

# Rune Factory 2

*(A Fantasy Harvest Moon)*



COVERS NINTENDO DS™

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

EVERYONE  
**E**

**NATSUME**<sup>®</sup>

Serious Fun<sup>®</sup>

Written by Mark Androvich

# Welcome to Alvarna

Her father Douglas, however, does not seem so friendly! He's worried that you have come here to marry his daughter. Mana reassures him that this is not the case...or is it?



## DAY ONE

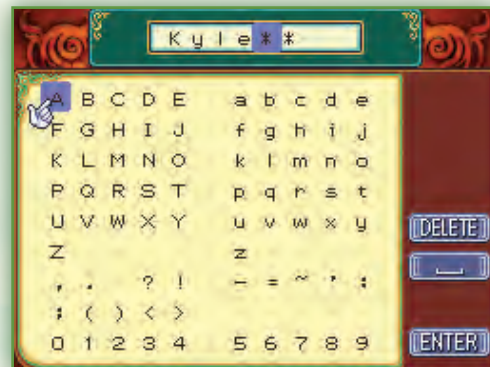
Your first day gives you a good sample of *Rune Factory 2's* gameplay. Even on your first day you must begin interacting with characters, buying and selling items, farming, and running errands. The following walkthrough gives you an idea of what to expect. If you already feel comfortable with the game, you can certainly jump right in on your own.



As the game opens, you find yourself in Alvarna at a place called Cherry Blossom Square with no memories of who you are. Fortunately for you, you are met by a friendly girl named Mana.



Mana and her father offer to let you use some farmland inside the town. Before she takes you over to it, she asks what she should call you. You can enter your own name, or accept the default name "Kyle."



With introductions out of the way, Mana and Douglas head off to the east. Follow them by moving towards the right side of the screen. Continue heading east for two screens—through Alvarna North Square—until you reach a set of steps leading down to the Farm House. Mana and Douglas are here. Stand in front of her and press **A** to speak.



Welcome to Alvarna

# Farm

You'll automatically pick up a Waterpot and a Hoe. Mana offers to sell them both to you for a mere 100G. That's almost all of the money in your pocket (150G), but you definitely can't do without them. Buy them!

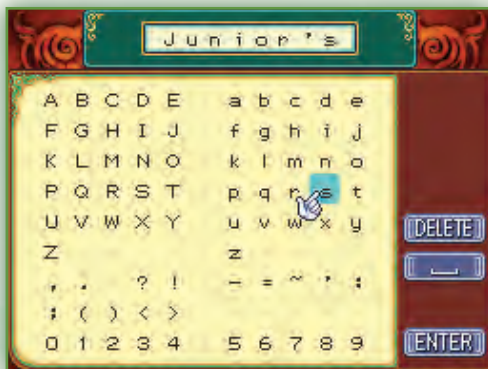


Mana also explains how to use tools and how to use the shipping box to sell your crop once harvested. For now, why not check inside your house?

To the left of the entry to Farm House-1F is a bookcase. If you stand in front of it, a red icon appears letting you know this is something you can investigate. Press the A button to take the Fireball book.



After purchasing the tools, you need to name your farm. It can be any name you choose, up to eight characters.



To the north, still on the first floor, you'll find a Shelf and a Refrigerator. Non-perishable items such as gems and wood can be stored on the shelf; Food and seeds can be stored in the fridge.



Before you do anything else, it is a good idea to speak with Mana and ask her about growing crops. Even if you already know what to do, by asking her about planting seeds, she'll give you P. Turnip Seeds.



## STORAGE!

Make a habit of storing items on the Shelf and in the Refrigerator before you go to bed. This clears up space in your backpack for items you might obtain the next day.

Upstairs you'll find a calendar on the wall. Not only will it let you know what month and day it is, but you'll be able to view upcoming festivals and important events. On the stand next to it, you can find a Magnifying Glass.



There are also two beds on the second floor, one with a blue diary nearby. The diary allows you to save your progress. You can save at any time—not just when you are ready to go to bed at the end of the day.



The day is still young, so don't bother sleeping just yet. Head outside and walk to the east into the field. The size of it—15x21, or 3x15 individual squares—may seem overwhelming at first, especially as it is currently full of plants, weeds and debris.



Before you can till the soil with the Hoe, you'll need to remove the debris. Tree stumps and large rocks require special tools to remove, so find a 3x3 area without them.

Face an item and press **A** to grab it. You'll see the character hold the item over his head. To get rid of it, press **A** again to "toss" the item. To put the item in your backpack, press **Y**.



## THE MIRROR

There is a mirror on the wall of the adjacent bedroom which allows you to trade items with other Rune Factory 2 players. See 'WiFi Features' section for details

## CHANGE OF CLOTHES (2<sup>ND</sup> HALF)

If you ever get bored of your current outfit, go to the dresser on the far north wall. Search the drawers for different clothing that suits your style.

## POISONED?

When you have been poisoned, or when your HP is very low, you may want to “eat” a Medicinal Herb or an Antidote Herb right off the ground. After grabbing it, press **B** to eat it.

Once you’ve cleared a 3x3 space, hold down the L button and press **B** to bring up the on-screen menu. Use the D-pad to find the Hoe and press **B** again to equip it. You can also equip items using the stylus by tapping on one of the three small icons in the lower right corner of the screen. The sword icon with green edges lets you equip tools such as the Hoe.



Remember what Mana said? Step outside the 3x3 area you intend to till, and with the Hoe equipped press and hold down **B** until the entire 3x3 grid is colored orange. Let go of **B** to till the large area all at once.



Now that the ground is ready, equip the P. Turnip Seeds. Stand in the center of your 3x3 space and press **B** to plant the seeds.



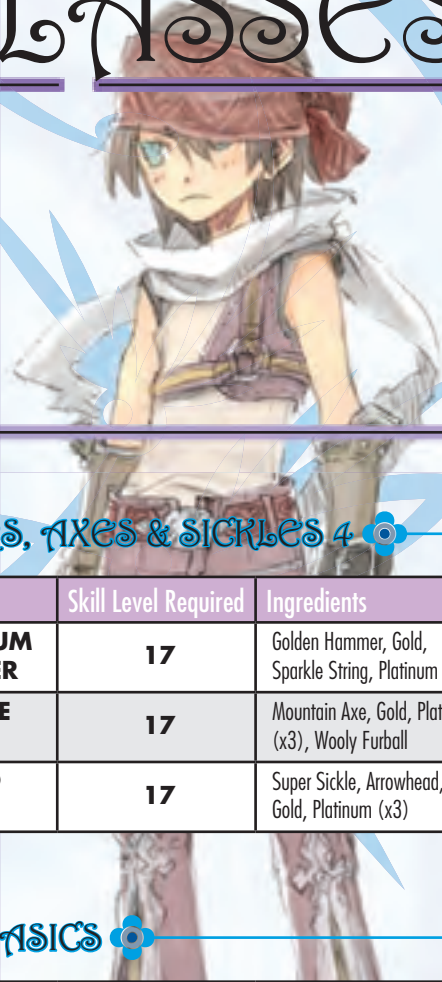
The final step in planting is to water the crop. You should water each crop once a day, refilling the Waterpot at the well outside your Farmhouse. As with the Hoe, if you press and hold **B**, you can water a large area all at once.



You have no more crops to plant, and while you could spend time clearing the rest of the field, it is better to go into town and meet the residents while their establishments are still open for business. Head south from your Farm into the Alvarna Eastern District.



# BARRETT'S CLASSES



Barrett's Classes

## MONDAY CLASSES

### HAMMERS, AXES & SICKLES

Item	Skill Level Required	Ingredients
<b>IRON HAMMER</b>	5	Old Hammer, Bronze (x2), Iron
<b>CHOPPING AXE</b>	5	Rusty Axe, Bronze, Iron (x2)
<b>IRON SICKLE</b>	5	Rusty Sickle, Iron (x3)

### HAMMERS, AXES & SICKLES 4

Item	Skill Level Required	Ingredients
<b>PLATINUM HAMMER</b>	17	Golden Hammer, Gold, Sparkle String, Platinum (x3)
<b>MIRACLE AXE</b>	17	Mountain Axe, Gold, Platinum (x3), Woolly Furball
<b>LEGEND SICKLE</b>	17	Super Sickle, Arrowhead, Gold, Platinum (x3)

### HAMMERS, AXES & SICKLES 2

Item	Skill Level Required	Ingredients
<b>SILVER HAMMER</b>	9	Iron Hammer, Silver, Bronze, Iron (x2)
<b>LUMBER AXE</b>	9	Chopping Axe, Silver, Bronze, Iron (x2)
<b>QUALITY SICKLE</b>	9	Iron Sickle, Bronze, Iron (x2), Silver




### SPEAR BASICS

Item	Skill Level Required	Ingredients
<b>NEEDLE SPEAR</b>	20	Spear, Iron, Bronze, Plant Stem, Spore, Strong String
<b>Upgrade</b>	26	Needle Spear + Bronze
<b>HALBERD</b>	23	Spear, Silver, Scorpion Tail, Hard Horn, Arrowhead, Insect Skin
<b>Upgrade</b>	31	Halberd + Iron (x2)
<b>CORSESCA</b>	27	Halberd, Iron, Hard Horn, Panther Claw, Cheap Cloth, Sparkle String
<b>Upgrade</b>	33	Corsesca + Iron





### HAMMERS, AXES & SICKLES 3

Item	Skill Level Required	Ingredients
<b>GOLDEN HAMMER</b>	13	Silver Hammer, Silver (x2), Gold (x3)
<b>MOUNTAIN AXE</b>	13	Lumber Axe, Silver (x2), Gold (x3)
<b>SUPER SICKLE</b>	13	Quality Sickle, Silver (x2), Gold (x3)





## SPECIAL SPEARS

Item	Skill Level Required	Ingredients
 <b>WATER SPEAR</b>	<b>24</b>	Spear, Water Crystal, Scorpion Pincer, Tortoise Shell, Cheap Cloth, Strong String
<b>Upgrade</b>	<b>26</b>	Water Spear + Iron, Silver
 <b>WOODEN STAFF</b>	<b>15</b>	Spear, Earth Crystal, Root, Daikon Radish, Strong Vine, Strong String
<b>Upgrade</b>	<b>18</b>	Wooden Staff+Bronze
 <b>POISON SPEAR</b>	<b>26</b>	Spear, Silver, Scorpion Tail, Poison Powder, Giant's Fingernail, Root
<b>Upgrade</b>	<b>29</b>	Poison Spear + Silver (x2)





## SPEARS 1

Item	Skill Level Required	Ingredients
 <b>BLOOD LANCE</b>	<b>40</b>	Flare Lance, Proof of Warrior, Skull, Poison Powder, Spore, Cheap Bandage
<b>Upgrade</b>	<b>43</b>	Blood Lance + Bronze (x2)
 <b>SILENT GRAVE</b>	<b>46</b>	Halberd, Hard Horn, Magic Crystal, Root, Giant's Gloves, Quality Cloth
<b>Upgrade</b>	<b>49</b>	Silent Grave + Iron, Silver
 <b>HEAVY LANCE</b>	<b>30</b>	Lance, Silver, Gunpowder, Bull Horn, Bird Wing, Strong Vine
<b>Upgrade</b>	<b>34</b>	Heavy Lance + Iron (x2)
 <b>GAE BOLG</b>	<b>63</b>	Silent Grave, Wolf Fang, Devil Horn, Rage Fang, Bird Wing, Wooly Furball
<b>Upgrade</b>	<b>67</b>	Gae Bolg+Platinum (x2)




## SPEARS 2

Item	Skill Level Required	Ingredients
 <b>FLARE LANCE</b>	<b>35</b>	Heavy Lance, Fire Crystal, Scorpion Pincer, Scorpion Tail, Tomato, Arrowhead
<b>Upgrade</b>	<b>39</b>	Flare Lance + Iron, Bronze
 <b>ISEBERK</b>	<b>40</b>	Water Spear, Water Crystal, Skull, Insect Skin, Tortoise Shell, Wooly Furball
<b>Upgrade</b>	<b>46</b>	Iseberk + Silver
 <b>METUS</b>	<b>46</b>	Blood Lance, Panther Claw, Poison Powder, Spore, Speckled Skin, Giant's Gloves
<b>Upgrade</b>	<b>54</b>	Metus + Gold
 <b>MONK STAFF</b>	<b>43</b>	Wooden Staff, Earth Crystal, Magic Crystal, Giant's Fingernail, Quality Cloth, Sparkle String
<b>Upgrade</b>	<b>50</b>	Monk Staff + Gold

## SPEARS 3




Item	Skill Level Required	Ingredients
 <b>BELVAROSE</b>	<b>59</b>	Metus, Monk Staff, Wolf Fang, Fish Fossil, Shoulder Piece, Glue
<b>Upgrade</b>	<b>67</b>	Belvarose + Silver, Gold
 <b>BJOR</b>	<b>52</b>	Needle Spear, Poison Spear, Insect Jaw, Gunpowder, Scorpion Tail, Poison Powder
<b>Upgrade</b>	<b>53</b>	Bjor + Silver (x2)
 <b>TRIDENT</b>	<b>73</b>	Gae Bolg, Fish Fossil, Panther Claw, Glue, Shoulder Piece, Quality Fur
<b>Upgrade</b>	<b>78</b>	Trident+Diamond, Gold
 <b>DRAGON'S FANG</b>	<b>70</b>	Belvarose, Wolf Fang, Fish Fossil, Quality Cloth, Fur, Hood
<b>Upgrade</b>	<b>73</b>	Dragon's Fang + Rage Fang, Wolf Fang

## SCROLLS OF POWER




Item	Skill Level Required	Ingredients
 <b>ART OF ATTACK</b>	<b>96</b>	Silk Cloth, Bird Wing, Wolf Fang, Rage Fang, Bull Horn, Sparkle String
<b>Upgrade</b>	<b>99</b>	Art of Attack+ Devil Horn
 <b>ART OF DEFENSE</b>	<b>86</b>	Silk Cloth, Bird Wing, Tortoise Shell, Broken Box, Iron, Sparkle String
<b>Upgrade</b>	<b>90</b>	Art of Defense + Giant's Gloves
 <b>ART OF MAGIC</b>	<b>76</b>	Silk Cloth, Bird Wing, Fairy Dust, Magic Powder, Devil Horn, Sparkle String
<b>Upgrade</b>	<b>80</b>	Art of Magic + Hood

# TUESDAY CLASSES





## WEAPONS FOR BEGINNERS 1

Item	Skill Level Required	Ingredients
 <b>STEEL SWORD</b>	<b>9</b>	Broadsword, Bronze, Iron (x2)
<b>Upgrade</b>	<b>14</b>	Steel Sword + Iron
 <b>ZWEIHANDER</b>	<b>11</b>	Claymore, Bronze (x2), Iron
<b>Upgrade</b>	<b>15</b>	Zweihander+Iron, Bronze
<b>LANCE</b>	<b>12</b>	Spear, Bronze (x2), Iron
 <b>Upgrade</b>	<b>16</b>	Lance + Iron, Bronze






## WEAPONS FOR BEGINNERS 2

Item	Skill Level Required	Ingredients
 <b>WAR HAMMER</b>	<b>5</b>	Battle Hammer, Bronze (x2), Iron
<b>Upgrade</b>	<b>12</b>	War Hammer+Bronze, Iron
 <b>POLE AXE</b>	<b>18</b>	Battle-Axe, Bronze (x2), Iron
<b>Upgrade</b>	<b>24</b>	Pole Axe + Bronze, Iron
 <b>STAFF</b>	<b>13</b>	Rod, Plant Stem, Spore, Root, Insect Skin, Toyherb
<b>Upgrade</b>	<b>17</b>	Staff+Bronze, Emerald






## ELEMENTAL ONE-HANDED WEAPONS

Item	Skill Level Required	Ingredients
 <b>WINDSWORD</b>	<b>20</b>	Steel Sword, Iron, Wind Crystal, Scorpion Pincer, Insect Skin, Quality Cloth
<b>Upgrade</b>	<b>25</b>	Windsword + Iron
 <b>AQUA-SWORD</b>	<b>29</b>	Steel Sword, Iron, Water Crystal, Root, Strong String, Tortoise Shell
<b>Upgrade</b>	<b>32</b>	Aquasword + Iron
 <b>AERIAL BLADE</b>	<b>32</b>	Wind Sword, Silver, Wind Crystal, Quality Cloth, Sparkle String, Speckled Skin
<b>Upgrade</b>	<b>37</b>	Aerial Blade + Silver, Bronze
 <b>BURNIN' BLADE</b>	<b>26</b>	Steel Sword, Iron, Fire Crystal, Arrowhead, Spore, Giant's Fingernail
<b>Upgrade</b>	<b>30</b>	Burnin' Blade + Iron

## ONE-HANDED SWORDS 1

Item	Skill Level Required	Ingredients
 <b>DEFENDER</b>	<b>16</b>	Steel Sword, Silver, Bronze, Iron, Panther Claw, Bull Horn
<b>Upgrade</b>	<b>19</b>	Defender + Iron, Bronze, Silver
 <b>LUCK BLADE</b>	<b>23</b>	Broadsword, Iron, Gunpowder, Scorpion Pincer, Panther Claw, Hood
<b>Upgrade</b>	<b>26</b>	Luck Blade + Bronze, Iron
 <b>GAIA SWORD</b>	<b>23</b>	Steel Sword, Iron, Earth Crystal, Hard Horn, Root, Magic Powder
<b>Upgrade</b>	<b>26</b>	Gaia Sword + Iron (x2)
 <b>CUTLASS</b>	<b>17</b>	Defender, Gold, Skull (x2), Quality Cloth, Strong String
<b>Upgrade</b>	<b>22</b>	Cutlass + Gold
 <b>GRAVIOS</b>	<b>52</b>	Smash Blade, Silver, Iron, Giant's Fingernail, Panther Claw, Sparkle String
<b>Upgrade</b>	<b>56</b>	Gravios + Silver

## ONE-HANDED SWORDS 2

Item	Skill Level Required	Ingredients
 <b>SAKURA</b>	<b>25</b>	Broadsword, Iron, Magic Crystal, Poison Powder, Spore, Scorpion Tail
<b>Upgrade</b>	<b>32</b>	Sakura + Iron (x2)
 <b>RAVENTINE</b>	<b>45</b>	Burnin' Blade, Silver, Fire Crystal, Pumpkin, Skull, Insect Skin
<b>Upgrade</b>	<b>50</b>	Raventine + Gold, Silver
 <b>ICIFIER</b>	<b>42</b>	Aqua-sword, Silver, Water Crystal, Scorpion Pincer, Quality Cloth, Tortoise Shell
<b>Upgrade</b>	<b>44</b>	Icifier + Silver
 <b>SOUL EATER</b>	<b>47</b>	Sakura, Iron, Poison Powder, Root, Scorpion Tail, Quality Cloth
<b>Upgrade</b>	<b>52</b>	Soul Eater + Iron
 <b>SMASH BLADE</b>	<b>34</b>	Luck Blade, Gold, Panther Claw, Hard Horn, Speckled Skin, Plant Stem
<b>Upgrade</b>	<b>36</b>	Smash Blade + Gold



# Dungeons

## TRIESTE FOREST

Climate:

Spring

### Native Fruit:

- ❖ Apples

### Native Minerals/Gems:

- ❖ Scrap Iron
- ❖ Iron
- ❖ Emerald
- ❖ Aquamarine

### Native Fish:

- ❖ Cherry Salmon
- ❖ Chub
- ❖ Pond Smelt
- ❖ Gibelio
- ❖ Love Snapper

### Monsters (AM):

- ❖ Pomme-Pomme
- ❖ Wooly
- ❖ Orc Archer
- ❖ High Orc
- ❖ Orc Hunter
- ❖ Big Mushroom
- ❖ Leaf Ball
- ❖ Planchoa
- ❖ Flower Blossom

### Monsters (PM):

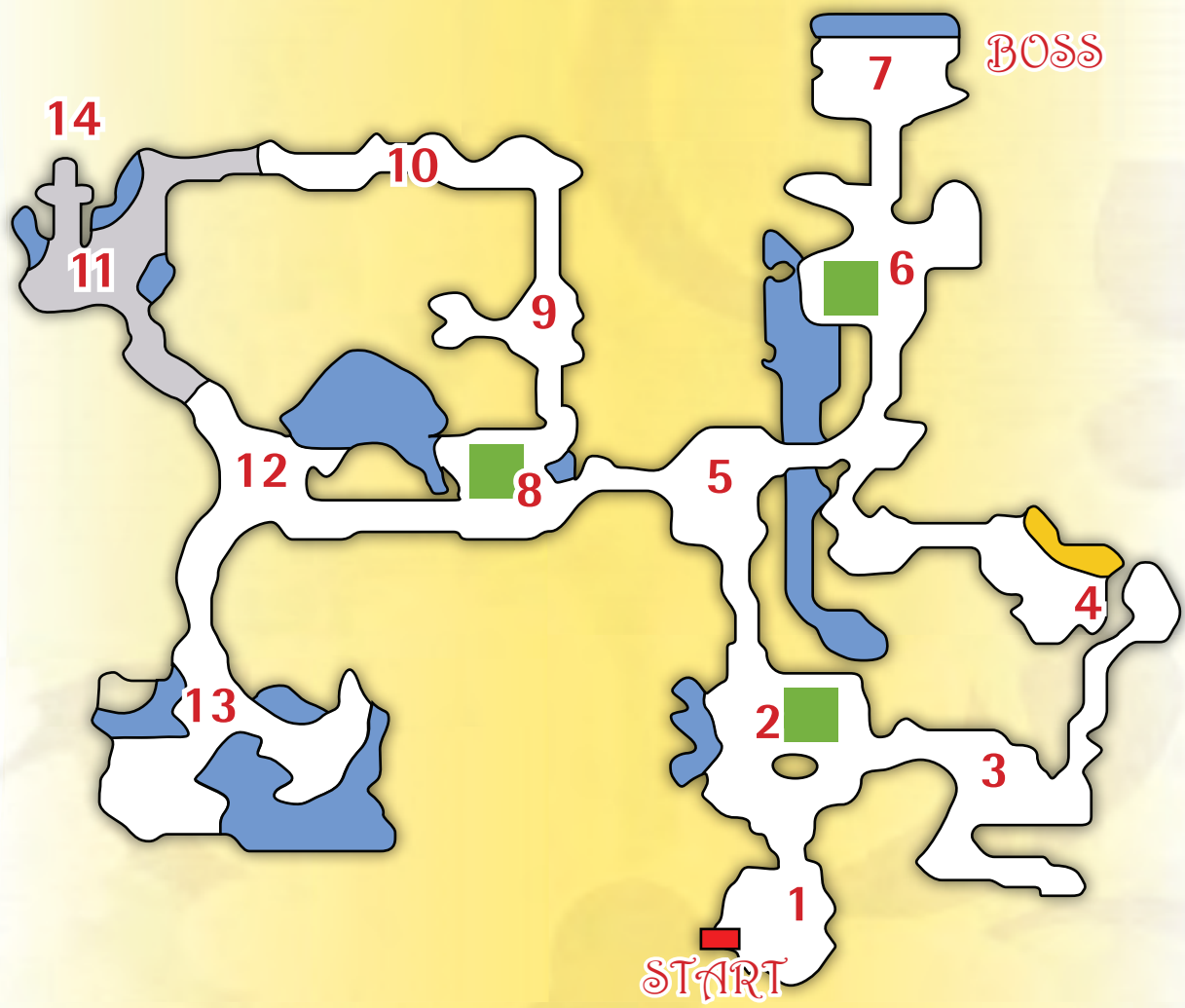
- ❖ Ant
- ❖ Hell Spider
- ❖ High Orc
- ❖ Orc Archer
- ❖ Orc Hunter
- ❖ Tricky Mushroom

### Boss:

- ❖ Terror Tree



Trigsta Forst



## 1. Trieste Forest Entrance

As with all the dungeons, you find a Save Point immediately outside. This is where you are brought if you use the Escape power while inside. It is always a good idea to save your game before entering.



## 3. Mushroom Patch (2nd Half)

The big mushrooms here look relatively harmless, but if you get too close they release a cloud of poison spores. The Tricky Mushrooms that come out at night also give off these spores.



A path to the northeast leads to the far side of Windy Pass.

## 2. Spring Clearing

With Pomme-Pommes during the day, and Woolies at night, this is probably the safest dungeon area in the entire game. You can avoid these monsters quite easily, and this is an ideal place to practice using the Pet Glove to tame them.

### FIELD 1

The first of three fields is here. This is where you should plant Spring crops that require frequent harvesting—such as strawberries—because it is easiest to get to.



The gate to the east, which is impassible until the second half of the game, leads to the Mushroom Patch.

## 4. Windy Pass (2nd Half)

This area is divided in half by a large fissure. The east side contains Rune Crystals and is accessed through the Mushroom Patch. Watch out for Orc Archers! The west side has a large concentration of rocks suitable for mining, once you get rid of the High Orcs, that is!



## 5. Aegis Falls

There are two respawn points in this area—one on either side of the path across the stream. Orc Archers trouble you here during the day; Ants appear at night.



Look for two Rune Flowers that refill RP. There are also multiple rocks to "mine" (smash with a hammer) for gems and minerals. The east gate leads to the Windy Pass.

### STONE STATUE 1: PINK TURNIPS (X3)

A statue blocks the path west. In the second half of the game you can decipher its riddle. It is asking for three of the vegetables that are the same color as cherry blossoms.

### OPENING THE WAY

Whenever you successfully eliminate one of the Stone Statues blocking your way in Trieste Forest, you are given a green stone tablet fragment. There are four of them in all.

Downstream from the waterfall, on the path leading to the rocks, is a good spot to fish for Chub. You can also catch Cherry Salmon in the waterfall itself.



## 6. Grassy Path

Orcs and later Flower Blossoms are the monsters in residence here. At night, the Hell Spiders come out. The Save Point to the north clues you in that a Boss battle will take place in the next room.

### FIELD 2

This is the final field available for planting during the first half of the game. It isn't too far from the first field, but you need to go through monsters to get to it.

### APPLE TREE 1

In the northeast corner of this area is an Apple tree which supplies fruit on a regular basis.



The stream to the west allows you to refill your waterpot for crop irrigation. It is also a good place to fish for Cherry Salmon, Gibelio, and Chub.



# Rune Factory 2

A Fantasy Harvest Moon



## OFFICIAL STRATEGY GUIDE

Written by Mark Androvich

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