

# Phantasy Star Series Ending FAQ

by FZoli

Updated to v1.3 on Aug 22, 2006

This walkthrough was originally written for Phantasy Star on the GENESIS, but the walkthrough is still applicable to the GENESIS version of the game.

```
#    ####
##   #####
#####
#####  ###
###    ####
###     ###
###     ###
###     ###   #                   #
###     ###   #                   #                   #
###     ###   ##   #####   #   #   #####   #####   #####   ##
###     ###   #   ##   #####   #   ##   #####   #####   ##   ##   ##
#####   ###   #   ##   ##   ##   ##   ##   ##   ##   ##   #   ##
##   ##   #   ##   ##   #   ##   ###   ##   ###   #   ##   ###   #   ##
##   ##   ##   ##   #   ##   ###   ##   ##   #   ##   ##   ##   #
##   ##   ##   ##   ##   ##   ##   ##   ##   ##   ##   ###   ##   ##
##   ##   ##   ##   #####   ##   #   ##   ##   #####   ##   ##   #####
##   ##   #####   #####   ##   #####   ##   #####   ##   ##   #####
##   ##   #####   ##   ##   #   ##   ##   ##   ##   ##   ##   ##
##   ##   ##   ##   ##   #   ##   ##   ##   ##   ##   #   ##   ##
##   ##   ##   ##   ##   #   ##   ##   ##   ##   ##   ##   ##   ##
#####   ##   ##   ##   ##   #   ##   ##   ##   ##   ##   ##   ##
#####   ##   ###   ##   ##   ##   ##   ##   ##   ##   ##   #####   #####
#   ##   #####   #####   ###   #####   #####   #####   #####   ##   #####
#   #
#
#
#           #####   #####   #####   #####
#           #####   #   #####   #####   #####
#####   #####   ###   ##   ##   #
###     ##   ###   #   ##   ##   #
###     ##   ###   ##   #   ##   #
###     #   ##   ##   #   ##   ##
#####   ##   ##   #   ##   ##
#####   ##   ###   #   #####
#####   ##   #####   #####
#####   ##   ###   ##   #####
#####   ##   ##   ##   ##   ##
#####   ##   ##   ##   ##   ##
#####   ##   ##   ##   ##   #####   #
#####   ##   ##   ##   ##   #####
#####   ##   ##   #   ##   ##   #####
```

#####  
#####

E N D I N G F A Q

An ending FAQ for the Phantasy Star series

Version 1.3

By FZoli (fialazoli@freemail.hu)

Best viewed in 800x600 with monospaced font, 79 characters per line.

/-----\  
[ TABLE OF CONTENTS ]  
\-----/

- I. VERSION HISTORY
- II. COPYRIGHT
- III. CREDITS
- IV. INTRODUCTION
- V. MASTER SYSTEM
  - Phantasy Star
- VI. MEGADRIVE / GENESIS
  - Phantasy Star II
  - Phantasy Star III - Generations of Doom
  - Phantasy Star IV - The End of the Millenium
- VII. GAME GEAR
  - Phantasy Star Gaiden
  - Phantasy Star Adventure
- VIII. ENDING

/-----\  
[ I. VERSION HISTORY ]  
\-----/

- Version 0.1 (21/07/05) Started the FAQ. Added the ending for Phantasy Star.
- Version 0.2 to 0.7 Added the endigns for PS II, PS III Sean and Aron, PS IV, PSG and PSA.
- Version 0.8 (14/08/05) Added Adan's ending for PS III.
- Version 0.9 (15/08/05) Added Crys' ending for PS III. (I beat the the 2nd and 3rd generation in one day...it wasn't easy.)
- Version 1.0 (16/08/05) Reformatted some sections. First posted on GameFAQs and Neoseeker.
- Version 1.1 (21/08/05) Fixed somethings(...like the version number on the top. I posted the FAQ as 1.0, but on the top I forget to fix the number.)
- Version 1.2 (16/01/06) I added the Earthmen leader's full speech, I hope you you can understand it. Also fixed little things.
- Version 1.3 (11/08/06) Swapped the Credits and the Introductions sections. Small grammar fixes.

/-----\  
[ II. COPYRIGHT ]  
\-----/

This FAQ is copyright of Zoltan Fiala. The FAQ may be not be reproduced under any circumstances except for personal, private use. Store it on your computer, print it out, give it to your friends, but don't change it. The FAQ may NOT be sold or used in anyway to earn a profit, like putting it in a magazine or selling it. If you want to put it on your website ask for permission first! Posting this FAQ is currently permitted to these sites:  
- GameFAQs <[www.gamefaqs.com](http://www.gamefaqs.com)>

Use of this guide without permission on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. Please send me an e-mail if you find it on a site other than that are on the permitted list.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

```
/-----\  
[ III. CREDITS ]  
\-----/
```

SEGA and Sonic Team - For Phantasy Star!  
Jeff "CJayC" Veasey - For GameFAQs and for posting my FAQs!  
Leo Chan (from Neoseeker) - For posting my FAQs!  
ReyVGM - For inspiration and Video Game Museums's <www.vgmuseum.com> Ending Section! Plus he contributed the PS 1-4 Endings there! And thanks for your mail!  
RyuWatase and Tupou - Contributed the endings for PSA and PSG on the Video Game Museum!  
James Maxlow - For the Phantasy Star Pages <www.phantasy-star.net>.  
Rebecca Capowski and her team - For translating the Phantasy Star Compendium!  
Steve Snake - For Kgen 98!  
CWC/Magic - For translating Phantasy Star Gaiden!  
Aeon Genesis - For translating Phantasy Star Adventure!  
5679soft - For ASCII Pic, I made the top logo with it!  
Tom Kostiaainen - For MDINotepad, its good alternate Notepad with additional functions.  
My parents - For supporting me everytime.  
NagyZoo - For being a great friend. (I know, his nickname is a joke in English.)  
Me - For writing this FAQ.  
You - For reading it (and hopefully finding it useful).

```
/-----\  
[ IV. INTRODUCTION ]  
\-----/
```

I just recently read ReyVGM's Mega Man Ending FAQ. In the introduction he hoped that FAQ authors will include the endings for the games. I already read some PS Walktroughs, but the ending wasn't included. So I decided to make an ending FAQ for the best RPG series IMHO.

The FAQ only covers the original four episodes and the two Game Gear games, but if somebody could send the endings for the Online episodes (in form of either pictures, detailed text-version or a link where I could see them), I would like to put them in, too. My e-mail address is on the top and the bottom of the FAQ.

I put the year, when each game came out in brackets and I put the AW dates under them, too, so you can see when does each game took place (except is PS III).

Sorry for grammar problems, I'm from Hungary and I speak only Hungarian and German. I learn English from Games and in school.

If you have (grammar) corrections, suggestions, or info on PSO please send me an e-mail with a subject like PS FAQ or something like this. I would happily accept it and naturally your name will be listed in the Credits section.

If you don't get an answer in a few days, please be patient. I can only write and read e-mails in school.

One more thing. DON'T put me in your address book, because I already got mail with MyDoom in it because of this! Thankfully Freemail scans for viruses!

Now, (finally) on with the FAQ!

```
/-----\  
[ V. MASTER SYSTEM ]  
\-----/
```

-----  
P h a n t a s y S t a r  
-----

(1988)

AW 342

NOTE: You can see the ending at [www.vgmuseum.com/end/mastersystem/a/phant.htm](http://www.vgmuseum.com/end/mastersystem/a/phant.htm)

After you killed DarkFalz:

[You are in the Governor's throne room, he is sitting on his throne.]

Governor: I'm sorry. I must have been possessed body and soul by evil. You rescued our world just in the nick of time! If you had come any later, it might have been too late. We all thank you from the bottom of our heart.

Alis, your father was once king of Algol. The Dark Castle has been destroyed, Lassic killed... Do you, Alis, wish to ascend your father's throne and become the queen of Algol?

YES: Then you are the very queen of the entire system. I will assist you in all ways possible.

NO: No? That's fine, if you so desire. You will always be welcome here.

[The picture of Baya Malay is shown, without the Air Castle. The screen flashes and the grey clouds change to white, the grey water to blue.]

The sky gradually clears and the peace is returned to the Algol System. A gentle breeze caresses Baya Malay. But does the breeze know of the hardships that they endured?

[Picture of Alis] Alis

[Picture of Odin] Odin

[Picture of Noah] Noah

[Picture of Myau] and Myau

[Picture of Alis]

Even though the memories of evil fade away, their names will be kept in the hearts of the people of the Algol forever!!!

[Picture of the four heroes: Alis, next to her Myau, behind them Odin and Noah.]

[A dungeon scrolls as the staff is shown and after the "Presented by SEGA" text you are back to the titlescreen.]

```
/-----\  
[ VI. MEGADIRVE / GENESIS ]  
\-----/
```

-----  
P h a n t a s y S t a r I I  
-----

(1989)

AW 1284

NOTE: You can see the ending at [www.vgmuseum.com/end/genesis/a/phant2.htm](http://www.vgmuseum.com/end/genesis/a/phant2.htm)

After you defeated Mother Brain:

Rolf and the rest of the company stood in amazement where the Mother Brain once was. Algo had been suddenly released from the Mother Brain's control. The Biosystems and weather control systems suddenly became useless. The people of Algo awaited the start of their hard and difficult life without the Mother Brain. But Rolf and the others could feel a sense of hope.

Let's get back to Mota. This is only the beginning!

Lutz: "Rolf wait!" Lutz's voice filled everybody's heart. "There's still somebody in the ship! You can't return again!"

Rolf: "What?"

[The party walks to the back of the room. There are a lot of red and black robed men.]

Rolf: Who are these people?

[The party walks to a man, who looks like the leader.]

Stranger: Welcome to the spaceship Noah.

Rolf: Who are you?

Stranger: I don't like your tone of voice. Are you here because you think we are enemies?

YES: Of course we hate you for destroying the Mother Brain.

NO: Thanks to the Mother Brain which we created, Algo prospered.

Rolf: So you are the creators of the Mother Brain. You are hardly what we expected!

Stranger: "We are not people of Algo. We are from a place called Earth. Our planet was green and lovely, and we had a highly advanced civilization. We are the last of our race."

Rolf: "The last...?"

Stranger: "Yes our planet has been destroyed. Do you want to know why?"

YES: "We were a weaker people then. Even though we knew about the evil inside of us, we didn't suppress it. We took joy in controlling nature; we didn't realize we were destroying ourselves until it was too late."

"The death rattle of our planet alerted us to our failure. With the time remaining to us, we built a spaceship to wander among the stars. Then we found Algo. We found the people here living in simple happiness."

"We decided we wanted this planet. And do you think you can stop us, we who destroyed Palm? You will die!"

NO: "Since you are going to die anyway, you might as well know."

YES: In place of the home we have lost we will have to settle for this star. The Mother Brain is lost, but we can easily create another. The only ones who are against us are you. If you are eliminated, our plans can proceed.

NO: "If you want to know, we will tell you."

"We were a weaker people then. Even though we knew about the evil inside of us, we didn't suppress it. We took joy in controlling nature; we didn't realize we were destroying ourselves until it was too late."

"The death rattle of our planet alerted us to our failure. With the time remaining to us, we built a spaceship to wander among the stars. Then we found Algo. We found the people here living in simple happiness."

"We decided we wanted this planet. And do you think you can stop us, we who destroyed Palm? You will die!"

Thanks to Lutz's power, they were sent on their way. [The other party members appear.]

Stranger: "Very clever! But it is only a matter of time before Algo is destroyed!"

Rolf: "Silence! Be quiet!"

And in the next instant, Rolf and the others were attacked by several hundred earthmen!

[Picture of Rudo, holding a gun, behind him is an explosion.]

Rudo: We shall make you see how it feels to lose something that you love.

[Picture of Amy, a shining, white-blue ball is between her hands.]

Amy: I can see the confusion and pity in your eyes. I will never forgive you for what you have done.

[Picture of Kain, holding a knife in his right hand.]

Kain: How dare you ruin Algo!

[Picture of Shir, holding a knife in her right hand, like she wants to throw it, behind her is an explosion.]

Shir: I refuse to be a slave of fate! I will be the master of my own future!

[Picture of Hugh, his ring glowing white-purple.]

Hugh: You have shown me the ugliness of continued existence.

[Picture of Anna, after throwing her slicer.]

Anna: These are my parting words to you; those who give up are doomed.

[Picture of Rolf's head.]

[Picture showing space and a part of Dezolis.]

I wonder what the people will see in the final days?

[The credits roll and as the words "THE END" pop up the sun appears from behind Dezolis. After that the game resets.]

---

P h a n t a s y   S t a r   I I I   -   G e n e r a t i o n s   o f   D o o m

---

(1991)

AW ????

NOTE: You can see all endings at [www.vgmuseum.com/end/genesis/a/phant3.htm](http://www.vgmuseum.com/end/genesis/a/phant3.htm)

After you beat Dark Force:

Aron's Ending:

DARK FORCE "Wasn't that ship explosion a blast? I destroyed one of the two remaining ships left out of the original 400; you're the last one now! I'll finish your ship off 1,000 years hence."

Dark Force disappears!

[Picture showing the dark silhouette of Aron, around her is a yellow explosion.]

Aron "This city is too evil to leave standing!"

Aron's anger triggered the Megidotechnique.

[Picture showing Mieu and Wren; the city behind them is falling apart.]

WREN "Megido is tearing the whole city apart!"

MIEU "Hurry, we've got to get out of here!"

WREN "There's no time, we'll never make it!"

[Picture showing Aron's, Mieu's, Wren's, Kara's and Laya's dark silhouette surrounded by a blue sphere; Mieu's chest is glowing red; the city is falling apart.]

Mieu used the Grantz technique automatically. The entire party was teleported to a place of safety far from the falling city.

[Picture showing Lashute falling in pieces to the lake below.]

The evil city seemed to scream a hideous cry as it fell from the sky and sank deep into the lake.

[Picture showing space; in the middle of the screen is a black hole. The Alisa III is drifting in it's direction.]

MIEU "Look! We're going into a black hole!"

[Picture showing the Alisa III somewhere in space. The ship drifts slowly to the right.]

KARA "We were knocked out by that collision."

[Slowly a yellow planet scrolls in the screen, wich is the Sun.]

WREN "The stars aren't in the right places. We were transported across space and time when we went through the black hole's surface."

MIEU "We're getting a message from a planet that orbits the star ahead of us...."

[Slowly Earth scrolls in.]

Greetings, alien craft! Identify yourselves. This is London Communications Center on Earth of the Sol system. Over and out.

[The credits roll and finally "THE END" pops up. After a while the game resets.]

Adan's Ending:

DARK FORCE "I almost got you into the black hole. Oh, well, I'll do it next time---in 1,000 years!"

Dark Force disappears!

[Picture showing the dark silhoutte of Adan, around her is a yellow explosion.]

Adan "This city is too evil to leave standing!"

Adan's anger triggered the Megido technique.

[Picture showing Mieu and Wren; the city behind them is falling apart.]

WREN "Megido is tearing the whole city apart!"

MIEU "Hurry, we've got to get out of here!"

WREN "There's no time, we'll never make it!"

[Picture showing Adan's, Mieu's, Wren's, Gwyn's and Kara's dark silhoutte sorrouned by a blue sphere; Mieu's chest is glowing red; the city is falling apart.]

Mieu used the Grantz technique automatically. The entire party was teleported to a place of safety far from the falling city.

[Picture showing Lashute falling in pieces to the lake below.]

The evil city seemed to scream a hideous cry as it fell from the sky and sank deep into the lake.

[Picture showing space, in the middle is a black hole, that slowly drifts out of the screen.]

MIEU "Look, the black hole is getting smaller! We're moving away from it now!"

KARA "The people of Aerone moved us away!"

WREN "There's a message coming in."

Hello, this is Aerone. Thanks for your help. We're once again back on our original course. Without you, Dark Force would have prevailed. We're going toward the brightest star up ahead. We're heading for one of its planets--the third one out from the star. It is perfect for us. At last we're nearing the end of our journey!

[The credits roll and finally "THE END" pops up. After a while the game resets.]

Sean's Ending:

DARK FORCE "I regret smashing only one moon. Never fear, I'll return again in 1,000 years; you'll be dead, but I'll visit your descendants!

It'll be a merry reunion all around, I promise!"

Dark Force disappears!

[Picture showing the dark silhoutte of Sean, around her is a yellow explosion.]

Sean "This city is too evil to leave standing!"

Sean's anger triggered the Megido technique.

[Picture showing Mieu and Wren; the city behind them is falling apart.]

WREN "Megido is tearing the whole city apart!"

MIEU "Hurry, we've got to get out of here!"

WREN "There's no time, we'll never make it!"

[Picture showing Sean's, Mieu's, Wren's, Laya's and Kara's dark silhoutte sorrouned by a blue sphere; Mieu's chest is glowing red; the city is

falling apart.]

Mieu used the Grantz technique automatically. The entire party was teleported to a place of safety far from the falling city.

[Picture showing Lashute falling in pieces to the lake below.]

The evil city seemed to scream a hideous cry as it fell from the sky and sank deep into the lake.

[The picture shows space, with a colony ship in the upper part; another ship is coming slowly from the left.]

MIEU "Look! A spaceship that's just like our's! It must be the other surviving spaceship."

WREN "That spaceship is sending us a message."

[The upper ship is coming slowly down and it moves behind the other.]

Hello Alisa III. This is the spaceship Neo Palm. That explosion earlier attracted our attention. We guessed that Dark Force had arisen again and we came over to lend any help you needed. Since you're still here, we assume you've won. In 1,000 years, Dark Force will arise again. Let's get rid of it for good next time!

[The credits roll and finally "THE END" pops up. After a while the game resets.]

Crys' Ending:

DARK FORCE "I wanted you to burn in the sun-fire. It was not to be this time, but I'm patient. I'll be back in 1,000 years to try again!"

Dark Force disappears!

[Picture showing the dark silhouette of Crys, around her is a yellow explosion.]

Crys "This city is too evil to leave standing!"

Crys' anger triggered the Megido technique.

[Picture showing Mieu and Wren; the city behind them is falling apart.]

WREN "Megido is tearing the whole city apart!"

MIEU "Hurry, we've got to get out of here!"

WREN "There's no time, we'll never make it!"

[Picture showing Crys', Mieu's, Wren's, Laya's and Kara's dark silhouette surrounded by a blue sphere; Mieu's chest is glowing red; the city is falling apart.]

Mieu used the Grantz technique automatically. The entire party was teleported to a place of safety far from the falling city.

[Picture showing Lashute falling in pieces to the lake below.]

The evil city seemed to scream a hideous cry as it fell from the sky and sank deep into the lake.

[The picture shows space, the sun slowly drifts to the middle of the screen.]

MIEU "Look at the sky--the sun is enormous! We're going to burn up if we get much closer. The pilots had better hurry up and move us!"

[The sun stops in the middle of the screen and begins slowly drifting back to the left.]

KARA "Those pilots cut it pretty close!"

WREN "They're sending us a message!"

Hello, this is Aerone. Thanks for your help.

[Slowly three planets scroll in to the screen. (I think Mercury, Venus and Earth.)]

We're once again back on our original course. Without you, Dark Force would have prevailed. We're going toward the brightest star up ahead. We're heading for one of its planets--the third one out from the star. It seems perfect for us. At last, our journey is almost over!

[The credits roll and finally "THE END" pops up. After a while the game resets.]



(1994)

AW 2284

NOTE: You can see the ending at [www.vgmuseum.com/end/genesis/a/phamt4.htm](http://www.vgmuseum.com/end/genesis/a/phamt4.htm)

NOTE: Because PSIV has a lot of pictures, I won't explain what is on each. Instead I just say what is happening.

After you beat Profound Darkness:

[All energy is flowing to one point.]

Chaz: Ah, what's going on!?

Rune: The force holding this dimensional hole open is gone!

Wren: I sense a time warp. It's getting bigger. Danger! Danger!

Rika: What are we supposed to do!?

[The Elsydeon is glowing.]

Chaz: What the...

[The Elsydeon's blade breaks and white particles fly everywhere.]

Chaz: The Elsydeon...

Rune: It's protecting us...

Rika: It's beautiful...

Chaz: Thank you all...

[The screen flashes white.]

[The sun rises over Motavia. Everybody is there.]

Rune: It's over...huh, Chaz.

Chaz: Yes, it's over.

Rika: We were able to keep Algo safe.

[The Landale is shown, as Wren, Demi, Kyra and Raja begin parting from Chaz, Rune, Gryz and Hahn.]

Wren: Departure preparations are complete.

Raja: Well, I guess we'll head back to Dezolis.

Kyra: We'll get a ride with Wren.

Raja: It was quite a fun journey, Chaz, the likes of which I haven't had in a long time.

Kyra: You should come visit Dezolis once in a while.

Raja: That's not possible. They don't have a space ship. And flipping their arms won't get them too far. Ha, ha!

Kyra: So...I guess it's really good-bye, Chaz...

Raja: What a pity you won't be able to enjoy my wit anymore!

Demi: I will go to Zelan to assist my master Wren. Good-bye, Chaz. Eventually the time will come when both my master and I will become unnecessary to Algo. But, until that time, I will work to complete my duties.

Wren: After I take everybody to Dezolis, I will return to Zelan. I guess you will need the support of the system while longer.

Chaz: Wren...where's Rika?

[A picture of her appears, she is standing next to the Landale.]

Wren: She has already gone to the Landale. Parting must be difficult for her.

Chaz: I...see.

Wren: Good-bye, Chaz. Stay well. I believe we will meet again.

[Wren, Kyra, Raja and Demi go to the Landale. Wren and Kyra are waving good-bye. Rika is waiting them at the ship.]

Wren: Rika, we are leaving.

Rika: Yes.

[Rika looks back from the Landale's hatch. Chaz, Hahn, Gryz and Rune look at the Landale as it takes off and flies away.]

Gryz: They are gone.

[Chaz looks sadly after the ship. But on the Landale...]

Rika: Wren, I...

Wren: Rika, the road you choose will probably be painful and difficult. You are our hope. You must be strong and live with pride.

Rika: Yes! Wren... Thank you!

[Back on Motavia...]

Gryz: I've got to get back to Tonoe. Chaz, thanks for everything! I feel that I learned a lot from this trip. Thanks!

[Hahn and Gryz are waving good-bye.]

Hahn: I'm returning to the Academy. After all this, I've become disgusted with some of the people there, but... I'll just have to transform those feelings into inner strength! Good-bye, Chaz. I will always be proud that I fought beside you!

[Rune says his good-bye words.]

Rune: Chaz... I guess it's good-bye.

Chaz: Rune...

Rune: Even though the battle against the ultimate fiend is over, my mission as Lutz must continue... You see, I must watch over all Algo. I'm still lacking in training and experience. I must continue to improve myself, and eventually pass it on to the next Lutz...

[Chaz looks sadly at Rune.]

Chaz: Won't we...meet again?

Rune: Probably not. You silly! Don't cry... You can live now without anyone else's help...

[Suddenly the Landale stops above them. Rika is standing in the hatch with a smile on his face. Chaz looks happily at her.]

Chaz: Rika!

Rika: Chaz!

[Rika looks back to the cockpit then with tears in her eyes she jumps out of the ship.]

Chaz: Rika!

[Chaz runs and grabs her.]

Chaz: Rika!

Rika: Chaz!

[Rune looks at them with a smile and walks away.]

Rune: So long, Chaz... Take care!

[Chaz and Rika look after Rune.]

Rika: Rune...

Chaz: Rune...thank you... And good-bye!

[The Landale is flying away.]

[Hahn teaching.]

The long battle is over.

[Gryz and Panna walking. Panna points on a butterfly.]

We were able to free ourselves from the terrible course of yore.

[Raja drinking and talking with his friend, Gyuna.]

To the souls of those who sacrificed their lives for Algo sleep in peace.

[Kyra in her Esper formal dress at the Mansion.]

From person to person...

[Demi and Wren in Zelan.]

From age to age...

[Rune somewhere on Motavia.]

As long as memories last...

[Rika and Chaz lying in the grass. They are both in normal street clothes.]

We will not forget the sacrifices that have been made.

The eons-old struggle between Light and Dark has ended, and now the curtain rises on a new age...

[The credits roll and on the left side of the screen Rykros, Dezolis and finally Motavia is shown, surrounded by sunlight. After the credits the picture of Alis' statue in Termi appears with the word "Fin" on the left side of the screen.]

/-----\  
[ VII. GAME GEAR ]  
\-----/

-----  
P h a n t a s y S t a r G a i d e n  
-----

(1992)

AW 813

Thanks for the English translation goes to CWC/Magic!

NOTE: You can see the ending at [www.vgmuseum.com/end/gamegear/a/psg.htm](http://www.vgmuseum.com/end/gamegear/a/psg.htm)

After you defeat Cablon:

[Picture of Alec]

Cablon was slain!

[The speaker's picture is shown, if Alec speaks his picture is shown and so on.]

Alec: Oh, my lady Alis, we did it! We REALLY did it!

Alis: Yes, Dear, thanks to YOU and my lovely Mina! She has been so ALONE, I know!

Mina: No, Mother.. I've never been alone.

Alis: Ah yes, your wonderful man, Alec..

Mina: Yes..

Lars: Er.. Master! The monsters have all vanished!

Alis: It was Cablon's evil that spawned them.

Mina: Oh, Lars, you're all beat up again!

Lars: Ah.. need rest.. get Mr. Dirk and..

Sproing!! (Lars malfunctioned.)

Alis: Let's hurry back to Tedo.

[You are outside of Tedo. To continue go to Old Rob's house.]

[A picture of Old Rob, behind him the townspeople.]

Old Rob: Wow!! Alec and Mina, You have brought us peace!

Alec: I wonder.. Is it ever really safe?

Alis: Don't worry about it, Dear.. This planet should be secure now. However, a greater evil is awakening.. Not in Copto.. Still, I must..

Mina: Oh, Mother! How can you.. abandon me again like this?

Alis: .... Oh, Alec, watch over Mina.. Take care of each other! I love you, Mina! Someday we'll have a long talk.. Meanwhile, I must try to save the Algol system from this new menace!

[As the credits roll the pictures from the game are shown:

- When Alec and Mina brought the Scroll of Truth to Old Rob.
- When Alec and Mina met Dirk.
- When Dirk fixed Lars.
- When Alec, Mina and Lars met Alis.
- Cablon.
- Old Rob with the townspeople.
- Alis.
- Alec.
- Mina.]

[As Mina's picture is shown the credits stop with the words "The End" and the game resets.]

-----  
P h a n t a s y S t a r A d v e n t u r e  
-----

(1992)

Thanks for the English translation goes to Aeon Genesis Translations!

NOTE: You can see the ending at: [www.vgmuseum.com/end/gamegear/a/phad.htm](http://www.vgmuseum.com/end/gamegear/a/phad.htm)

After you killed the monster:

[Picture of the monster.]

The monster fell to the ground with a resounding THUD! I've finally won!

[Picture of the spaceport with the secretary girl.]

Several days later, I returned to Paseo. The Doctor, Lila, Lucero all came to the spaceport to see me off.

[Picture of Lila.]

Lila is smiling at me.

[Talk to Lucero. His picture is shown.]

Lucero: "I'm glad that's over with. Now I can sleep better."

[Talk to Doctor. His picture is shown.]

Doctor: "The machine amplifies not only the physical but the heart as well.

The director became a monster because that's what was in his heart."

[Talk to Lila. Her picture is shown.]

Lila: "Thank you so much for rescuing my brother."

[Talk to Lucero. His picture is shown.]

Lucero: "Oh, I almost forgot. I found this in the ruins of the lab. Keep it safe."

Lucero grinned and tossed something toward me.

Lucero: "Se ya later!"

[Picture of a spaceship flying to Dezolis.]

Goodbye, Dezolis. The spaceship I'm on is bound for Paseo on Motavia. The Gold Stone which Lucero tossed to me as we parted shines faintly in the palm of my hand. The key to the machine that spawned that monster, and yet had sparkled so beautifully around Lila's neck. Why did Lucero give it to me instead of Lila? Perhaps he was giving me a mission. "When the danger of the stone being misused has passed, come back to Dezolis and give Lila the light of truth." I closed my hand tightly around the stone. END

[The game resets.]

```
/-----\  
[ VIII. ENDING ]  
\-----/
```

Well, that's all for now! If somebody could send me the endings for PS Online I would be really happy about it! Also you can send me suggestions or corrections, too. My e-mail address is [fialazoli@freemail.hu](mailto:fialazoli@freemail.hu).

If you want to check out my other FAQs:

<http://www.gamefaqs.com/features/recognition/49260.html>

Thank you for reading the FAQ, I hope you enjoyed it!