and take the elevator to the right to reach B4. Enter the only room here and complete the puzzle by moving the blocks in the right spot. Examine the panel to open the gate, then head right to reach another fork. Continue right to an elevator, but first enter the room to the right to find Holy Bottle x2.

### Chapter 9 : Tales of Graces F [+ DLC] - Download game PS3 PS4 RPCS3 PC free

*Tales of Graces f* is the 12th flagship title in the *Tales* series. Based off of the original version, *Tales of Graces for the Wii*, *Tales of Graces f* expands upon the original by adding a 10 hour post-story arc, new artes, new skirts, upgraded visuals, and much more.