

# Growlanser: Wayfarer of Time FAQ/Walkthrough

by Yandy Kusanagi

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* Growlanser IV: Over Reloaded *
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> FAQ / Walkthrough >
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#####
[I] Introduction
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Growlanser [Portable] was made by Career Soft and published by Atlus. I'd like to apologize for any grammatical errors you may find in this guide. English is not my mother language.

This walkthrough contains Spoilers, do not use this Walkthrough if you did not want to get spoiled by me.

If you have any questions, suggestions or corrections, please contact me via GameFAQs message board of this game. Or contact me via e-mail.

#####  
[II] Legal Stuff  
#####

This Guide is for use on [www.GameFAQs.com](http://www.GameFAQs.com).

Please do not publish this guide on any other website without a permission from me.

#####  
[III] Controls  
#####

-----  
O (Circle)  
-----  
Confirm. Talk to people (Field).

-----  
X (Cross)  
-----  
Cancel. Use it with directional buttons to run (Field).

-----  
Triangle  
-----  
Bring up menu (Field). Bring up characters list (Battle).

-----  
Square  
-----  
Use it with directional buttons to Walks very slow (Field).

-----  
Start  
-----  
Familiar talking, or mini talks (Field).

-----  
Select  
-----  
Not used.

-----  
Directional buttons  
-----  
Move to any respective directions.

-----  
Analog Stick  
-----  
Move your character (Field) while automatically running.

-----  
L & R buttons  
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Fast Forward text conversation.

Hold L& R buttons, then press Start + Select to soft reset your game. Better than Home button.

#####  
[IV] The Walkthrough  
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Note: I do not covers any strategies for all the event battle (I may give a hint, or some tips though), and I do not covers on how to obtain the Items in every dungeon.

[A] = Ally.  
[E] = Enemy.

[NS] = Next Screen. Ex: when I said northeast [NS] it means go northeast until the screen changes (changes place).

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[IV.0] Prologue: Tragedy After Tragedy  
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Input your name or any name. Anyway, his default name is Crevaniel. The opening scene is you walking with "Regina", pick 1st choice, 2nd choice (:p), 1st choice, then 3rd choice. There's something shiny on the ground, that's an Item. From now on, don't forget to pick up any shiny object if you encounter any. Follow Regina, pick 1st choice.

At the camp pick 1st choice when "Bauer" talking to you, 2nd choice, then 1st choice. Go talk to a person in a white robe, she's a new character "Pamela". Regina will comes out, pick 1st choice, then 2nd choice. Go near 3 person with dialog boxes on their head, pick 1st choice 2x.

At the harbor talk to Rems (the silver haired boy wearing a cap). Go talk to the 2 person in green attire, pick 3rd choice. Check the upper right home, pick 1st choice. Go east [NS].

Scene will switch into a battle, go up.

-----  
1st Mission  
-----

Objective(s): Defeat all enemies.  
Game Over: Crevaniel, Regina or Rems KO.  
Reinforcement(s): An ambush from the left tree (Archer) [E].

Tips: None, this should be easy.  
-----

After the battle talk to Rems, then talk to Dicsen (the old man in blue suit). At night talk to Dicsen. You'll be prompted to save, pick 1st choice to Save your game.

In the morning, get near Dicsen, then go right, a merchant should appear,

pick 2nd choice, then 1st choice. You can check the tent in the upper right so you can rest (1st choice) or Save your game (2nd choice). You can buy Items from the merchant. After you've done preparing, go south [NS].

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### 2nd Mission

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Objective(s): Defeat all enemies.

Game Over: Crevaniel or Rems KO. Or the transport group manages to escape.

Reinforcement(s): Alec and 2 soldiers, after you killed the 3 soldiers. [E]

Tips: Aim for the Captain first (the one with ??? HP), because the Rooster will stop moving if the Captain's dead.

---

After the battle, talk to everyone until you trigger an event. Follow them, go west, Save.

At the harbor, go north. Talk to Dicsen, pick 2nd choice 2x. You're at Marculey right now, go north [NS]. Go north talk to a man near a shop, pick 1st choice. A girl will come talking to that man (Polack). Go southeast [NS], then enter the Inn. Get into the room, get near them, pick 1st choice 2x. Talk to Pamela, pick 1st choice. Talk to Innkeeper, pick 1st choice. Go to the harbor, get near the group, get onboard.

You'll arrive at Trochmere, get near the group. Go east, you'll encounter another new character "Magnus", pick 1st choice 2x. Go southeast [NS]. Go downstairs, after the woman in red gone, go upstairs to see Dicsen talking to the woman in red, get near them, pick 2nd choice, the woman will introduces herself as "Diana Silvernale", pick 2nd choice again. Follow them, go northwest [NS], you'll meet Hobson, pick 1st choice, exit the town by going northwest.

At the split road, go north [NS] until you encounter a strange creature, pick 1st choice.

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### 3rd Mission

---

Objective(s): Defeat the strange creature.

Game Over: Crevaniel or Rems KO.

Reinforcement(s): Regina [A].

Tips: Keep fighting until Regina comes.

---

After the battle, pick 1st choice, talk to Regina. Go northeast [NS]. Get near Mortis (the guy in light blue), pick 1st choice, then 3rd choice. Go northwest [NS], get near the group, pick 1st choice 2x. Follow Dicsen to the north [NS], get near him. Follow and talk to Dicsen, pick 1st choice, 2nd choice, then 1st choice. In the dream, pick 4th choice. After you wake up pick 1st choice 2x, then enter the Ruin.

Inside the ruin go southeast [NS], northeast [NS], northwest [NS]. In front of the door check the crystal like object to Save your game, pick 1st choice. Check the door to open it, pick 1st choice. Check the floating object at north of the room, pick 1st choice. Check the center of the room, open the door, get in and then get near the pod.

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[IV.1] Chapter 1: Days As A Soldier  
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In prison, pick 1st choice 2x, 2nd choice, then 1st choice. In class, pick 1st choice, talk to the teacher (Ibram). Pick Mana Stone:  
1. Fire Weapon to learn Fire Magic.  
2. Wind Weapon to learn Wind Magic.  
3. Ice Weapon to learn Ice Magic.  
4. Stone Weapon to learn Earth Magic.

After you finished picking your magic, pick 1st choice, then 2nd choice. You'll encounter another new Character "Tricia", pick 2nd choice, 1st choice 2x, then 2nd choice.

Check the red book on top of the table, you'll get items, then pick 1st choice to Save your game. Talk to Rems, get out of the room, go southeast [NS]. Talk to the man in black "Brunteal", pick 1st choice 3x. After the class is dismissed, go southwest [NS]. Outside (Training Ground), search for the red switches (there are 3 of them), push one, or two or all of them (1st choice) so the barricade can serve as an advantage for you (Equip your Mana Stone to proceed). After you're ready press Square button (don't forget to position yourself), pick 1st choice.

-----  
4th Mission  
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Objective(s): Get as much Points as possible.  
Game Over: None.  
Reinforcement(s): None.

Tips: Defeating the member of Brown Team nets you 5 Points, defeating any opponent in other teams nets you 1 Point. Defeating Ibram nets you 10 points. Don't worry, you can't defeat Abram in your 1st playthrough.  
-----

After the battle get back inside, Tricia will comes to you, pick 1st choice 2x. Get near to the couple on the right table, they're Raul and Elena, pick 1st choice 3x. Go to your room, a new member joins you, his name is "Valerie" (girl name :p), pick 1st choice, then 6th choice. Talk to Valerie, pick 1st choice. Go to Training Ground, check the room to the upperleft, you'll get a Doll House. Get back to your room, get near the table, use Doll House, then use the Egg near the Doll House (it's among your Key Items, so just use them one by one until you get it). Talk to Valerie, pick 2nd choice. For the following choices about making your Familiar, here they are:

Thickness of amniotic fluid:  
1. Thicker.  
2. Normal.  
3. Thiner.

Temperature of fluid:  
1. Around another 50 degress warmer.  
2. Around another 40 degress warmer.  
3. Don't warm, remain normal.

Part of Crevaniel:  
1. Hair.  
2. Nail.

3. Blood.

Other elements:

1. Red Stone.
2. Blue Stone.
3. Green Stone.
4. Done.

After you've done, pick 1st choice then decides on your Familiar:

1. Cheerful girl who talks a lot (D-TP Type)
2. Calm girl (D-LN Type)
3. Confused girl who isn't very intelligent (D-LM Type)
4. Confident Type (D-MD Type, this is a new exclusive Familiar).

Check the bed, pick 1st choice. After you wakes up, pick 4th choice.

The following choices is for your Familiar name:

1. Birdie.
2. Uni.
3. Remy.

After you picked a name for her, pick 1st choice 3x, 4th choice, then 2nd choice. Valerie will joins your Party. Go to the hall, talk to Tricia, pick 1st choice. Go outside (Training Ground), knock on the lab door (the person who gave you the Doll House) and you'll get Costume H for your Familiar, get near Brunteal, pick 1st choice. Go southeast [NS], follow the road [NS] until you arrive at a village called "Refork".

At Refork, pick 1st choice, go west, there's gonna be 3 person going west. Go to the man near the stone, pick 1st choice, talk to him again, pick 3rd choice, go west [NS]. Go northwest [NS], get near the group, pick 1st choice. Go north quickly (before the Count reaches o) until you encounter the strange creature you've met before.

-----  
5th Mission  
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Objective(s): Defeat all enemies.

Game Over: All party members KO. Any NPC is KO.

Reinforcement(s): None.

Tips: Don't forget to use your magic.  
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After the battle pick 2nd choice, get back to the village. At the village check the house at the north, pick 1st choice. Talk to Dicsen's wife, pick 1st choice 2x. Exit Refork from southeast, you'll encounter Pamela, pick 1st choice 3x. Follow the road until you trigger an event, get back to the village, check the villager. After you wake up talk to Rems, go back to Linevaults (your military base), pick 1st choice, get inside

Go to Rudvich room (it's in the 2nd floor of the right part of the building), pick 2nd choice, attempt to leave, pick 3rd choice. Go downstairs then you'll meet Tricia, pick 1st choice, 3rd choice, then 2nd choice. Get back to your room, pick 1st choice, then rest. After you wake up go to Abram's room (it's at the left of Rudvich's room), pick 1st choice 2x. Go to Training Ground, go southwest [NS], follow the road until a split, take the left one, follow the road again until you arrive in a town called Saudric.

Go to the Inn. If you talk to the man in green attire at the north part of the town you can do a Side Quest.

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### 1st Side Quest

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Objective(s): Escort the Merchant and his goods.

Location: Saudric.

Talk to the man in green attire at the north part of the town, pick 1st choice. Go outside the town, escort the merchant. Basically, you need to protect him and the animals carrying his goods. Don't go ahead to the next screen, let the Merchant goes first. You need to escort him until Trochmere. Keep following the road until arrive at a split, take the right path, follow the road again until a split, go south (this one's obvious xp), follow the road again until a split, take the right path. After you arrive at Trochmere, talk to the merchant to get your reward.

---

Inside the Inn, pick up the shiny object, talk to Innkeeper, pick 4th choice, Save your game, get outside of the Inn. Scout the area using your familiar, you can find the professor (in the bag) at the south area of the town, after you've done scouting press Square button, pick 1st choice.

---

### 6th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. The man carrying the professor escaped to the east.

Reinforcement(s): None.

Tips: None.

---

After the battle, the professor will introduce himself as Roomith. Pick 2nd choice, then 1st choice, Roomith will join your party as a gues. Get outside the town, head northwest [NS], northwest again [NS], then northwest again [NS], you'll arrive at a ruin. Get near the door, pick 2nd choice, get inside. Inside, open the door, prepare for a battle.

---

### 6th Mission

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Objective(s): Defeat all enemies.

Game Over: All party members KO. Roomith KO.

Reinforcement(s): Guardian(s), if the door isn't shutted.

Tips: Press the 3 switches (the bright orange objects) to shut the door so the Guardian can't keep coming. Pick 1st choice when near a switch.

---

After the battle check the light blue object at the right room, then go north, go upstairs [NS]. At the 2nd floor and so on, if you want to open the chests you'll need a Key, which you can get from defeating a Floor Keeper (an armored knight). Don't leave the room yet if you haven't defeat the Floor Keeper because he'll teleport out of the room and won't be back again. You can save at the center of the room on the 4th floor. At the 5th floor, keep going and prepare for a battle.

---

### 7th Mission

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Objective(s): Defeat all enemies.

Game Over: All party members KO. Roomith KO.

Reinforcement(s): None.

Tips: Use magic to deal with those Will o' Wisps (those lightning orb creatures).  
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After the battle, open the door, get inside. After the event movie, pick 1st or 2nd choice, the girl will introduces herself as "Fraene". Pick 1st choice, 2nd choice, then 1st choice. Go back to Linevaults (you can go to Saudric and do the 1st Side Quest again if you want).

When you arrive at your base, pick 1st choice. Get inside, go to Abram's room, pick 2nd choice, then 2nd choice (D-MD Familiar). Go to your room, attempt to rest, go to Training Ground, get near to 2 person standing outside the lab, pick 1st choice. Inside, you'll be talking to Fraene, pick 3rd choice, 3rd choice, then 4th choice. Go back to your room, get rest. After you wake up, go to the hall, take a seat. After the class is dismissed, go back to your room to rest or do the following side quest:

-----  
2nd Side Quest  
-----

Objective(s): Save Tricia.

Location: East Linevaults.

Talk to Tricia, pick 2nd choice 2x, attempt to go back to your room, pick 1st choice. Go back to your room, SAVE and then rest (you'll see Tricia is in a trouble and needs help). After you wake up, pick 1st choice, go to Training Ground, go east [NS] until you find Tricia, pick 3rd choice, prepare for a battle.

-----  
Extra Mission  
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Objective(s): Defeat all enemies.

Game Over: Crevaniel or Tricia KO.

Reinforcement(s): None.

Tips: Tough fight, I think you need to Level up a lot before you attempt this battle.  
-----

After the battle talk to Tricia, pick 2nd choice, then 1st choice.  
-----

Go back to your room, rest. Go to the hall, talk to Roomith, pick 3rd choice, 2nd choice, 1st choice, then 2nd choice. The man who killed Dicsen and Regina will appears, his name is "Vester", get near him, go to Training Ground. Talk to Vester, pick 3rd choice, then 2nd choice.

-----  
-Additional (Only if you've saved Tricia before)-----  
Attempt to go inside, talk to her, pick 3rd choice.  
-----

Attempt to go back to your room, talk to Roomith, pick 2nd choice, go back to your room, pick 1st choice 2x, rest. After you wake up go to Training Ground.



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8th Mission  
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Objective(s): Hold off the attack (Count reaches 0). Defeat Munzer.  
Game Over: All party members KO. Munzer enter the lab. Roomith KO.  
Reinforcement(s): None.

Tips: Use the barricade to slow down Munzer.  
-----

After the battle go east [NS], follow the road until you meet Munzer again.  
Go back to Linevaults, pick 1st choice, then 3rd choice, attempt to go back  
to your room or going out, pick 1st choice.

-----  
3rd Side Quest - Part A  
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Objective(s): Alter Familiar's Fate.  
Location: Linevaults.

Knock on the laboratory's door in Training Ground, pick 1st choice.  
-----

Go back to your room, rest. Go to the hall, pick 2nd choice. Go to Trochmere.  
In case you forgot, go south from Training Ground [NS], follow the road  
until a split, take the right path, follow the road until a split, go south,  
follow the road until a split, take the right path.

At Trochmere entrance talk to Tricia, pick 2nd choice. Go downstairs [NS],  
get near Rudvich, pick 4th choice. Follow the guy in red, talk to him,  
he'll introduces himself as "Alphonse", pick 2nd choice, then 1st choice.  
Go upstairs, you'll meet Magnus again, pick 4th choice, then 1st choice, go  
upstairs [NS], go towards the Inn, you'll meet 2 new characters,  
the long haired girl is "Meline", and the short haired girl is "Cynthia".  
Pick 3rd choice. Go to the Inn, talk to the Innkeeper, pick 1st choice,  
check the bed, pick 1st choice. Go out, go to where you met Alphonse  
(town square). After long event and you finally wake up, pick 4th choice,  
then 1st choice. Try going to town square, pick 3rd choice, go back to  
Linevaults.

At the Training Ground talk to Tricia, pick 2nd choice. Go to your room,  
rest. Go to the hall, take a seat, pick 1st choice. After the class is  
dismissed, go back to your room, check the bed, pick 1st choice 3x, then  
2nd choice. Get a rest, check the Doll House, pick 2nd choice, then  
1st choice to take it. Go to hall, talk to Tricia, pick 4th choice. Go  
to Trochmere, go near the Inn, pick 4th choice. Enter the Inn, talk to  
the soldier, follow him inside. Inside, pick 3rd choice, check the glass  
on the table.

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[IV.2] Chapter 2: War Breaks Out  
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In prison pick 3rd choice, 1st choice 2x, go talk to 3 of them, check your  
bed, pick 1st choice. When prompted pick 1st choice to Save your game.  
After you wake up, pick 1st choice. After you get up, go to bed again or do  
the following side quest.

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4th Side Quest - Part A

---

Objective(s): Alter Elena's fate.

Location: Dulkheim prison.

check the wall where Raul and Elena exchange messages, pick 2nd choice, 3rd choice, 2nd choice. Check the wall again, pick 1st choice, then go to bed.

---

When prompted pick 1st choice to Save your game. After you wake up, talk to Lowbel, pick 1st choice, go to bed or do the following side quest.

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4th Side Quest - Part B

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Objective(s): Alter Elena's fate.

Location: Dulkheim prison.

Check the wall, pick 3rd choice, go to bed.

---

When Rems comes to the rescue, pick 3rd choice, Save your game, proceed west, talk to Rems, go north, pick 2nd choice, prepare for a battle.

---

9th Mission

---

Objective(s): Defeat all enemies.

Game Over: Crevaniel or Rems KO. Fraene got taken away.

Reinforcement(s): 2 soldiers from northeast room [E].

Tips: None.

---

After the battle, pick 1st choice. Check the Doll House in the middle room to get your Familiar back. Check the shiny object in the northeast room to get Costume F. Save your game, go outside (east). Open the gate, go outside, go east [NS], follow the road until a split, take the right one.

In Trochmere, go to the harbor to meet Hobson, pick 2nd choice, then 1st choice.

-Additional (only if you've done 4th Side Quest)-----

When Elena asks you, pick 1st choice, pres 0 button, pick 2nd choice.

Congrats, you've altered Elena's fate.

---

On the boat, follow Fraene, pick 1st choice 2x. After you wake up, you'll be greeted by a girl, pick 3rd choice, the girl will introduces herself as "Eliza Mayfield". From now on, this will be your room, you can Save your game by checking the silver book on the table, the Doll House are right beside the book. Leave your room, proceeds right, you'll meet Eliza's butler "Levant", pick 1st choice. Go downstairs [NS], meet Rems, pick 4th choice, then 1st choice. Go meet Fraene and Eliza in the hall, pick 1st choice, then 2nd choice 2x. Someone will comes in, his name is "Christopher Ordineil". Go outside [NS], go south [NS], go southwest [NS] to "Marcuria".

In Marcuria pick 1st choice. Go on, pick 2nd choice. Go northwest [NS], talk to Meline there, pick 2nd choice, 1st choice, then 4th choice, you'll get a Key Item "Tropical Fruits". Go southeast [NS], get near Meline, use the Item you just get, pick 1st choice 2x. Head to harbor (west), pick 2nd choice. Go to harbor while the Count is running, prepare for a battle.

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#### 10th Mission

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Objective(s): Defeat all enemies. Destroy the planks.

Game Over: All party members KO. 3 enemy soldiers manages to get in town.

Reinforcement(s): Unlimited soldiers from the 4 ships [E].

Baker, 3 warriors, 1 archer [A].

Tips: When Baker comes, pick 3rd choice.

---

After the battle pick 3rd choice. Go to the castle (it's located at the northwest of the town), talk to the guards, get in [NS], go northwest talk to a guard, get in [NS]. Get near the Princess, her name is "Alicia", pick 2nd choice. Talk to the Princess, pick each one until you can't pick anymore choices. Go back to Eliza's Mansion (the place where you met Eliza).

In your way to Eliza's Mansion, you'll meet her and a white haired girl, pick 2nd choice, the white haired girl will introduces herself as "Sidney". A man will come, pick 3rd choice the man will introduces himself as "Goldlan", pick 2nd choice. Follow your group, pick 2nd choice, then 1st choice. Talk to Rems, pick 2nd choice. Talk to Sidney, pick 1st choice, then enter a name for your place (I'll be referring the place as "Your City" from now on instead of Eliza's mansion). Go to the front of the mansion, talk to Fraene, pick 2nd choice. Get inside, talk to Eliza, pick 1st choice 2x, go outside you'll meet a Chef. Go to Marcuria.

At Marcuria go northwest [NS], keep going until you meet Polack. Talk to the person in a white robe, pick 3rd choice, then you'll get a Key Item "Guild Medal". Talk to Polack, pick 1st choice 2x. Go to the front of the Inn then you'll meet Christopher and a girl named "Alice", pick 3rd choice, go back to Your City.

At Your City, go talk to the girl in white robe, she'll introduces herself as "Mell". Go into the mansion, leave Your City, head northeast [NS], keep going and eventually Rems will catch up to you. Go north [NS], at a split take the right one (get inside a tunnel).

Inside the tunnel keep going, take the right path at 1st split, upper path at 2nd split, follow the road [NS]. Take the Upper path at 1st split, right path at 2nd split, follow the road [NS]. Take the upper right path at 1st split, when you find a big rock take the lower right path, follow the road [NS]. Take the upper path at 1st split, when you find a big rock take the right path and you'll arrive at "Ordineil".

At Ordineil, talk to the guard, go north [NS]. Get into the Inn, attempt to go into the room, talk to Santos. Leave the Inn, talk to the guy wearing headband (it's Nedd). Go to the left shop, talk to the blue haired guy. Go north [NS], then go west, pick 2nd choice, 4th choice, then 3rd choice, talk to Alphonse, pick 1st choice. then 3rd choice, go out. Eliza joins your party and Christopher also join your party as a guest, talk to the Butler, and then go out to Ordineil entrance, go south [NS] to exit Ordineil.

Go north until a split, take the left path [NS], follow the road until you encounter a band of bandits.

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#### 11th Mission

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Objective(s): Defeat all enemies.

Game Over: All party members KO. Christopher KO.

Reinforcement(s): 5 Bandits from south.

Tips: None.

---

After the battle continue your journey, follow the road until you find a split (an x shaped split), take northwest path and you'll encounter Silvernale, pick 1st choice, continue to enter a village named "Clasdale".

In Clasdale, go south to meet Mortis, and old friend. Talk to him, pick 3rd choice. Go to Inn, talk to Innkeeper and you'll meet a little girl called "Ratica".

---

#### 5th Side Quest - Part A

---

Objective(s): Alter Ratica & Munzer fate.

Location: Clasdale.

Talk to Ratica to see an event showing her with Munzer (she's Munzer's daughter).

---

Rest, Save your game, leave the village. Outside go northeast you'll meet one of Christopher's girl friend, go north, before you change screen pick 1st choice. Proceed north then you'll meet Munzer, pick 1st choice 3x. Prepare for a battle.

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#### 12th Mission

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Objective(s): Keep the hostage safe and then defeat all enemies.

Game Over: All party members KO. Munzer KO.

Reinforcement(s): None.

Tips: This one is a new Mission, what you need to do is having the bandits can't see either your party or Munzer so they would go trying to see you fighting with Munzer. To do this simply move up all of your characters to the left side of the rocks, Munzer should follow, the bandits should get impatient and will be searching for you, wait until Christopher saves the girl, after then defeat all enemies.

DO NOT attempt to save the girl by yourself by doing things like defeating the bandit who holds the girl or any bandit. Or come out of your hiding by moving from the rocks to where the girl are. Because if you do any of those, the bandit will kill the girl.

---

After the battle talk to Munzer, pick 1st choice. Continue your journey, follow the road until you arrived at a Ruined Village. In the Ruined Village check the wagging tail at north.

---

### 3rd Side Quest - Part B

---

Objective(s): Alter Familiar's Fate.

Location: Ruined Village between Clasdale-Leazel.

Pick up the blue shiny object.

---

Go east [NS], follow the road until you arrive in a village called "Leazel". At Leazel, see Christopher talking to Munzer, then go talk to Munzer, pick each one until you can't pick anymore choices. Go rest at the Inn, Save your game, leave the inn, talk to Fraene, Eliza and Rems, then talk to Christopher, pick 2nd choice. At night pick 1st choice 2x.

After you arrive at the snowy field go left [NS], go west [NS], go northwest [NS], go north [NS] to enter a town called "Iglesias". At Iglesias go upstairs [NS], go north until you see a mansion, pick 1st choice, you'll meet Roomith and Bauer again. Inside the mansion pick 1st choice. After you wake up pick 1st choice, attempt to leave the room, pick 2nd choice. Go to the Inn to meet up with Fraene and Eliza, pick 1st choice. Attempt to leave the town, follow Fraene (she's at the stairs), talk to her, pick 3rd choice, then 1st choice. Regroup with your party, leave the town. Outside the town, go southeast [NS], go east [NS], go east [NS], go east (enter the tunnel).

Inside the dungeon, go northeast to see a stair, go down, there's a treasure chest in this level, open it to get a set of 5 "Crystals". Go back upstairs, go southeast, you should see a square shaped rock' with a hole on it, check it pick 1st choice to place a Crystal. Go northwest (let yourself fall), you should see a hole on wall to your left, place a Crystal. In this labyrinth-like room, the hole can be found in the northeast area, near a falling trap so, proceed carefully while looking for it. Go downstairs, go downstairs again then go southeast to find a hole for you to place a Crystal. Go upstairs, to northwest you should see a hole, place a Crystal, now look to your right, there's supposed to be crystal like floors where you can step on it, use it to cross to the north (be careful because you can easily fall, and you can see that it might be missing 1 square but you it's actually not, you just need to go forward to the right to pass it, the spot is narrow so be careful). After you get crossed, go upstairs (to your left), SAVE your game, go upstairs again. In front of the door pick 3rd choice, check the door if you want to open it quickly, get inside, prepare for a battle.

---

### 13th Mission

---

Objective(s): Defeat the Guardian.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: You need to destroy both the light orbs first to be able to deal damage to the Guardian properly.

---

After the battle quickly escape the dungeon. You're outside the dungeon now.

---

3rd Side Quest - Part C

---

Objective(s): Alter Familiar's Fate.

Location: Vandelsia Ruin.

Pick up the red shiny object.

---

Go east [NS], go southwest [NS], go west [NS], rest and Save at Leazel. Leave Leazel, go to Clasdale.

---

6th Side Quest

---

Objective(s): Escort someone

Location: East Clasdale.

EXpires: After you saved the Old Samurai in Clasdale.

Near the X split path near Clasdale there's an NPC, talk to him, pick 1st choice.

---

In Clasdale, go south, prepare for a battle.

---

14th Mission

---

Objective(s): Defeat all enemies

Game Over: All party members KO. Old Samurai KO.

Reinforcement(s): None.

Tips: DO NOT let Mortis dead, so you can alter his Fate.

---

If Mortis survived through the battle, his Fate has been altered, congrats. At the Inn pick 3rd choice, get inside the room, talk to the old man, he still remembers that his name is "Hien". Pick 3rd choice, get away from Hien, talk to Silvernale.

---

5th Side Quest - Part B

---

Objective(s): Alter Ratica & Munzer fate.

Location: Clasdale.

Talk to Ratica, pick 1st choice to see an event.

---

Leave Inn, talk to Mortis (if he survived), pick 2nd choice, talk to Silvernale, pick 1st choice 2x. Talk to Eliza, pick 2nd choice 2x. Talk to Fraene, pick 3rd choice. Get back to the Inn, get inside the room, Hien will join your party as a guest, leave the room.

---

5th Side Quest - Part C

---

Objective(s): Alter Munzer fate.

Location: Clasdale.

Talk to Ratica, pick 2nd choice, leave Inn, talk to Silvernale, pick

1st choice. Follow both of them to the Shop, talk to Ratica, pick 1st choice 2x, then 2nd choice. Get back to the Inn to regroup with your party.

Note: Keep in mind by doing this will also overwrite Ratica's Fate (Ratica and Munzer has the same slot in the Fate section) since you'll save Munzer by doing this Sidequest.

-----

Go to Ordineil, talk to the blue haired guy at item shop, pick 1st choice. Exit Ordineil, have your way to Clasdale again. When you arrive at an area where there is a pond to your left and a big rock to your right the blue haired man will come and show you a secret passage, follow him to the east [NS]. Go northeast [NS] and you'll arrived in a destroyed village.

Find a way to the northwest area then enter the house. You'll meet a woman inside, pick 2nd choice, she'll introduces herself as "Maggie". Talk to her, pick 1st choice, 2nd choice, 4th choice, then 1st choice. Talk to her again to have your Familiar learns "Transgate" ability. Talk to your Familiar, check the bed at 2nd floor, pick 1st choice. Leave the house then you'll meet Pamela again (she's actually safe), pick 1st choice, any choice, then 1st choice. Attempt to leave the village, pick 1st choice.

On your way to Ordineil you'll meet the twins again (Meline and Cynthia), pick 1st choice, go to Ordineil, get into the tunnel, go all the way back to Your City.

-----

### 3rd Side Quest - Part C

-----

Objective(s): Alter Familiar's Fate.  
Location: Your City.

Talk to Calnos just outside the mansion. Use the "Blue Stone" Key Item, then use the "Red Stone" Key Item while standing next to him.

-----

Go inside the mansion, when Sidney asks you, it means you need to choose which place do you want as a vacation place (the 1st choice will always be Your City and 2nd choice will always be Marcuria). This is your 1st Vacation, and you'll have 2 days for your vacation. Talk to Levant, pick 2nd choice, go to your room, check the bed, pick 3rd choice (Familiar D-MD). Note that you can't pick Marcuria for a vacation place because security reason.

Here's how I do my vacation, keep in mind you're free on how you're doing your vacations.

-----

#### 1st Vacation

-----

Day 1: Your City.  
Solving Eliza's problems > Interact with Hien > Take Fraene to Art Gallery.

-----

Day 2: Your City.  
Interact with Rems > Interact with Hien > Talk to Fraene.

-----

After you wake leave your room to regroup with your party. Go to Marcuria, to the Inn, talk to a soldier there, get inside the room to meet up with Alicia. Pick 1st choice, leave Marcuria. Go northeast [NS], prepare for a battle.

---

#### 15th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. More than 4 animals escaped.

Reinforcement(s): None.

Tips: None.

---

After the battle Baker will comes, pick 1st choice. Go back to Marcuria, go to the harbor, talk to Baker, pick 2nd choice. For the following choices are:

1. Rems.
2. Fraene.
3. Eliza.

After you decides who'll you bring along get on to the right board. At the dungeon pick 1st choice 2x. Prepare for a battle.

---

#### 16th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. More than 2 hostages get killed.

Reinforcement(s): Simons and 2 mages [E].

Tips: None.

---

After the battle Calnos will comes and enemy will sneaks up from behind trying to attack you but your Familiar reacts first.

-Story 1 (only if you haven't done 3rd Side Quest)-----  
Your Familiar will shields you from enemy attack, pick 2nd choice. After the event, leave room, go downstairs, talk to everyone. Head to Marcuria, go to the castle, to the throne room to talk to Alicia.

---

-Story 2 (only if you've done 3rd Side Quest)-----  
Your Familiar warns you about enemy attack, pick 1st choice. Congrats, you've just altered your Familiar's Fate.

---

Inside the throne room, pick 4th choice, go back to Your City, outside the mansion there's a pink haired girl, talk to her and she'll introduces her name as "Kate" and she'll also teach you about cooperation magic (keep in mind you still need to Master the Skill first to be able to use the cooperation magic). Talk to Sidney, pick 1st choice (Eden) or 2nd choice (Marcuria). This is your 2nd Vacation, you have 2 days.

---

#### 2nd Vacation



-----  
Day 1: Your City.

Interact with Eliza > Interact with Hien > Take Fraene to Art Gallery.  
-----

Day 2: Marcuria.

Play hide and seek game with Fraene and 2 kids > Talk to Rems >  
Talk to Sidney.  
-----

Leave the mansion, pick 1st choice. Go to the front of tunnel which leads you to Ordineil, go east [NS] (you can actually see there's a small passage for you to pass), go east [NS] again, enter the ruin.

Inside the ruin, beware of the colored floors because by stepping on it will drains your characters HP. What you need to do is turning off the functions so the floors won't drain your HP. From the entrance, take the upper path, go downstairs [NS]. Cross the bridge to the left, take upper path, go upstairs [NS]. Press the switch at the end of the room, go back to the entrance, take the right path, go downstairs [NS]. Take left path, go upstairs [NS]. Take the stairs at northeast to go down [NS]. Press the switch at the end of this room, go upstairs [NS]. Take the stairs at northwest to go down [NS]. Follow the path until you meet Brunteal along with Valcaneer soldiers. Proceed to enter a battle.  
-----

#### 17th Mission

-----

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: Stepping on the blue floors won't damages your characters HP.  
-----

After the battle pick 3rd choice, press the switch to turn off the traps. Save your game, go downstairs [NS]. Under the stairs there's a switch to activate the system so you can open the door at the end of the room but this will alarms the Guardian and will also activate the traps. To the right of the room is a blue crystal, if you activate it (pick 1st choice) the blue-lined floors will get lit (the, enemies won't be able to pass it, so are you). If you pick 1st choice again it will change to the other floors (still the blue ones). After you've prepared yourself press the switch (pick 1st choice).  
-----

#### 18th Mission

-----

Objective(s): Open the door at the end of the room, then turn off the alarm.

Game Over: All party members KO.

Reinforcement(s): Infinite numbers of Envilofinia (those grinding balls) [E].

Tips: Split your party so one character remains near the switch and the blue crystal and the rest should be heading to the door. Use the blue crystal to switch between which floor you want to lit and to prevent enemies for coming to the direction where the switch is. After you opened the door quickly press the switch to turn off the alarm.  
-----

After the battle go inside the room, check the white paper on the table, pick 1st choice. After you finished reading pick 3rd choice, 1st choice,

then 3rd choice, Regina will suddenly comes in (she's actually alive?). After the event pick up the blue shiny object on the table to get a Key Item. Check the safe to the left, pick 1st choice, input 6-4-3. Take the Key Item "Power Stone". Exit the dungeon, go back to Your City.

At Your City, there's a guy in a white robe standing near a bench to the left, talk to him and he'll introduces himself as "Dylain". Go to your room, take a rest. Go downstairs, talk to Sidney, pick 1st choice, then pick a place for your vacation.

---

### 3rd Vacation

---

Day 1: Your City.

Interact with Eliza > Interact with Hien > Take Fraene to Art Gallery.

---

Day 2: Marcuria.

Talk to Fraene > Interact with Rems > Talk to Sidney.

---

Go to Marcuria, enter the throne room, get near Alicia. Go to the front of tunnel which leads you to Ordineil, take the left path [NS], take the left path to reach a village called "Sansel", get near and someone will scream, quickly get inside before the time runs out. Proceed, pick 1st choice, then any choice you like for the ally soldiers, prepare for a battle.

---

### 19th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. More than 3 ally soldiers dead.

Reinforcement(s): 2 Archers, 1 soldier [E].

Tips: None.

---

Exit Sansel, pick 1st choice to create a Transgate. Go northeast [NS], go Follow the road until you arrive at a stronghold.

---

### 7th Side Quest

---

Objective(s): Escort someone.

Location: Alliance stronghold.

EXpires: Never.

This place is the place where there's Baker in front of the bridge where you're about to go to Aider Bridge. Talk to a man wearing a cap to the southeast, he'll introduces himself as "Payton" and he also has Familiar, pick 1st choice 2x, then 2nd choice. Go south [NS] and then you'll see Payton start walking. Let him go to the next screen first but of course you have to make sure he's safe. DO NOT go ahead to the next scree because it'll result in an instant failure and you won't be able to redo this quest. Also, don't get too far from him because a timer will come out and if it runs out it'l also result in a failure. When Sansel is nearby talk to Payton after he arrives near a Transgate to complete the quest.

---

Talk to Baker, go north [NS]. Follow the road until a split, take the left path [NS], you'll arrive at "Aider Bridge", prepare for a battle.

---

## 20th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: None.

---

After the battle go northwest [NS], go northwest [NS] (there's a passage among the trees), go northeast [NS], enter the ruin.

It's dark inside the ruin so proceed carefully. Proceed northwest until you find a stair, go upstairs [NS]. At a split take the lower path, follow the road until you find a Save point, there should be a stair nearby, use it to go upstairs [NS]. Prepare for a battle.

---

## 21st Mission

---

Objective(s): Defeat Master Guardian.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: Focus on Master Guardian because you can't damages the Thunderballs unless the Master Guardian in System Recovery phase.

---

After the battle enter the northeast room. Check the object on the table, then check the shiny object (book) at the left shelf. rest at the bed, exit the ruin, go back to Aider Bridge.

---

## 22nd Mission

---

Objective(s): At least 1 party member escaped to southeast.

Game Over: All party members KO.

Reinforcement(s): Unlimited numbers of Soldiers/Archers from both sides [E].

Tricia & 2 Mages [E].

Tips: Try not to hurt Tricia.

---

After you escaped go back to Your City. Talk to Sidney, pick 1st choice, then pick a place for your vacation.

---

## 4th Vacation

---

Day 1: Your City.

Interact with Eliza > Interact with Hien > Interact with Fraene.

---

Day 2: Marcuria.

Interact with Rems > Interact with Christopher (still about Rems) > Talk to Sidney.

---

After the Vacation go to Ordineil, exit, go north to meet Ordineil soldiers,

talk to the blue armored knight, pick 1st choice, go north [NS].

---

### 23rd Mission

---

Objective(s): At least 1 party member escaped to the southeast.

Game Over: All party members KO. More than 5 mages KO.

Reinforcement(s): Lots of Mages, Soldiers, and Archers [E] (About 25 or more).

Ordineil Mages [A].

Tips: None.

---

After the battle go northeast [NS]. Use the secret passage to get to the destroyed village. Go to Maggie's house, use the Key Item "Prototype Cannon" near her, pick 1st choice. At night, go out, go to the northeast part of the village, you should see a ghost, check it, go back inside the house, go to bed. After you wake up talk to Maggie, pick 1st choice 2x. Go to where the ghost were before, check the area to get a Key Item "Magic Research Paper". Go to Marcuria, go to throne room, get near Alicia. Go to Ordineil, exit, go until a split take the right path [NS], follow the road until you meet the leopard-like girl again. Prepare for a battle.

---

### 24th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. More than 5 mages KO.

Reinforcement(s): Lots of Mages, Soldiers, and Archers [E] (About 25 or more).

Ordineil Mages [A].

Tips: None.

---

After the battle check the Leopard-like girl, pick 3rd choice. Proceed to the east [NS], go northeast [NS]. Talk to Alphonse, pick 2nd choice 2x. Talk to Alphonse again, pick 2nd choice. Talk to each one of your members, pick 1st choice for all. Keep talking to them until Valcanear soldiers is coming.

---

### 25th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. All flags are fallen.

Reinforcement(s): 2 Mages and 2 Soldiers from southwest [E].

Tips: None.

---

After the battle talk to Alphonse, pick 2nd choice. Go northeast [NS], at a split take the right path [NS], go northeast [NS], go east [NS], go northeast [NS], you'll arrive at Kaufman Waterfall, go inside. Open the door.

---

### 25th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. The passage downstairs get closed.

Reinforcement(s): None.

Tips: Press the switch before time runs out or defeat all enemies. The treasure chests is vanishing one by one so you need to know the pattern to open which one immediately. Careful that by pressing the switch will makes all treasure chests vanish.

---

Go downstairs, proceed to see an event, pick 2nd choice, check the shiny object to your right to get a Key Item "Energy Backup". Go check the console at the left, pick 1st choice, then 2nd choice. Check the white paper to the left of the console, pick 2nd choice, 1st choice, then 2nd choice. Leave the ruin, go back to Your city.

Talk to Leopard-like girl in front of the mansion, she'll introduces herself as "Leo-nya", pick 2nd choice. Get inside, and Eliza will tell you you can change your party members by using the wall (with pictures) there buy, you can't pick Leo-nya for now. Go north to meet Kate on your way, enter the northeast room, get near Maggie, use "Energy Backup". Go upstairs and Kate will come to tell you to go to her room, follow her to her room (her room is the middle one of the 3 room on the left). Talk to her 2x, pick 3rd choice to learn about the possible combination magic. From now on, if you find a research book about combination magic, give it to her to know about those combinations. Coincidentally, you have 1 in your Key Item inventory, go use 'em near her, talk to her again, pick 3rd choice for additional info. Go downstairs, talk to Leo-nya in front of your room. Now you can put Leo-nya in your party. Take a rest in your room.

+++++  
[IV.4] Chapter 4: Unification  
+++++

After you wake up go downstairs, enter Maggie's Lab. Pick 1st choice, 2nd choice, then 3rd choice. The following choices are the last character you want to bring with you:

1. Eliza.
2. Hien.
3. Leo-nya.

After, talk to Maggie, pick 1st choice, Maggie will join your party as a guest. You can now access the left part of Your City. There's shops there but you need to recruit the merchants first. Go to Kaufmann Waterfall, go southwest [NS], go southwest [NS]. Go forward a lil' bit and Maggie will be stationed here. Enter the Kaufmann Waterfall, check the console at the last room, pick 1st choice. Leave the dungeon, go southwest [NS]. After the event go down a lil' bit, prepare for a battle.

---

26th Mission

---

Objective(s): Defeat all enemies.  
Game Over: All party members KO. The Angel(?) escaped.  
Reinforcement(s): None.

Tips: You need to defeat the Angel within the time limit. Use Buff spells to help you to win this battle. The monsters can also helps you damage the Angel(?).

---

After the battle talk to Regina, pick 1st choice, 1st or 2nd choice. Go back

to Your City, enter the mansion, pick 3rd choice, 1st choice 2x, then 2nd choice. Go to your room and rest. After you wake up, go downstairs to your group, pick 1st choice. Teleport to Sansel then someone will tell you that Sansel is under attack. Enter Sansel, prepare for a battle.

---

#### 27th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): 2 Soldiers from underground [E].

Tips: You need to defeat the Angel within the time limit. Use Buff spells to help you to win this battle. The monsters can also help you damage the Angel(?).

---

After the battle, enter the underground ruin. In the middle of the room you can find an egg-shaped device, check it out, pick 1st choice to enter a mini game. The mini game is basically about you pressing the correct button combinations. For example, a Triangle button appears at the upper left on your screen, then all you need to do is press the directional or analog button in that direction plus a Triangle button. How much you do it correctly will decide how many keys you'll get to open those locked doors. After you're done, reach the crystal at northeast, pick 1st choice to destroy it. Go southwest to find a stair, go down [NS]. There's another egg-shaped device in this room, check it again for another mini game. After you're done, go southeast and destroy the crystal there. Go to where the stair is, take the right one to go down [NS]. Check the egg-shaped device again for a mini game. After you're done, go to west room and destroy the crystal. Go northeast, Save your game, go downstairs [NS]. Enter the room.

---

#### 28th Mission

---

Objective(s): Defeat the Center Core.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: Destroy the Mana Maker (the device which gives supply to Center Core) first.

---

After the battle enter the west room. Pick up the shiny object, then check the paper on top of table, pick 1st choice. Leave the dungeon.

-Additional (Only if you've done 5th Side Quest)-----  
There will be a scene where Munzer is treasuring the Accessory that Ratika given to him.

---

Leave Sansel, talk to the man at northwest, proceed [NS].

---

#### 29th Mission

---

Objective(s): At least 1 party member escaped to north.

Game Over: All party members KO.

Reinforcement(s): Unlimited numbers of Valcanear soldiers [E].

Unlimited numbers of Ordineil soldiers [A].

Tips: None.

---

Get near 2 Ordineil soldiers, prepare for a battle.

---

### 30th Mission

---

Objective(s): At least 1 party member escaped to north.

Game Over: All party members KO.

Reinforcement(s): Unlimited numbers of Valcaneer soldiers [E].

Unlimited numbers of Ordineil soldiers [A].

Tips: None.

---

Get near 2 Valcaneer soldiers, prepare for a battle.

---

### 31st Mission

---

Objective(s): Defeat Munzer, then defeat the remaining enemies.

Game Over: All party members KO. Alphonse is dead.

Reinforcement(s): Unlimited numbers of Valcaneer soldiers [E].

Tips: None.

---

After the battle talk to Alphonse, pick 1st choice, go southwest [NS].

-Altered (Only if you've done 5th Side Quest)-----  
The scene where Munzer is supposedly dead will be changed. He'll instead survive. Congrats, Munzer's Fate has been altered.

---

Go to Sansel to rest and Save your game, go back to the Alliance Stronghold (where Alphonse is), go northeast [NS]. Follow the road until a split, take the left path [NS] then you'll arrive at Aider Border again.

---

### 32nd Mission

---

Objective(s): Defeat Mauler.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: None.

---

After the battle go northeast [NS]. Follow the road until you meet Mauler.

---

### 33rd Mission

---

Objective(s): Defeat 35 enemy soldiers.

Game Over: All party members KO. Alphonse is dead.

Reinforcement(s): Alphonse [A].

Tips: Alphonse will come after Mauler gone. When Bauer comes, pick 1st

choice.

---

After the battle go to Sansel to Rest and Save your game, go back to this place, go south [NS], follow the road until you see an event movie. After, prepare for a battle.

---

#### 34th Mission

---

Objective(s): Defeat Meline or Cynthia. Pamela and Magnus escaped to Trochmere.

Game Over: All party members KO. Pamela or Magnus is dead.

Reinforcement(s): None.

Tips: When Magnus ask you, pick 1st choice.

---

After the battle go around until your Familiar ask you to set up a Transgate, pick 1st choice. Go to Trochmere, talk to Pamela, pick 1st choice. Go southeast [NS] to meet Elena, pick 3rd choice, 1st choice, then 4th choice, you'll get a Key Item "Elena magic report" (don't forget to give it to Kate later). Rest at the Inn.

-Additional (Only if you've done 5th Side Quest)-----  
A scene where Munzer is talking with Valerie about what Valeria actually wants.

---

Go back to the place where you defeated 35 Dulkheim soldiers, go northwest [NS]. Go north [NS] (this is the passage leading to the 1st Ruin you've visited). Enter the ruin, pick 3rd choice.

Go southeast [NS], go northeast [NS], go northwest [NS]. Check the light blue panel just beside the last door. Enter the last room, check the green egg-shaped object at the north, pick 1st choice. Check and you'll get a Key Item "Exclusive Rod" and another Key Item "Research Report". Pick 1st choice, 2nd choice, 3rd choice, then finally 4th choice. Before exit the dungeon buffs up your party first, then exit the dungeon.

---

#### 35th Mission

---

Objective(s): Defeat Achiel.

Game Over: All party members KO. Brunteal is dead. Achiel escaped.

Reinforcement(s): None.

Tips: Use Dash so your melee fighters can catch up to Achiel fast. After you defeat Achiel you'll obtain a Key Item "Achiel Memory" and another Key Item "Medallion".

---

After the battle you'll get a Key Item "Brunteal Pendant". After event movie, pick 2nd choice. Before you leave pick up the red shiny object to get your "Exclusive Rod" back. Go to Trochmere.

Talk to Pamela, pick 1st choice, then 2nd choice. Use Key Item "Research Report" 3 times (you should have 3 in your Key Item inventory).

---



## 8th Side Quest

---

Objective(s): Save Valerie, alter his Fate.

Location: North Ordineil.

EXpires: Unknown.

Go to Ordineil using the Transgate, exit, go north [NS] and you'll see Valerie's trying to escape from Valcaneer soldiers. Go near them.

---

## Optional Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO. Valerie is dead.

Reinforcement(s): None.

Tips: None.

---

After the battle talk to him, pick 1st choice. Congrats, Valerie's Fate has been altered.

---

Go back to Your City. Enter the mansion, pick a place for your Vacation. You'll have 3 days vacation now no matter if you've saved Valerie or not.

---

## 5th Vacation

---

Day 1: Your City.

Interact with Leo-nya > Enter Maggie's Lab (Familiar D-MD) > Interact with Fraene.

---

Day 2: Marcuria.

Interact with Rems > Interact with Hien > Interact with Fraene.

---

Day 3: Your City.

Interact with Leona > Talk to Mell (Familiar D-MD) > Interact with Eliza.

---

Note: The Battle Arena has been opened in Your City, to get there go to where Mell's Sho is and then go northeast [NS]. Use the entrance on the east if you want to participate.

After the Vacation. Enter Maggie's lab, get near to her, use a Key Item "Achiel Memory". Go to Kate's room, talk to her or give any Report you've found to her, attempt to leave the room then she'll ask you a request that she asks you to get her a research on a magic called "Blast".

Note: The Battle Arena has been opened in Your City, to get there go to where Mell's Sho is and then go northeast [NS]. Use the entrance on the east if you want to participate. Teleport to Trochmere.

---

## 9th Side Quest - Part A

---

Objective(s): Exchanges messages with Tricia

Location: Automatic

Expires: Never.

Enter Trochmere, you should see a scene where Tricia left a message at a tree.

---

Go to where you defeats 35 Dulkheim soldiers, go northwest [NS]. Follow the road until a split, take the upper path [NS]. Follow the road until you arrive in Linevaults.

---

#### 9th Side Quest - Part B

---

Objective(s): Exchanges messages with Tricia.

Location: Linevaults.

EXpires: After you leave Linevaults.

Go to the right gate, remember the tree where Tricia are standing before, check the tree, pick 1st choice 3x.

---

Enter the lab, the door at northwest. Check the right self at north to get a Key Item "Blast report". Check the blue object on top of table to get a Key Item "Ancient Device". Leave the lab, prepare for a battle.

---

#### 36th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: None.

---

After the battle leave Linevaults using the south gate and you'll see an event where Meline and Cynthia talking about the mission given by Vester.

Note: You can go to Saudric for a sidequest and you can also create a Transgate there.

Go to Trochmere (or Saudric), rest and Save your game. Back to Your City.

---

#### 36th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: SAVE Meline if you want to get her Ending. If Crevaniel get near Meline, pick 1st choice.

---

--Additional (Only if you saved Meline)-----  
After the battle go talk to Meline (if you saved her) and pick 1st choice. Inside the room pick 2nd choice.

---

Go to Sansel, enter the Inn, talk to the man at the left to get a Key Item "Uriel's Memory" and a Key Item "Angel Report". Go back to Your City, enter the mansion, talk to Sidney, pick 1st choice then pick a place for your vacation.

-----  
6th Vacation  
-----

Day 1: Marcuria.  
Interact with Eliza.

Day 2: Your City.  
Interact with Meline > Interact with Valerie > Interact with Leona.

Day 3: Marcuria.  
Talk to Hien > Interact with Valerie > Talk to Sidney.

-----  
At night when you woke up, pick 1st choice when your Familiar ask you. Go downstairs, talk to Maggie in her lab, pick 2nd choice, then 1st choice. Go back to your room, go to bed.

-----  
-Additional (Only if you've done 9th Side Quest)-----  
There will be a scener where Tricia reads your message.  
-----

After you wake up, go to Maggie's lab, use the Key Item "Angel's Report" near her and then use Key Item "Ancient Device". Attempt to leave then Maggie will asks you about Meline (only if you saved her). Go back to your room, go to bed. At night Meline will come to your room (but I think this will only occurs if you've interacted with her on vacation day), pick 3rd choice. Go downstairs, prepare for a battle.

-----  
37th Mission  
-----

Objective(s): Defeat Regina.  
Game Over: All party members KO. Maggie is dead.  
Reinforcement(s): None.

Tips: None.

-----  
After the battle check Regina, pick 3rd choice. After you finished seeing the scene, check the device to the right of Maggie, pick 2nd choice, then check all choices here (the 5th choice will let your Familiar learns about "Interruption Magic" or something, go back to the 3 choices, pick 3rd choice, then pick 1st choice to get Uriel M. After you finished the group will have a discussion about it, pick 3rd choice, then 2nd choice.

-----  
-Additional (Only if you saved Meline)-----  
Attempt to leave the room, pick 1st choice. Go to Meline's room to check on her condition.  
-----

Go back to your room, go to bed. At night, leave your room. At the castle, pick 2nd choice 2x, then 1st choice. Leave the castle (it's already morning?! XD), leave Marcuria, pick 1st choice, prepare for a battle.

-----  
38th Mission  
-----

Objective(s): Defeat all enemies.  
Game Over: All party members KO. Pamela or Magnus is dead.

Reinforcement(s) : None.

Tips: None.

---

After the battle, pick 1st choice, 2nd choice, then 1st choice.

-Additional (Only if you saved Meline)-----  
You'll explain Meline's condition to Pamela and she decides to help. In her room, pick 1st choice, then 2nd choice. Near Pamela, use the Key Item "Medallion". Leave the room, pick 2nd choice, 1st choice 3x. Go to Maggie's lab and talk to her, you'll get a Key Item "Cross Stone". Go back to Meline's room, talk to Pamela, pick 1st choice, you'll get inside Meline's inner world, follow Meline, pick 1st choice, buff Crevaniel, follow her again until you get into a house. Inside pick 2nd choice, then choose Medallion when prompted.

---

#### Extra Mission

---

Objective(s) : Defeat 2 Vester clone.  
Game Over: Crevaniel is KO.  
Reinforcement(s) : None.

Tips: Focus on one enemy first (the clone has 1000+ HP). Anyway, I think it's obvious but don't hurt Meline.

---

After the battle talk to Meline, pick 2nd choice, then 3rd choice. Get near her, use "Cross Stone", pick 2nd choice, 1st choice 2x. After you go back to the real world, pick 1st choice. At your room, pick 2nd choice, then 1st choice.

---

After you wake up, go downstairs, Maggie will give you a Key Item, use it right away. Magnus will come asking you if he can join you, pick 1st choice 2x (to let him join your group). Go to front door of the mansion to regroup with your party. Go to Marcuria's throne room, speak to Alicia, pick 3rd choice. Exit Marcuria, teleport to Kaufmann Waterfall. go southwest [NS], keep going until a split, take the upper path [NS], follow the road until a split, take northeast to create a Transgate (1st choice) near a town called "Levrant". Enter the town, rest and Save your game, exit go northwest [NS]. Follow the road until you arrive at "Fort Paltrick" where Valcaneer soldiers awaits you.

---

#### 39th Mission

---

Objective(s) : Defeat all enemies.  
Game Over: All party members KO.  
Reinforcement(s) : None.

Tips: None.

---

Enter the fort, prepare for a battle.

---

#### 40th Mission

---

Objective(s): Defeat all enemies.  
Game Over: All party members KO. Time's up.  
Reinforcement(s): None.

Tips: ONLY for this battle, you can use a Key Item. Access the Key Item menu, use the Key Item "Medallion". This will prevents Vester from killing Alphonse using his cheap technique.

---

After the battle, get near Alphonse. Congrats, you've altered Alphonse Fate. Rest using the bed at northeast room, then Save your game. Exit the fort from west door, a timer will be activated, you should hurry up. Go south [Ns], go east [NS], go northeast [NS], go northeast [NS], you'll arrive at the destination. Prepare for a battle.

---

#### 41st Mission

---

Objective(s): Defeat all enemies.  
Game Over: Crevaniel is KO. Time's up.  
Reinforcement(s): None.

Tips: If you defeat the Summoner, you'll also make the summoned monster vanish. So, defeat them first. If Crevaniel get near Regina, pick 3rd choice.

---

After the battle, check the big cannon and you'll get a Key Item "Cannon Fragment".

---

#### 10th Side Quest

---

Objective(s): Save Regina.  
Location: Canyon Area.  
EXpires: Immediately if your Familiar hasn't learned the "Interruption" magic.

After you destroyed the cannon, pick 2nd choice, then you'll enter Regina inner world. After the events, talk to Regina when she's with her family, pick 2nd choice, 3rd choice, then 2nd or 3rd choice. For Regina and Vester event, pick 2nd choice, talk to Regina. The last event is the critical point (I think), quickly talk to Regina and Crevaniel will block the attack for Regina, pick 1st choice, then you'll return to the real world. Congrats, you've altered Regina's Fate.

---

Go back to Fort Paltrick and you'll meet Christopher there.

-Story 1 (if Alphonse is dead)-----  
Pick 1st choice for your respond.

---

-Story 2 (if Alphonse survived)-----  
Pick 2nd choice for your respond.

---

Go back to Your City, talk to Meline who's standing in front of the mansion's door, pick 1st choice to let Meline's join your group. Enter the mansion, when Sidney asks you pick 1st choice to take a vacation or 2nd choice if still have something to do. If you picked 1st choice, select a place for your vacation. You'll now have 4 days vacation.

-----  
7th Vacation  
-----

Day 1: Your City.

Interact with Meline > Interact with Regina > Interact with Maggie.

Day 2: Marcuria.

Interact with Pamela > Interact with Magnus > Interact with Valerie.

Day 3: Marcuria.

Interact with the boy (about Valerie) > Interact with Hien (about Magnus) >  
Interact with Alicia.

Day 4: Your City.

Interact with Magnus > Interact with Maggie > Interact with Pamela.

-----  
After Vacation, go downstairs, regroup with your party, choose your party members (keep in mind you can't change your members before you finished the next mission). After you done teleport to Trochmere.

-----  
-Additional (only if Munzer survived)-----  
There will be a scene where Munzer saying goodbye to Ratica.  
-----

-----  
Go north [NS], follow the road until a split (the place where you defeat 35 Dulkheim soldiers), go north [NS] and follow the road again until you see a scene about Dulkheim soldiers. Get near them to start a battle (you can scout the area first by using your Familiar by pressing Square button but, they can spot your Familiar easily though).  
-----

-----  
42nd Mission  
-----

Objective(s): Defeat all enemies.

Game Over: All party members KO

Reinforcement(s): Bauer, 4 Dulkheim soldiers and 3 Dulkheim mages [E].

Hien and 3 random members from your group [A].

Tips: None.  
-----

-----  
?th Side Quest - Part B  
-----

Objective(s): Helping Silvernale.

Location: Clasdale.

-----  
To go to Clasdale from the position where you finished the 4nd mission, go east [NS] then you'll arrive at Aider Bridge, go southeast [NS], then go northeast [NS], follow the road until an X-shaped split, take the upper path to reach Clasdale, let your Familiar create a Transgate there. Enter Clasdale, go to the Inn, talk to Ratica. You'll see Silvernale is troubled.  
-----

-----  
Back to Your City, teleport to Levrant, enter the town. Prepare for a battle.  
-----

-----  
43rd Mission  
-----

-----  
Objective(s): Defeat Silvernale.  
Game Over: All party members KO  
Reinforcement(s): None.

Tips: None.  
-----

Exit the town, go back to Your City, go to your room, rest. Exit mansion, go to Marcuria's throne room, talk to Alicia, pick 4th choice, then 1st choice. Go back to Your City, enter the mansion, talk to Sidney, pick 1st choice if you want to take vacation or 2nd choice if you still have something to do.

-----  
8th Vacation  
-----

Day 1: Your City.

Interact with Mell (giving Lovers Oak Branch) > Interact with Eliza > Interact with Maggie > Interact with Meline  
-----

Day 2: Your City.

Interact with Mell (get a complete Lovers Oak) > Interact with Familiar D-MD > Interact with Regina (give her Lovers Oak) > Talk to Hien > Talk to Leo-nya  
-----

Day 3: Your City.

Interact with Familiar D-MD > Talk to Regina > Talk to Fraene.  
-----

Day 4: Marcuria.

Interact with Familiar D-MD > Interact with Valerie > Interact with Alicia.  
-----

After you wake up, exit the mansion, go to Marcuria's Throne room. Talk to Alicia.

-2nd Playthrough+ only-----  
Go back to Your City, enter your mansion, exit the mansion, talk to they guy in brown attire to get a Key Item "A Letter from someone?". Get back inside, go to Dining room, leave, go to your room, rest. Pick 1st choice to read the letter (it's from Rudvich) or 2nd choice to just go back to sleep.  
-----

At Marcuria's throne room, talk to Alicia, pick 2nd choice, the following choice will decide which path you will take:

1. Original (Modified) Route.
2. Dulkheim Route (2nd playthrough+ only).
3. Original (Modified) Route. After this, pick 1st choice to confirm.

+++++  
[IV.5a] Final Chapter (Original Modified Route): For The Future  
+++++

Pick 1st choice, go back to Your City. Go to your room, rest. You'll see Tricia will be going on a new mission. After you wake up, exit Your City, teleport to Sansel. Prepare for a battle.  
-----

43rd Mission

-----  
Objective(s): Defeat all enemies  
Game Over: Crevaniel is KO. Tricia is dead.  
Reinforcement(s): Dulkheim Soldiers [E].

Tips: Well, it's actually okay to defeat Tricia, but first thing first, you need to have Crevaniel get near her first. When you finally get near her, pick 1st choice 2x. Then the mission will change.

-----  
43rd Mission - Altered  
-----

Objective(s): Defeat Tricia.  
Game Over: All Party Members is KO.  
Reinforcement(s): Dulkheim Soldiers [E].

Tips: Let Crevaniel defeat Tricia, then finish the rest of enemies to end the battle.

-----  
After the battle, check the playing dead Tricia. At the mansion, pick 1st choice 3x (the key is the 3rd reply actually). In your room, pick 1st choice 2x. Exit the mansion, teleport to Cladale, go northeast [NS], get near the pond, your Familiar will fly near the trees to your left, go through the trees there. Go southeast [NS]. Go and you should see a big silver door, enter it. Inside, go northwest [NS], prepare for a battle.

-----  
44th Mission  
-----

Objective(s): Defeat all enemies.  
Game Over: All party members KO.  
Reinforcement(s): Guardians [E].

Tips: None.

-----  
After the battle Save your game, go northwest [NS].  
-----

-----  
45th Mission  
-----

Objective(s): Defeat all enemies.  
Game Over: All party members KO.  
Reinforcement(s): Guardians [E].

Tips: None.

-----  
After the battle go northeast [NS], check the paper on the table and you'll get a Key Item "Brunteal Report", pick 1st choice. Leave the dungeon. Go back to Your City, give the Report to Pamela, pick 1st choice. Use the "Exclusive Rod" near Pamela. Go to your room, rest. After you wake up, go downstairs, talk to Pamela, you'll get an "Upgraded Ex Rod", then pick 1st choice. Go to the front of your mansion, Levant will tell you the destination of your next mission

-----  
-Additional (only if you've done Magnus Ending Guide)-----  
Objective(s): Alter Magnus Fate.  
Location: Marcuria.



When you go to the front door of the mansion, Magnus will rush off, pick 1st choice. Put Hien into your party, leave the mansion, head to Marcuria harbor.

---

#### Optional Mission

---

Objective(s): Defeat Kergil.

Game Over: All party members KO. Hien is KO. Magnus is KO.

Reinforcement(s): Dulkheim Soldiers [E].

Tips: None.

---

After the battle talk to Magnus. Congrats, his Fate is altered.

---

Note: Before the next mission, bring along Hien if you want to get his Ending and only if you've done his Ending Guide up until this point.

Teleport to Levrant, go west [NS], follow the road until you arrive at Fort Paltrick. Inside the fort go northwest [NS], follow the road until you crossed a big bridge, create a Transgate near the tomb (you can go back to rest and Save if you want). Continue west [NS], follow the road again until you meet Christopher, pick 1st choice, keep goin and you'll arrive at a split, take the southwest path [NS] then you'll arrive at "Izenvant Fortress". Enter the fortress, prepare for a battle.

---

#### 46th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: If you defeat all enemies except Roomith and Bauer, you can actually spares Bauer life. After you defeat all enemies except Roomith and Bauer, pick 1st choice to end the battle without killing Bauer.

---

Enter the fort, pick 1st choice. Prepare for a battle.

---

#### 47th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: If you defeat all enemies except Roomith and Bauer, you can actually spare Bauer's life. After you defeat all enemies except Roomith and Bauer, pick 1st choice to end the battle without killing Bauer.

---

After the battle, pick 1st choice 3x. Rest at the nearest bed if you want but, strangely you can't save your game. Go upstairs (use the stairs at the middle of the room).

---

#### 48th Mission

-----  
Objective(s): Defeat Rudvich.  
Game Over: All party members KO.  
Reinforcement(s): None.

Tips: Have Hien attacking Rudvich to triggers his memories back.  
-----

After the battle, you'll get a Key Item "Half Medallion", with this the Medallion can be completed. Go downstairs, leave the fort, pick 2nd choice (if Alphonse alive), go back to Your City.

Enter the mansion, talk to Tricia before the stairs, pick 2nd choice then Tricia will join your group. Talk to Maggie, give "Cannon Energy Set" to her. Talk to Pamela, pick 2nd choice. Show her the "Medallion" and just in a few seconds she'll combine both Medallions and you'll obtain the "Complete Medallion." Go to your room, rest. Go downstairs, go to Marcuria's throne room, talk to Alicia, pick 2nd choice, then 1st choice 2x. Leave the castle, go back to Your City. Talk to Sidney, pick 1st choice for your last vacation day. Go to your room, SAVE your game, rest, then you'll wake up at night. Now is the chance to pick who you want to have ending with. If you've done Familiar D-MD ending guide you'll be asked if you want to talk more with your familiar (pick 1st choice if you want to get her ending, 2nd choice if you want to get ending with other characters). If you've decided to get other ending characters go to the room of the character you want to get the ending. When in the chosen character room, make sure you picked the right choice so you can have a date with the chosen character next day (last vacation day).

-----  
Last Vacation  
-----

If you don't visit any character in the night before this day and you didn't decide to get your Familiar ending either, you can spend this day by talking to anyone but, you can't take them around.  
-----

After the vacation is over, inside the mansion, your friends will give you a "Bracelet", pick 1st choice. Inside your room, pick 2nd choice, then 1st choice 2x, you'll get a Key Item "Magic Disperse Rod". After you wake up go downstairs to join your group, pick 1st choice, then pick characters for your party member. Exit Your City, teleport to Izenvant Fortress, go west [NS]. Follow the road until a split, take the upper left path [NS], go southeast [NS], go northwest [NS], go northwest [NS], go northwest (once again) [NS] then you'll arrive at a dungeon, enter.

Inside, go northwest, ascend the stairs [NS]. Go southeast, ascend the stairs [NS]. Go south [NS], go west [NS]. Go northwest, ascend the stairs [NS]. Go east, ascend the stairs [NS]. Go little bit south to Save your game, go southeast [NS]. Outside, pick 2nd choice, then 1st choice.

-----  
49th Mission  
-----

Objective(s): Defeat all Summoners within time limit then defeat the rest of the enemies. Roomith reaches the cannon.  
Game Over: All party members KO. Roomith KO. Time's up.  
Reinforcement(s): None.

Tips: None.

-----  
After the battle talk to Roomith, pick 2nd choice, then 1st choice. Go enter the room below where you came from. Open the door to the north, Save your game, go back to the room before you opened the door, go south [NS]. Go upstairs, pick 1st choice, prepare for a battle.  
-----

#### 50th Mission

-----

Objective(s): Defeat Vester.

Game Over: All party members KO. Rudvich KO. Time's up.

Reinforcement(s): None.

Tips: After you deals heavy damages to Vester, he'll reveals his true form. In this form he can only be damaged by physical attacks. Be careful though, since there will be mists summoned by Vester to hinder your movement from getting close to him. Destroy the mists using magic.  
-----

After the battle pick 1st choice, get near Vester, use Key Item "Magic Disperse Rod" (it's the last item in your Key Item inventory anyway). In the darkness, pick 1st choice 2x. Get ready for the Final Battle.  
-----

#### Final Mission

-----

Objective(s): destroy 1 of Vester's hand (the big hand), then defeat Vester.

Game Over: Crevaniel is KO. One Vester clone get through the space & time door.

Reinforcement(s): Vester Clone(s) [E].

Tips: If you destroy both Vester's hand you'll get a bad ending (good if you're aiming for ending completion) but don't destroy both if you want a normal ending. Destroy both space & time hole at southwest & northeast to reduce the numbers of Vester clones (it'll also destroy 1 clone if it has been summoned).  
-----

After the battle head towards the space & time door, pick 1st choice. After you wake up, pick 1st or 2nd choice. Enjoy the Ending.

+++++  
[IV.5b] Final Chapter (Dulkeim Route): To Conquer The World  
+++++

Go back to Your City, enter the mansion. Inside, pick 1st choice. Go to your room, rest.

-Additional (only if you've done Rems Ending Guide)-----  
Rems will come to your room at night, go downstairs to meet Alicia and Rems. Talk to them, pick 1st choice 2x. Go back to your room, rest.  
-----

Check the table, pick 2nd choice to save, exit the save menu, pick 1st choice to take Doll House. Go downstairs, get near your group, pick 1st choice 3x. Exit Your City, go use the Transgate. At Rudvich's room, pick 2nd choice, 1st choice 2x. The following choice will determine the future outcome:

1. Attack Rudvich = Leading to a Bad Ending.
2. Very Well = Continue with the story.

If you pick 1st choice, you'll fight Rudvich with your party member. When one of your member ask you, you have to choose which character must guard outside so they won't bother your fight. The choices are:

1. Fraene.
2. Valerie.
3. Regina.
4. Meline.

If you pick 2nd choice, the following choices will yield the same result. 1st choice means attacking Rudvich, 2nd choice means continuing the story.

-Optional (if you pick 2nd choice)-----

-----  
Optional Mission  
-----

Objective(s): Defeat Rudvich.  
Game Over: All party members is KO.  
Reinforcement(s): None.

Tips: Rudvich has a high Level (Lv. 65), you better be well prepared if you decide to do this.  
-----

After the battle, Vester will offer his help to Delingger, bad Ending.  
-----

After you pick to avoid to kill him, pick 2nd choice. Attempt to leave the room and you get to talk to Rudvich alone, pick 1st choice 2x when Rudvich ask you, leave the room. At your room, just like the 1st time, put the Doll House on the table. Tricia will come to your room, pick 3rd choice 2x, then 1st choice. After the event, pick 1st choice, then Tricia will join your group. After you wake up, go to Rudvich's room. Pick 1st choice, go back to your room. In your room pick 1st choice. After you formed your party Save your game (if you want to change member use the red book and pick 3rd choice). Exit the base to southwest. You'll meet Roomith and Bauer on your way, pick 1st choice. Use the Transgate to Trochmere.

Go to Aider Bridge, pick 1st choice, prepare for a battle.  
-----

44th Mission  
-----

Objective(s): Defeat all enemies  
Game Over: All party members KO. Mauler is dead.  
Reinforcement(s): Eliza and 3 Dulkheim Soldiers [E].

Tips: When Baker ask you, pick 1st choice. You can let Eliza and Baker lives by letting them run from the battle.  
-----

After the battle, talk to Mauler. Exit to northeast to meet Kergil, pick 1st choice, 3rd choice. Go back to Trochmere to rest and Save. Go to the screen before the Aider Bridge, go northwest [NS], follow the road until you meet Kergil, talk to him, pick 1st choice 2x, check the rope at southeast, pick 1st choice.

The mission here is to escort Kergil and 3 NPCs safely. Make sure they go (to next screen first) before you. On your way, you'll meet a big silver door (it's another Ruin). Keep going until you meet Hien and Magnus.

---

#### 45th Mission

---

Objective(s): Defeat all enemies

Game Over: All party members KO. Kergil is dead. 3 NPC is dead.

Reinforcement(s): Archers and Mages from all over the place [E].

Tips: When near Magnus, pick 1st choice. When near Hien, pick 1st choice.

You can let Hien and Magnus lives by letting them run from the battle.

---

After the battle, talk to Kergil, pick 1st choice 2x. If you do the following Side Quest you'll get Ending A (because you'll ended up having the Report).

If you want to get Ending B, just pass through the dungeon.

---

#### Side Quest

---

Objective(s): Get Brunteal Report.

Location: Hidden Ruin.

EXpires: Unknown.

Go back to where there's a big silver door, enter. Inside, go northwest [NS].

You'll enter a battle.

---

#### Optional Mission

---

Objective(s): Defeat all enemies

Game Over: All party members KO.

Reinforcement(s): Guardians [E].

Tips: None.

---

After the battle Save your game, go northwest [NS].

---

#### Optional Mission

---

Objective(s): Defeat all enemies

Game Over: All party members KO.

Reinforcement(s): Guardians [E].

Tips: None.

---

After the battle go northeast [NS], check the paper on the table and you'll get a Key Item "Brunteal Report". Leave the dungeon.

---

Go back to where you come from, check the rope, pick 1st choice. Go back to your base, you'll meet Roomith and Bauer, pick 1st choice. Go to your room, rest. After you wake up, pick 1st choice, go to Rudvich's room. Inside, pick 1st choice, then 2nd choice. Leave the room, go to Aider Bridge, go southeast [NS], at a split go northeast [NS], follow the road until yet

another split, go northwest, pick 1st choice to create a Transgate near Clasdale (rest and Save your game inside Clasdale if you want), go southeast [NS], follow the road until you see an event movie.

After the event, pick 1st choice to continue your mission.

Note: There's actually another optional battle if you choose 2nd choice then 1st choice but, it seems the 1st choice will only appear if Fraene (and Rems?) have low affection towards you. Sadly, I can't try this yet (too bothersome to try it over again from a New Game :p). If someone can help me contribute at this part, I'll be thankful.

Follow the road until you meet Kergil, pick 2nd choice.

---

#### 46th Mission

---

Objective(s): 5 Dulkheim soldiers enters Ordineil.

Game Over: All party members KO. Kergil is dead. 3 soldiers is dead.

Reinforcement(s): Silvernale, 3 Valcanear soldiers and 1 mage [E].

Christopher and 2 Ordineil soldiers [E].

Tips: None.

---

After the battle talk to Kergil, pick 1st choice, enter Ordineil get near the tunnel to create a Transgate, use the Transgate to go back to you base.

-Optional (if you got Brunteal Report)-----

Go to the Lab, give the report to Pamela, then give the Exclusive Rod to Pamela. Go out the lab and do something first, then go back, talk to Pamela. You'll get an upgraded Exclusive Rod, pick 1st choice.

---

Go back to your room, rest. After you wake up, go to hall to meet Rudvich and Roomith, pick 1st choice 2x. Go back to your room, pick 1st choice 2x, rest. After you wake up, go to hall to meet Roomith, pick 1st choice, pick 2nd choice 2x. Go back to your room, pick 1st choice. After you finished preparing your party teleport to Ordineil.

Exit Ordineil, take the right path at a split, follow the road. When you arrive at another split, take the upper path [NS], follow the road again and you'll arrive at another split, take the upper right, create a Transgate near Levrant town. Enter the town if you want to rest and/or Save, go west [NS]. Follow the road until you arrive at Fort Paltrick. Inside, exit from southwest, then keep going until you arrive at the big canon area, again.

---

#### 47th Mission

---

Objective(s): Defeat all enemies.

Game Over: All party members KO.

Reinforcement(s): None.

Tips: None.

---

After the battle, pick 1st choice, go back to Fort Paltrick, rest and Save your game. Exit from northwest, follow the road until you arrive in a great bridge, create a Transgate there if you want, continue. Follow the road

until a split, take the upper left path [NS], go southeast [NS], go northwest [NS], go northwest [NS], go northwest (once again) [NS] then you'll arrive at a dungeon, enter.

Inside, go northwest, ascend the stairs [NS]. Go southeast, ascend the stairs [NS]. Go south [NS], go west [NS]. Go northwest, ascend the stairs [NS]. Go east, ascend the stairs [NS]. Go little bit south to Save your game, go southeast [NS].

-----  
48th Mission  
-----

Objective(s): Defeat all Summoners within time limit then defeat the rest of the enemies. Roomith reaches the cannon.

Game Over: All party members KO. Roomith KO. Time's up.

Reinforcement(s): None.

Tips: None.  
-----

After the battle talk to Roomith, pick 1st choice, enter the room where Vester and Rudvich left before. Open the door, Save your game, go back to the room before you opened the door, go south [NS]. Go upstairs, pick 1st choice 2x, prepare for a battle.

-----  
Final Mission  
-----

Objective(s): Defeat Vester.

Game Over: All party members KO. Rudvich KO. Time's up.

Reinforcement(s): None.

Tips: After you deals heavy damages to Vester, he'll summon 2 more Red Giants (well, it's name is 'Creature' but it's so bland for a name). After Vester is defeated an has changed into a black mist, access the Item Menu and you can see that you can access the Key Item Menu, use the Medallion. After a small event, wait until Rudvich come closer to Crevaniel and handed Crevaniel the other half of the Medallion, use the Medallion again and both Medallion will become one, now use it again, Vester will reveals his true form.  
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After the battle, pick 1st choice 2x. After Rudvich speech is over, go outside, go southeast [NS], follow the road until an event with Rudvich, pick any choice.

#####  
[V] Ending Guide  
#####

- [Q] = Quest, not in Vacation.
- [V] = Vacation, either at Your City or Marcuria.
- [VC] = Vacation at Your City.
- [VM] = Vacation at Marcuria.

These are the room assignments for the people in the mansion:

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2nd Floor

-----  
Levant

Leona

Fraene

Rems      Crevaniel

-----  
3rd Floor  
-----

Eliza

Kate

Regina

Valerie Hien

-----  
4th Floor  
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Empty

Pamela

Tricia

Magnus    Meline

+++++  
[V.1] Female Side  
+++++

-----  
Fraene  
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-[VC] Talk to her, pick 1st choice, go talk to the shopkeeper to the right,  
pick 1st choice 2 times (this is the choice to go to Art Gallery).

Inside pick 1st choice. Outside pick 2nd choice.

-[VC] Talk to her, pick 1st choice.

-[VC] Talk to her, pick 1st choice, take her to Art Gallery. Outside, pick  
2nd choice. In Fraene's room pick 1st choice.

-[VM] This is optional. Talk to her at the harbor, pick 1st choice 2x.

You'll be playing Hide and Seek game. You need to find where are the 2 kids  
and Fraene is hiding. They're basically hiding from the angle where you  
can't see 'em on the screen. 1st kid can be found nearby at the right  
downstairs, check the rightmost area. 2nd kid can be found right beside  
gate entrance of Marcuria, the left one. Fraene can be found in the yard  
of the 2 stories building where there's a white round table and 2 chairs,  
she's hiding on the right side of the table. If your Familiar asks you just  
pick 1st choice to continue searching for them. After the game pick 2nd  
choice.

-[VC] Talk to her, pick 1st choice, take her to Art Gallery. Outside, pick  
1st choice.

-[Q] Bring Fraene along. Go to Troachmere, go near the harbor, Fraene will  
ask for a permission, pick 1st choice, then 2nd choice.

-[Q] Bring Fraene along. Go to Prison Barrack (the place where you're being



held before), it's west from Troachmere. By defeating the soldiers at the entrance you'll get a Key Item "Trochmere Key" (you need this Item to open the gate of this prison later). Get inside, see the scene, then rest at the nearest bed. After you awake pick the 3rd choice.

-[Q] Bring Fraene along. Go to the 1st Ruin (the first visited Dungeon, and you'll go there eventually too if you follow the story). At 2nd screen, check the blue-looking box at the southwest area, you'll get a Key Item "Fraene's Diary" but you'll quickly hands it to her. Pick 1st choice.

-[VC] Talk to her, pick 1st choice, 2nd choice. then 1st choice. Take her to Art Gallery. Inside, pick 2nd choice.

-[V] Talk to her, pick 2nd choice.

-[Q] Bring Fraene along. Go to Clasdale, talk to the farmer (the person beyond the fence) until when you talk to him his dialog box remain the same. Go to Leazel (in case you forgot, from Clasdale go northeast [NS] then just follow the road until you arrive at Leazel, talk to the bearded man at southeast, you'll get a Key Item "Mushroom". Exit Leazel, go south and keep following the road until you passed under bridge. A Silm will appears. Fraene will use the Musroom then starts drawing.

-[V] At the night before the last Vacation day, visit her room. Inside her room pick 2nd choice, then 1st choice.

-[V] Dating day: Pick 2nd choice, Leave the mansion. Pick 1st choice 4x.

-Ending: Pick 1st choice, then 1st choice.

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Pamela  
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-[Q] Talk to her (she'll be in Maggie's lab), pick 1st choice.

-[VM] Talk to her who's standing before the front door of the mansion, pick 1st choice. At Marcuria harbor, pick 1st choice, 2nd choice, then 1st choice.

-[VC] Talk to her in Maggie's Lab, pick 1st choice 2x, then 2nd choice.

-[Q] Go to Ordinail, talk to the guy wearing a headband (he's Nedd), pick 1st choice 2x. Enter the Inn, attempt to enter the room and as usual Santos will get out, talk to him, pick 1st choice. Leave the Inn, now go to the house on the northeast (which has silver door), go up near that house, this is the secret passage leading you to a secret shop. There you'll find a guy in red attire, talk to him, his name is "Josef", pick 2nd choice, you'll get a Key Item "Tea Set".

-[Q] Give the "Tea Set" to her. Pick 1st choice, 2nd choice, then 1st choice.

-[V] At the night before the last Vacation day, visit her room. pick 1st choice. Inside her room pick 2nd choice, 1st choice, then either:

A. Pick 1st choice 3x.

B. Pick 2nd choice, then 1st choice 2x.

-[V] Dating day: Leave the mansion. Pick 1st choice, 1st or 2nd choice, 2nd choice, 1st choice 3x, then 2nd choice 2x.

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Meline  
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-[VC] Go to Meline's room (when she's still in bed), talk to her, pick 1st choice. Go downstairs to the hall to meet Levant, he'll give you a Key Item "Tropical Fruits", go back to her room, talk to her, pick 1st choice, then 2nd choice.

-[Q] After you destroyed the big cannon, Meline will stand in front of the mansion, talk to her, pick 1st choice.

-[V] Attempt to leave the mansion and you'll see Meline go upstairs. Go talk to her in front of your room, pick 1st choice, then 3rd choice. At dining

- room, pick 1st choice 4x, then 3rd choice.
- [VC] Talk to her, pick 1st choice, talk to Mell at her shop. Pick 3rd choice 2x, then 2nd choice.
  - [V] At the night before the last Vacation day, visit her room. Inside her room pick 1st choice 4x.
  
  - [V] Dating day: Leave the mansion. Pick 2nd choice, 1st choice 4x, then 2nd choice.
  - Ending: Pick 1st choice, 3rd choice, then 1st choice.

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#### The Twins (Meline + Cynthia)

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- \*You must do Meline Ending guide first until the date with her (last vacation day).
- [Q] Bring Melinena along into the final dungeon. Before you proceed on fighting Cynthia + 4 demon summoners Meline will give you a "Cross Stone". Win the battle against Cynthia, then Use the "Cross Stone" near Cynthia, pick 1st choice.
  
  - Ending (chasing Meline): Pick 1st choice 3x, 4th choice, then 1st choice.
  - Ending (take it easy with Cynthia): Pick 1st choice 2x, 2nd choice, 1st choice 2x.

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#### Maggie

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- [VC] Talk to her in her lab (by entering the lab will also triggers the Side Quest for your Familiar D-MD if you haven't though), pick 1st choice, take her to Art Gallery.
- [VC] Talk to her in her lab, pick 1st choice, take her to Movie Theatre. Outside, pick 2nd choice, 1st choice, then 3rd choice.
- [VC] 7th Vacation: Talk to her in her lab, pick 1st choice 2x, take her to anywhere. At night before the day is over, go to her lab for Tea party. Pick 1st choice, then 2nd choice. Before you go to bed, Pamela will give you a visit, pick 2nd choice 2x. She'll tell you to take Maggie for a date at Marcuria.
- [VM] Having "Lovers Oak" in your inventory, talk to Maggie, pick 1st choice. Exit mansion to go to Marcuria. At Marcuria harbor, pick 1st? choice, then 1st? choice. Get near Maggie, use Lovers Oak.
- To be continued...

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#### Tricia

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- [Q] At Linevaults, after the mock battle, talk to the couple (Elena and Raul) on the right table, pick 1st choice 3x.
- [Q] After you go back from Refork and report to Rudvich talk to her, pick 1st choice, 3rd choice, then 2nd choice.
- [Q] After you talked to Fraene in the Linevaults lab, go have a rest. Go to the hall. After the class is dismissed talk to her, pick 2nd choice 2x, attempt to go back to your room, pick 1st choice. Go back to your room, SAVE and then rest. After you wake up, pick 1st choice, go to Training Ground, go east [NS] until you find her, pick 3rd choice, finish the battle. Talk to her, pick 2nd choice, then 1st choice.
- [Q] Only if you saved her. Before going in after you met Vester, talk to her, pick 3rd choice.
- [Q] At Trochmere entrance talk to her, pick 2nd choice.
- [Q] At the Training Ground talk to her, pick 2nd choice.
- [Q] Before you go meet Kergil at Trochmere, at Linevaults hall talk to

- her, pick 4th choice.
- [Q] Battle at Aider Bridge. When she comes pick 1st choice, then 2nd choice.
  - [Q] Battle near Sansel, get Crevaniel near Tricia, pick 1st choice 2x. Let Crevaniel defeat Tricia. Inside the mansion, pick 1st choice 3x.
  - [V] At the night before the last Vacation day, visit her room. Inside her room pick 1st choice 2x, 2nd choice, then 1st choice.
  
  - [V] Dating day: Leave the mansion. Pick 1st choice, 2nd choice 2x, 3rd choice, then 2nd choice.

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Eliza  
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- [VC] 1st vacation day, talk to Levant outside you room, go upstairs, check Eliza's room (it's the last room at the corner), pick 2nd choice. Inside, pick 2nd choice 2x.
- [VC] Talk to her, pick 1st choice 2x.
- [VC] Talk to Eliza who's being with Sidney, pick 3rd choice, then 1st choice.
- [VC] Talk to her, talk to Goldlan, talk to Mell at her shop.
- [VC] Talk to her, pick 2nd choice, follow Levant all the way to a house in Marcuria, check the door of the house, get near Eliza, pick 2nd choice.
- [Q] After you chose to take a vacation Levant will immediately talk to Eliza and ask her a request, pick 2nd choice to select Marcuria, then pick 1st choice.
- [VM] This is the continuation of the above if you chose to help Eliza. In the morning Eliza will come to your room pick 1st choice, leave the mansion. Go to the house where Levant is teaching (the house before the harbor), pick 1st choice 2x, this will make a timer occurs, quickly talk to everyone you can see except people in house, shopkeeper and your party member. After you finished talking to them (usually you ends up in harbor) pick 3rd choice, then 1st choice, quickly go to the Inn and talk to the Innkeeper (the timer still going). There's a guy standing outside the Inn, go talk to him, pick 1st choice. Go back to the house Levant is teaching, pick 1st choice.
- [V] After you chose to take a vacation Levant will immediately talk to Eliza and ask her for another request. At night Eliza will come to your room, head downstairs to meet a man named "Conrad", pick 1st choice.
- [Q] Bring Eliza along. Go to Trochmere, make Eliza the Leader. Talk to the man in brown attire at southeast of the town (2nd floor), his name is "Swoop". Talk to the man in blue attire (standing besides crates and barrels). Go to Your City, talk to Levant inside the mansion. Go to Marcuria, from the entrance knock on the house on the southeast. Inside the Inn, pick 1st choice 2x.
- [VC] Talk to Eliza, pick 1st choice, you'll get a Key Item "Swoop" introduction letter.
- [Q] Bring Eliza along, go to Leazel's inn, talk to the guy there (Clonkite), follow him inside the room. Leave Inn, go talk to the boatman (you need to get through from upper right of the screen to get there), talk to him gain, pick 2nd choice. Go to Fandelsia, talk to the Innkeeper. Leave the room, at night Eliza will visit you, pick 2nd choice. After Eliza run out of the room, go outside, go east to where the mansion is. Win the battle while protecting Eliza's father. After the battle go to the Inn, talk to Eliza's father.
- [V] At the night before the last Vacation day, visit her room. Inside her room pick 2nd choice.
  
- [V] Dating day: Pick 2nd choice, leave the mansion. Pick 1st choice, 2nd choice, 1st choice, then 3rd choice.

-Ending: Pick 1st choice, then 2nd choice 2x.

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Sidney

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- [VM] Must be the last Vacation day. Wait until sunset, go to harbor, talk to her, pick 1st choice 3x, then 2nd choice.
- [VM] Must be the last Vacation day. Wait until sunset, go to harbor, talk to her, pick 2nd choice, 1st choice 2x. At the mansion your Familiar suggests you to get something for Sidney.
- [Q] Put Leo-nya in your party, go to Marcuria harbor. talk to the brown haired man, pick 1st choice. Go to Ordineil. In front of the Inn there's a soldier in blue light armor, talk to him.
- [Q] Go to the ruined village which located between Clasdale and Leazel (the place where you meet Leo-nya for the 1st time), pick up the blue shiny object to the east then you'll get a Key Item "Sunset Quartz".
- To be continued...

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Regina

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- [Q] In the Ruin where you fight Brunteal, open the safe in the deepest room, the combination lock number is 643, open it and you'll get a Key Item "Power Stone".
- [Q] Go to Battle Arena, win the Free Battle 4-on-4 on Master AA Rank, then you'll get a Key Item "Ancient Technology Book".
- [Q] After she's saved and join your group, go back to Your City and put her in your party, go talk to Dylain in her clinic, pick 1st choice. Go to Maggie's lab, get near Maggie, use "Ancient Technology Book", pick 3rd choice, then 1st choice. Talk to Maggie, pick 1st choice 2x, 3rd choice, 1st choice 2x. Now use "Power Stone" near Maggie. Go talk to Dylain again, pick 1st choice to start the operation. In the morning Regina will come to your room, pick 2nd choice. Leave your room. In the clinic, talk to Rems pick 2nd choice, talk to Hien pick 2nd choice, talk to Valerie (if you saved him) pick 3rd choice, talk to Leona pick 3rd choice, talk to Eliza pick 2nd choice, talk to Fraene pick 1st choice. The operation turns out a success. In the morning leave your room and Regina will come to you, pick 1st choice.
- [VC] Talk to her, pick 1st choice, go to Mell's shop and talk to Mell. Pick 1st choice when Regina ask you.
- [VC] Talk to her, pick 1st choice, go to Mell's shop again and talk to Mell, pick 1st choice.
- [Q] Go to Ordineil, go upstairs, talk to the merchant in green attire, pick 1st choice. Go downstairs, talk to the guy in green cloak to the left. Now if you possess a "Sunset Quartz" and want to get Sidney ending DO NOT pick the 1st choice because you'll give away your "Sunset Quartz" for "Lovers Oak Branch". If you have decided to get it, talk to the guy again, pick 1st choice to get "Lovers Oak".
- [Q] Go to Maggie's Lab, check the machine behind Maggie to get Homunculus.
- [VC] Go to Mell's shop while you're alone, give the "Lovers Oak Branch" to her.
- [VC] Go to Mell's shop while you're alone to get the complete "Lovers Oak".
- [VC] Give the Lovers Oak to her, pick 1st choice (this can be done in the same day as when you get Lovers Oak).
- [V] At the night before the last Vacation day, visit her room. Inside her room pick 2nd choice.
  
- [V] Dating day: Pick 2nd choice, leave the mansion. Pick 1st choice, then 2nd choice.

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Leo-nya  
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- [VC] Knock on her room's, get inside talk to her. pick 2nd choice, then 1st choice. In dining room, pick 1st choice, then 2nd choice.
- [Q] Put Leo-nya in your party, go to Ordineil. Talk to the guy at Item Shop, pick last choice. Exit Ordineil, go to the destroyed village (where Maggie house is). In case you forgot, go north from Ordineil, follow the road until you find a pond to your left and a big rock to your right, enter the secret passage from north part of the rock (go east). At the destroyed village, Keep going until you encounter Merick (Leon-nya's big brother). Go back to Ordinel, talk to the guy in blue cloak, pick 3rd choice, you'll get a Key Item "Ovlion Flower". Go to the destroyed village again, give the Flower to Merick. This will alter Merick's Fate. At night, pick 1st choice. When you leave the village, pick up the shiny object to pick up 9 "Donguris". If you give it to her will increase her affection to you but, you can only give it to her after event battles (mission) or on 1 vacation event with her. Please note that to get her ending you need to give her more than 6 Donguris so, always bring her in your party if you want to get her ending.
- [VC] Talk to her, pick 1st choice, 2nd choice, 3rd choice, 6th choice, then 1st choice (give 1 Donguri to her). At night Leo-nya will visit your room, pick 1st choice 2x.
- To be continued...

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Alicia  
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- [VM] Go to throne room, talk to Alicia, pick 2nd choice, then 1st choice. Leave the castle. Outside, pick 1st choice 3x, 3rd choice, then 2nd choice.
- [VM] Go to throne room, talk to Alicia, pick 1st choice. Leave the castle. Outside, pick 1st choice, 2nd choice 2x.
- [V] At the night before the last Vacation day, try to have a rest and Rems will visit your room telling you Alicia wants to meet you, pick 1st choice. In the morning leave the mansion. At Marcuria's throne room pick 1st choice, then 1st or 3rd choice.
- To be continued...

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Silvernale  
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\*Not yet  
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Mell  
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\*Not yet  
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Familiar D-MD  
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- [Vc] After Maggie has her lab in the mansion, enter Maggie's lab, pick 1st choice 3x, then 3rd choice. When you wakes up at night, pick 3rd choice, then 1st choice.
- [Vc] Go to Mell's shop and talk to Mell. Pick 1st choice, 2nd choice 2x, then 1st choice. wakes up at night, pick 1st choice 2x.
- [Vc] Go to Mell's shop and talk to Mell. Pick 1st choice, 2nd choice, then 1st choice. When Sidney ask you, pick Your City as your next vacation.
- [Vc] In the morning, pick 1st choice, leave the room, pick 2nd choice. Go to Mell's shop and talk to Mell. Pick 1st choice, then 2nd choice. At night

- Mell will visit your room, pick 1st choice to respond to your Familiar.
- [V] In the morning, pick 2nd choice. Talk to Maggie in her lab, pick 1st choice. Leave the lab, pick 1st choice, then 3rd choice.
  - [V] At the night before the last Vacation day, after she talked to you, you'll be asked to talk more with her, pick 1st choice, 2nd choice 3x, then 1st choice.
- [V] Dating day: Leave the mansion. Pick 2nd choice, 1st choice 3x.

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[V.1] Male Side  
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Hien  
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- [V] Talk to him 6x in 6 different day of vacation.
  - [Q] Bring Hien along, go to Prison Barrack, pick 1st choice near the gate to open it using a "Trochmere Key". Get in, pick 1st choice, then rest at the bed. In the morning Hien will mention about a pendant.
  - [V] Talk to him, pick 1st choice.
- To be continued...

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Rems  
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- [Q] When Rems rushing off to Marcuria catch up to him, pick 2nd choice.
- [VM] 3rd vacation, talk to him, pick 2nd choice. Christopher comes, pick 2nd choice. Follow Christopher to the castle, go to throne room. In the throne room pick 2nd choice, then either 1st or 3rd or 4th choice. Talk to Christopher.
- [VM] 4th vacation, talk to him, talk to Christopher, go to the castle throne room, talk to Alicia, pick 1st choice. Talk to Christopher.
- [VM] 5th vacation, talk to him, pick 1st choice.
- [V] Talk to Rems in the mansion then he'll go out.
- [Q] Bring along Rems, go Marcuria castle, head to throne room and you'll see Alicia is outside the throne room, talk to her, pick 1st choice, follow her into the throne room and talk to her again. Pick 1st choice, then 3rd choice. This will alters Rems' Fate. Attempt to leave throne room, pick 1st choice 2x. At night after you chose a place for vacation, Rems will visit your room, pick 2nd choice.
- [V] At the night before the last Vacation day, visit his room. Inside his

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Valerie  
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- [VM] Talk to him, pick 1st choice. At night he'll come to your room, pick 4th choice.
  - [VM] Talk to him, pick 2nd choice.
  - [VM] Check the house at the right from the entrance, the boy who visited Valerie before will come out, pick 2nd choice 3x.
  - [VM] Talk to him, pick 2nd choice, visit the boy house again. Pick 1st choice, then 2nd choice. At night Valerie willlll come to your room, pick 1st choice.
  - [V] At the night before the last Vacation day, visit his room. Inside his room pick 1st choice 2x.
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Magnus

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- [V] Talk to him, pick 2nd choice, 1st choice, then 2nd choice. Talk to Hien, pick 1st choice 2x. Talk to Magnus again.
  - [V] At the night before the last Vacation day, visit his room. Inside his room pick 2nd choice, then 1st choice.

#####  
[VI] Frequently Asked Questions  
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Q: Can I get both Sunset Quartz and Lover Oak?  
A: You can't. Once you triggers Sunset Quartz side quest, the guy in green cloak will asks you for it to be exchanged for an incomplete Lovers Oak.

#####  
[VII] Version History  
#####

Version 1.00 [Alpha] (October, 12th, 2011)  
\*Submitted this Guide To GameFAQs.  
\*Mostly done with the main walkthrough section.

#####  
[VIII] Credits  
#####

Thanks goes to:

1. God, because I'm still alive when writing this guide.
2. My parents, I won't be what I am today or even able to play this game if it weren't for them.
3. Career Soft, for this awesome game. This is the best Growlanser so far imho. Too many endings to get lawl.
4. Ethel-san's FAQ/Walkthrough, if not for his FAQ, I can't even make this one.
5. Japan Wiki, thanks a lot to the people who made them.
6. You, for reading my guide.

\*\*\*\*\*  
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