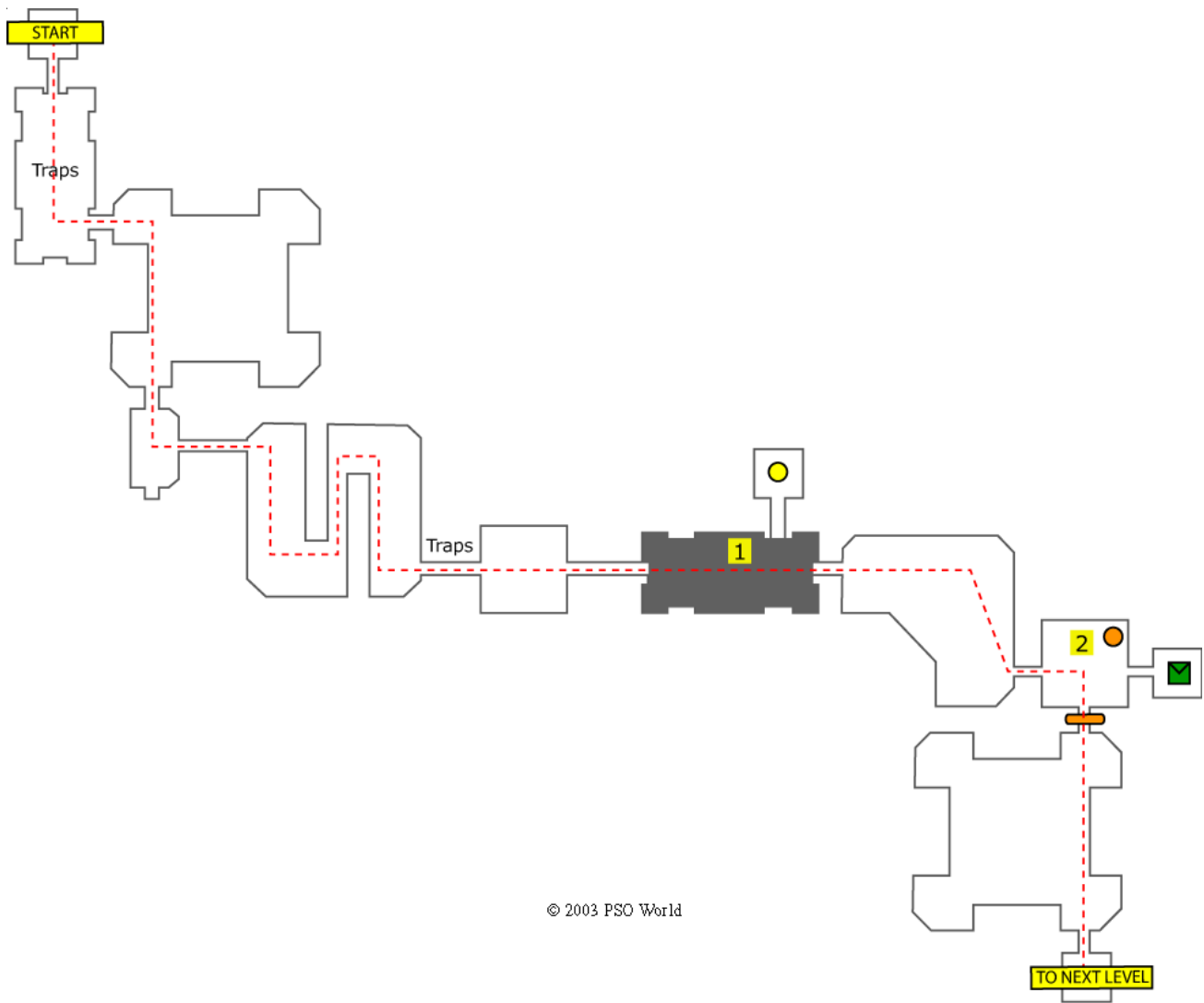
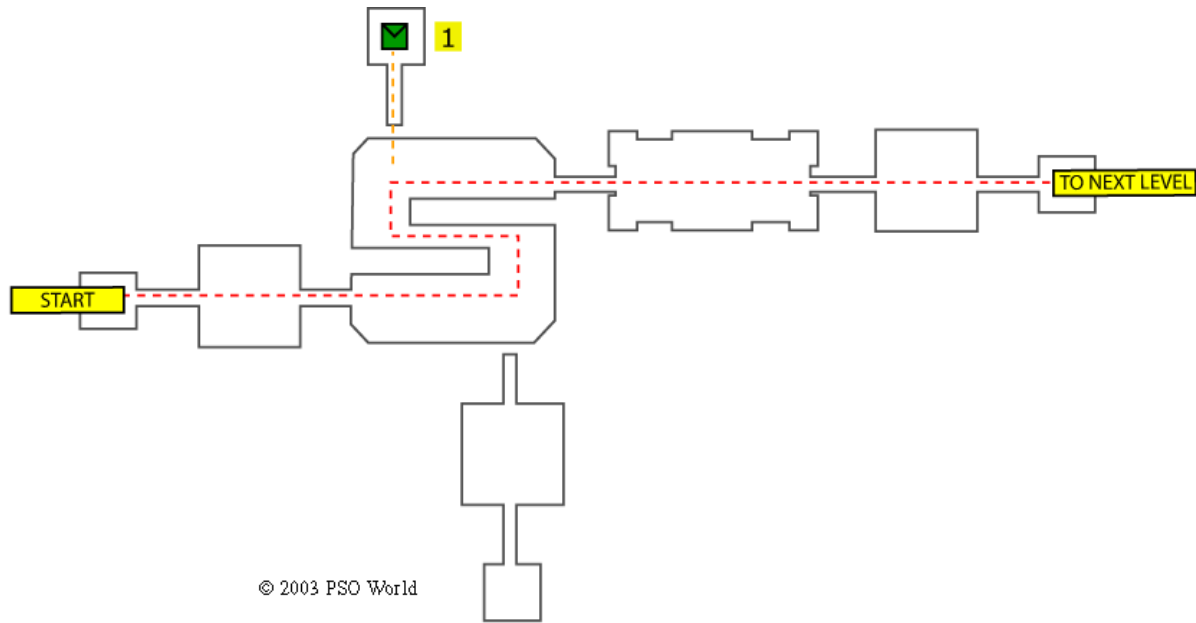


# Stage 6 Area 25



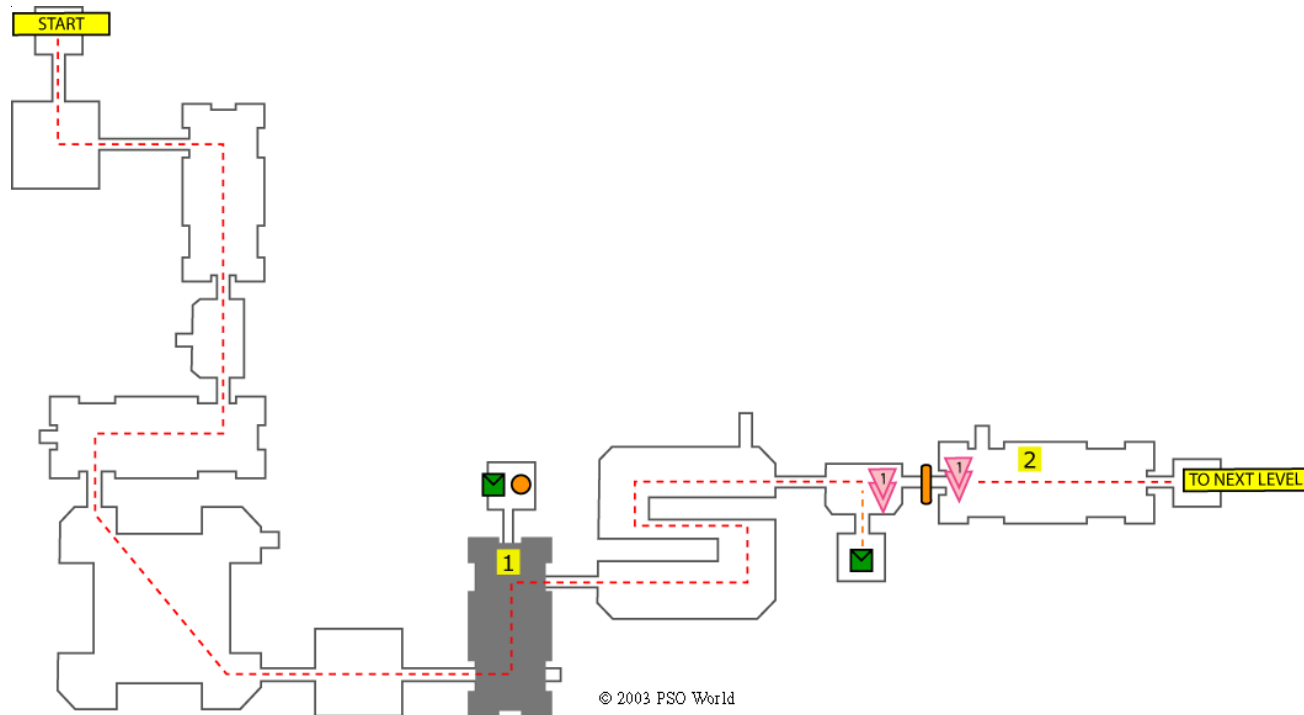
- 1      Activate the light switch first. If there are only a couple of easy enemies in the room, you may want to take the time to defeat them for any possible items they may drop.
- 2      Step on the marked switch to open the door.

# Stage 6 Area 26



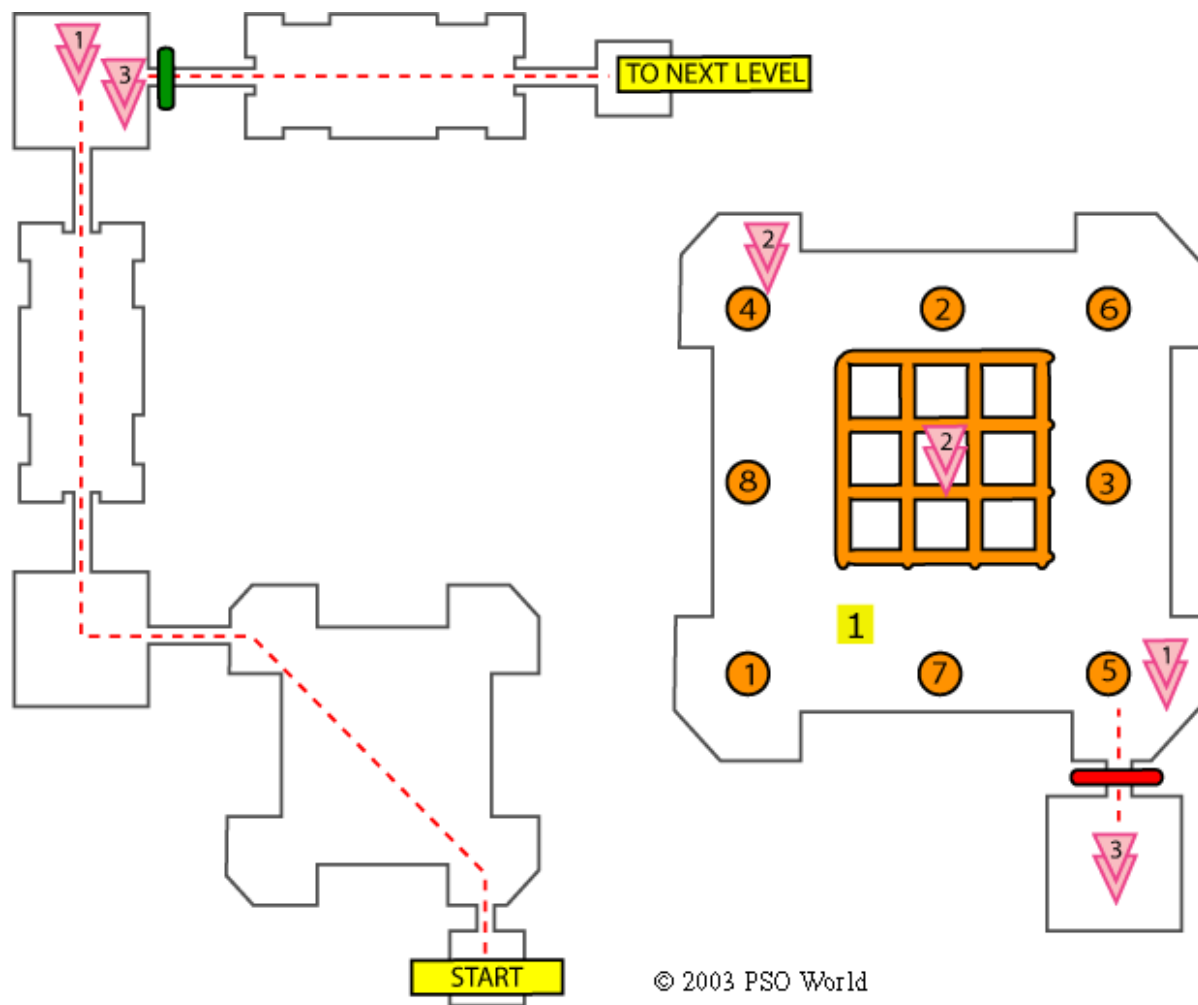
- 1 One of the boxes here contain a Buster.

# Stage 6 Area 27



- 1 The weakest character should activate the light switch here and open the boxes.
- 2 To the north, past the large room, is a heal ring. If you're not doing TA, take the time to heal.

# Stage 6 Area 28

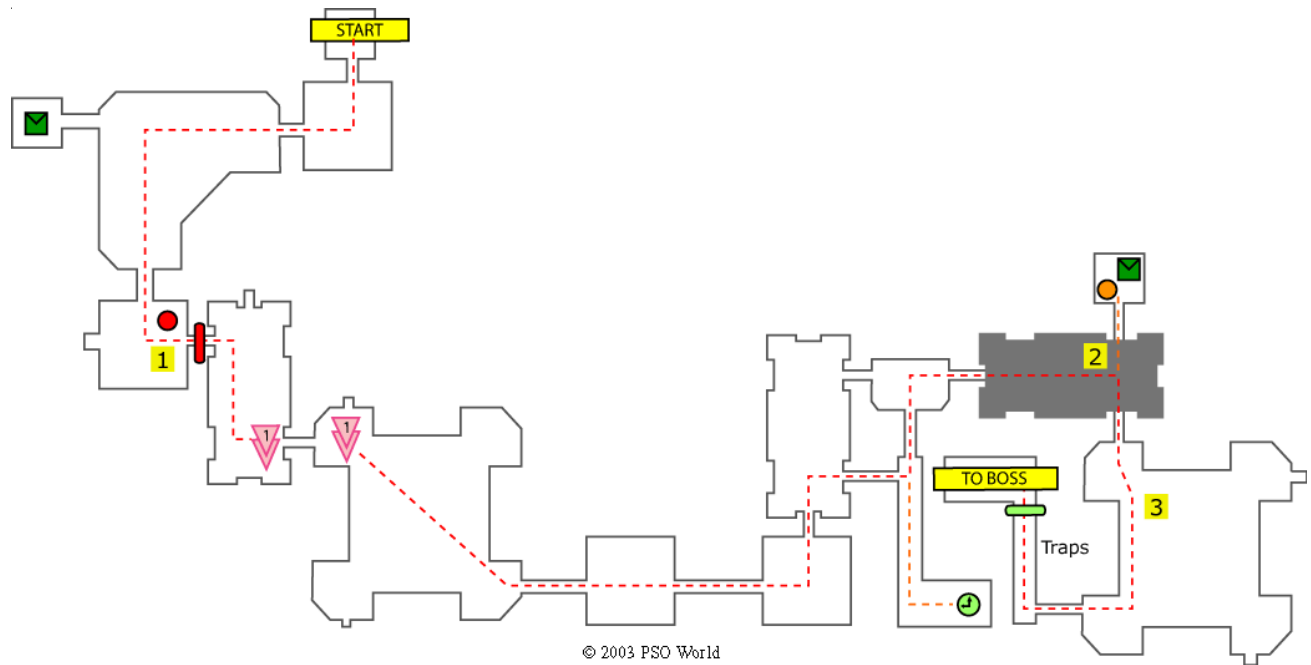


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1 There are 9 barriers that can be deactivated by stepping on the 8 switches. One person should enter the maze while the others step on the switches in the order shown. Note that the first switch also serves as the final switch. Activate the switch once you reach the center of the maze.

Also located in this room are fake walls that lead to boxes; however, these rooms also contain zonde traps. If you have either a sword/partisan or gizonde you may want to risk it, otherwise, just move on.

# Stage 6 Area 29



- 1 Step on the marked switch to open the door.
- 2 The light switch is only accessible after you clear the room. Try to determine both your and the enemy's position by using the map instead of trying to see in the dark.
- 3 After clearing the room one person should go back to activate the timed switch while the others get the boxes in the different rooms. Note that activating the switch will also activate a trap; those who waited should destroy it.

# Stage 6 Area 30

Do not attack the screens. Instead, focus on the red post that come out of the ground. Destroying the red one will prevent the gizonde attack.

A Force should use zonde on the red pillar and against Vol Opt's second form.

During the second form, if it locks on to you, do not run around it, since it'll then lock on to your teammates as well. Keep away from the others and run around in a small area.