

Growlanser: Wayfarer of Time Furlough FAQ

by blasster

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1. Introduction
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In Growlanser IV for PSP, there are 46 endings. To get specific character ending, you have do their character quest or event thoughtout the course of the game. However, it is possible to get all characters endings in one game save for another familiar that you do not choose. Thus, with that fact in mind, this guide is intended to help those who want to get all possible character ending in one playthrough.

As you might expect, this Furlough faq is intended for modified PSP route. However, it also works with original route considering you would actually have less people to worry about to fit into your furlough schedule, namely Meline, Magnus, and Pamela.

That is to say, original route is not as easy as it seems to get

all endings in one go as well, as you will have two less days compared to modified route.

Before we begin, you may need to adjust your schedule regarding familiar if you are not using Familiar D-MD, as I have her as my familiar when I write this.

The most important thing of all is that you have be sure to alter everyone's fate. Consider yourself warned if you let Elena dies, although she does not matter at all for any of the character's ending.

For this reason as well, it would be a good idea to make a branch save when Cargill throw you into prison.

Note that this faq does not cover battle related strategy whatsoever, only pointing what and when you need to do to finish the quests, or get the scenes required for character ending.

2. Spending The Furlough
#####

Before the game hit its very first furlough, one of the more important person to build relationship with early on is Tricia. Take not to save her from monsters during the early course of the game.

Be sure to talk to Latika the first time you get into Klasdahl in order to alter Muntzer's fate. It is necessary to alter Muntzer's fate for Silverneil's ending.

1st Furlough
#####

Due to story restriction, you can only pick Boomtown on your first furlough.

Day one: Boomtown

- 1) Talk to Eliza (story purpose).
- 2) Talk to Hien - What do you fight for?
- 3) Invite Frayne to museum - encourage her to paint.

Day two: Boomtown

- 1) Talk to Frayne - she will tell you go take her to prison.
- 2) Talk to Hien - you need friends, obviously.
- 3) Nobody else have any event here, but take Remus to Mell for some funny chat.

2nd Furlough
#####

You can now choose Marquelia

Day one: Boomtown

- 1) Talk to Eliza - selling furniture.
- 2) Talk to Hien - long sword and short sword.
- 3) Invite Fryane to museum - encourage her to show her painting.

Day two: Marquelia

- 1) Talk to Hien - salty air.
- 2) Talk to Frayne - hide and seek game; dining table, front gate, and dock
- 3) Talk to Sydney - the only time she would appear, remember for future furlough.

*Note that Sydney will only appear in Marquelia if it is your final furlough day, and only available to talk to on sunset

3rd Furlough
#####

Day one: Boomtown

- 1) Talk to Eliza with Sydney besides her - Sydney's lecture.
- 2) Talk to Hien - enemy with dirty trick.
- 3) Invite Frayne to museum - drawing sea (Trockmere).

Day two: Marquelia

- 1) Talk to Remus - castle scene, need Remus' father name.
- 2) Talk to Hien - cutting yourself (badass or crazy, you decide).
- 3) Talk to Sydney - her hometown.

If you have talked with Sydney twice at this point, you Familiar should suggest you to look for a gift for her (Sunset Quartz).

However, you cannot get the said item until you have Leona in your party. Sydney have no more important furlough event until you have Sunset Quartz.

4th Furlough
#####

Day one: Boomtown

- 1) Talk with Eliza - talk to Godron, Sydney, and Mell respectively for idea.
- 2) Talk with Hien - spellstone is dangerous.
- 3) Talk with Remus - ask his father name.

Day two: Marquelia

- 1) Talk with Christopher - learn more about Remus' past.
- 2) Talk with Hien - a dream about a girl.
- 3) Either talk with Frayne or Sydney to raise their affection.

You need to take Frayne to Trockmere to continue her character quest, and Sydney is pointless to talk to without Sunset Quartz except for raising affection level, but to use furlough effectively, use Dandy Book for that (steal/drop from enemies).

Mell fliers sidequest should be available now right after 4th furlough ends, so go talk to her and get 9x fliers, distribute them on Marquelia right away, and the other three the moment story needs you to visit them.

When the story requires you to stop by Trockmere after saving Pamela and Magnus, use this chance to:

- 1) Finish Mell's fliers quest.
- 2) Visit Trockmere's harbor and the prison for Frayne's quest.
- 3) Recruit Vallery on the north of Ordeneil's forest.

When revisiting Ruins of Hope again, don't forget Frayne's diary.

After defeating Akyel, talk to Pamela in Trockmere to trigger the quest required for Silverneil's ending (the Magnus crossdressing one).

Before going to 5th Furlough, it is recommended that you get Frayne 2nd limit now. Especially if you plan to use Frayne in the long run.

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5th Furlough  
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Day one: Boomtown

- 1) Talk to Leona in her room - treat her not as pet.
- 2) Go to Maggie place to trigger D-MD event - think her not as tool.
- 3) Talk to Eliza - stalk Levan (this takes entire day!).

Day two: Boomtown

- 1) Talk to Mell for D-MD event - agree for Mell to teach her.
- 2) Talk with Leona - trigger quest to search for Merrick.
- 3) Talk with Frayne and ask her to museum - if you have her diary and 2nd limit, she will learn her 3rd limit at this point; in museum, tell her it's ok to be selfish.

Day 3: Marquelia

- 1) Talk to Remus - meet "Alice".
- 2) Talk to Vallery - pick the friend choice, as corny as it sounds.
- 3) Talk to Frayne - request to draw a "Sylm".

After 5th furlough, search for Merrick straight away and alter his fate, he will then give you 9x acron. Put Leona in your party until you use up all the acron (it's a part of requirement for her ending). She's a good heavy hitter anyway.

With Hien in your party this time, go to the prison and rest there again, Hien will found a perdant.

When you sneak into the fort again, don't forget to reply to Tricia knock code first before doing anything else.

After you are done with the fort mission, it is best to make a seperate save again as you will be prompted into battle with Meline when you return home, and may choose to recruit her afterwards for modified route, or refuse her for original route.

Before going to the 6th Furlough, I recommend you get Hien 2nd limit now. It may be a good idea to have it since you will need to use it in the fight against Ludwig.

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6th Furlough  
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If you have done Eliza quest up to stalking Levan last furlough, her first request for odd job will come. Agree to go with her on the first day of course.

Day one: Marquelia

Eliza - show off your detective skill please.

Day two: Boomtown

Before anything else, talk to Remus inside the villa - this will enable you to reunite the Marquelia siblings finally.

- 1) Talk to Meline - share the fruit.
- 2) Talk to Hien - about the perdant that he picked up.
- 3) Talk to Mell about D-MD - making accessory.

Day three: Boomtown

- 1) Talk to Hien - cutting liquid, also nets you his 3rd limit if you already have his 2nd limit at this point.
- 2) Talk to Leona - eat the bug, screw all logic.
- 3) Talk to Mell about D-MD - see how well her accessory sell.

With these, you are done with Remus, Hien, and Leona furlough events. The finishing touch are:

- 1) Remus - go visit princess Alicia with Remus in party when not on furlough.
- 2) Hien - in the battle against Ludwig, have Hien attack him once.
- 3) Leona - use up all the acron.

Altering Remus fate will also allow you to access Alicia ending. Remus will notify you about her sister wanting to see you later.

7th Furlough
#####

If you have done Eliza detective quest last furlough, the next request for her will come. This does not take any furlough time and take place at the night before your day one begin.

Day one: Boomtown

Immediatly right after, if you have done D-MD like I suggested on last furlough, she will ask you to take her to Maggie. At the same time, when you go down, you should Meline going up the stairs. These two are characters event that requires you immidiate attention!

- 1) Take D-MD to Maggie - she does not feel well, but nothing wrong (obviously, a heartache).
- 2) Talk to Meline in front of your room - feed each others.
- 3) Invite Regina and talk to Mell - trigger Lovers' Oak quest.

Day two: Marquelia

One reason to go to Marquelia at this point is to trigger Pamela's character quest.

- 1) Talk to Pamela in front of the door before you set out - automatic event at Marquelia's harbor.
- 2) Talk to Vallery - first event with the boy who wants him dead.

3) Talk to Alicia - pick choices that looks good like "lend me your strength."

Day three: Boomtown

- 1) Talk to Pamela - tea sipping and trigger he teaset quest.
- 2) Talk to Mell - help her in shop (Frayne as customer).
- 3) Talk to Magnus - mentioning Otter/Cargill.

Day four: Marquelia

- 1) Talk to the boy who wants Vallery dead - Vallery has friends.
- 2) Talk to Hien - ask him to be bait.
- 3) Talk to Magnus - tell him that Hien agrees to help.

7th Furlough [Original Route]
#####

Note that if you are on original route here, you will only have three days of furlough, but considering there's no Meline, Pamela, and Magnus to fit in, you can delete the third day in Boomtown and shaft Mell schedule to the earlier for Meline on the first day in Boomtown.

Afterwards, spend the next two days in Marquelia for Vallery event.

Buttload of sidequests you need to do here before entering 8th furlough. Continue with the story until just before the battle with Silverneil in Revrant, then take your time to do all these quests:

- 1) Silverneil - talk with Latika is Kladahl.
- 2) Eliza - Trockmere, reunite the lovers.
- 3) Frayne - talk with the farmer in Khesdahl, then go to Riesel and talk with the guy in front of the inn. Proceed south of Khesdahl until you see the scene with Sylm appearing.
- 4) Sydney - en route from Riesel while doing Frayne quest, pick up Sunset Quartz in the place where you see Leona.
- 5) Pamela - Go to Ordineil, head to inn and talk to Santos, then talk to Ned, and lastly talk to the guy in niche shop to acquire Pamela's teaset.

Regina and The Homunculus' Machine

First of all, do arena 1v1, proceed to win until you unlock 4v4 and win the key item "Ancient Text". Give it to Maggie so she would create homunculus machine.

After that is done, with Regina in your party, talk to the doctor. Pay attention to the blood type and her mass. Afterwards, talk to Maggie to make Regina a "heart". The event should play out automatically after.

If you are taking original route, this homunculus machine also necessary for your familiar ending.

The Sunset Quartz and Lovers' Oak Deal

If there's a reason why you should make a branch save before 8th furlough, this would be number one reason, as you CANNOT have Sunset Quartz and Lovers' Oak at the same time. To get Lovers' Oak, after you save Sunset Quartz, talk to a guy near armor shop, then talk to the green caped guy. He will offer you a Lovers' Oak in exchange for Sunset Quartz.

Halt this trade until Sydney asks you to take a furlough. When prompted, refuse her, make a branch save, and decide whether you want to keep Sunset Quartz or trade it for Lovers' Oak before taking 8th furlough.

8th Furlough
#####

Despite this is 2nd to last furlough, this is actually the last furlough to do any character event you haven't do. If you have been following this guide nicely up until this point. You should be able to access everyone's ending with little work.

Keeping the Sunset Quartz (Regina and Maggie ending not available)

Eliza last request will come, Levan will also notify you about Silverneil.

Day one: Boomtown

- 1) Talk with Eliza - final request.
- 3) Talk with Mell - help her in shop (Eliza as customer).
- 3) Talk with Silverneil in front of the arena and fight her.

Day two: Boomtown

- 1) Invite Meline - place does not matter, what important is the conversation afterwards.
- 2) Talk with Mell - help her in shop (Leona as customer).
- 3) Invite Frayne to museum - check out her Sylm painting.

Day three: Boomtown

- 1) Talk to Mell - help her in shop (no customer).
- At this point, you are done with all characters event on Boomtown, excluding Regina and Maggie, but it is pointless since you will not be able to finish their character quest without Lovers' Oak, so you might as well ignore them.
- Do whatever you want for the rest of the day.

Day four: Marquelia

- 1) Talk with Vallery - finish his issue with the boy.
- 2) Talk with Alicia - pick the generic good guy choices.
- 3) Talk with Sydney - give her Sunset Quartz when prompted by your familiar.

With that, you will be able to access all endings on the last furlough, except for Regina and Maggie. To add insult to injury, you can only give Lovers' Oak to one of them, so you have no choice but to reply 8th furlough if you want the ending for either of them.

Alternate 8th Furlough [Modified Route]
#####

If you feel like going for either Regina or Maggie modified route ending, go trade the Sunset Quartz with Lovers' Oak with the green caped guy in Ordeneil, then do the following on 8th furlough:

Maggie

Day one: Boomtown
Take Maggie to museum, ask mell to make Lovers' Oak Charm.

Day two: Boomtown
Take maggie to museum, get Lovers' Oak Charm from Mell.

Day three: Boomtown
Take Maggie to museum, get an event at night with Pamela.

Day four: Marquelia
With Lover's Oak in hand, ask Maggie out.

Regina

Day one: Boomtown
Ask Mell to make Lover's Oak Charm.

Day two: Boomtown
Get Lover's Oak Charm from Mell, give it to Regina.

8th Furlough [Original Route]
#####

For original route, you only get three furlough again, if you have been following the guide up to this point, you will be missing one day needed to complete Mell character quest, in exchange to open Vallery and Sydney's ending on the last furlough. For Mell and Regina ending, do the following on 8th furlough:

Mell

Do not get Lovers' Oak.

Day one: Boomtown
Talk to Mell (Eliza as customer).

Day two: Boomtown
Talk to Mell (Leona as customer).

Day three: Boomtown
Talk to Mell (no customer).

Regina

Must have Lovers' Oak in hand.

Day one: Boomtown
Ask Mell to make Lover's Oak Charm.

Day two: Boomtown
Get Lover's Oak Charm from Mell, give it to Regina.

After 8th Furlough

Naturally, the first business you should take care of is to finish Eliza's final request

Afterwards, in modified or original path, proceed with the story until you beat Ludwig, then make separate save for final furlough. Remember to bring Hien along in Ludwig fight to access his ending.

Make a separate save when your party member ask you to rest, and talk to Sydney for your final furlough after you are ready to tackle final dungeon.

9th Furlough [Modified and Original Route
#####

Pick the ending you want on final furlough. Their location are:

- 1) Crevanille - go to sleep without talking to anyone, say no to Remus, and talk to any of your party member the next day to proceed with the story.
- 2) Frayne - Knock her room at night.
- 3) Eliza - Knock her room at night.
- 4) Leona - Knock her room at night.
- 5) Regina - knock her room at night.
- 6) Meline - knock her room at night.
- 7) Meline and Cynthia - visit Meline in final furlough and put her in your party before going to the final dungeon. Prior to the battle with Cynthia, Meline will give you "Cross Stone", use it after defeating

Cynthia.

- 8) Tricia - knock her room at night.
- 9) Remus - knock his room at night.
- 10) Vallery - knock his room at night.
- 11) Hien - knock his room at night.
- 12) Magnus - knock his room at night.
- 13) Familiar [D-TP / D-YN / D-RM / D-MD] - talk to her when prompted.
- 14) Sydney - talk to her in the living room on 1st floor.
- 15) Mell - go to sleep without talking to anyone, say no to Remus, and talk to Mell the next morning at her shop.
- 16) Maggie - talk to her in her lab at night.
- 17) Pamela - knock her room at night.
- 18) Alicia - go to sleep without talking to anyone, and say yes to Remus.
- 19) Silverneil - talk to Levan in front of the door at night, tell him that you would wait in his place, and walk to the dining room, Silverneil will knock the front door.

Afterwards, Maggie will give you "Spell Nullifier" at night [Modified Route] or the next morning [Original Route]. Proceed to the final dungeon and kick Vester's ass obviously. Reload and repeat from 8th Furlough or 9th Furlough for another ending.

[End of Modified / Original Route]

Dulkheim Route
#####

In Dulkheim route, all the furloughs you have done up to that point does not matter, as Dulkheim route has not character ending!

However, it is still better for you to make a save branch for this route after doing 8th furlough, so you won't have to start a new game all over again.

Dulkheim route endings are;

- 1) Kill Ludwig right away when you first arrive in Dulkheim.

Show no mercy to all your former allies and kill them throughout the story mission.

- 2) After the battle in Ordeneil entrance, do not give Byntir's report to Pamela, the game will end after the event with Ludwig and Lumis in hall.

Reload your save after the Ordeneil battle, and this time, give Pamela "Byntir's Report" like you would in modified route.

With "Modified IntRod", you will be able to play the game until you beat Vester, and proceed to the epilogue of Dulkheim route for the rest of the endings.

3) Agree to help Ludwig.

4) Kill Ludwig, in the event with Cargill, choose to kill him, BUT YOU SHOULD PURPOSELY LET HIM ESCAPE.

5) Kill Ludwig, in the event with Cargill, choose to kill him.

6) Kill Ludwig, in the event with Cargill, tell him you want to a world domination. For this choice to be available, you have kill all your former allies (Baker, Eliza, Magnus, Hien, Remus, Leona, Frayne).

[End of Dulkheim Route]

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3. Closing

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by Nguyen Jap 2012 (blasster8jam [at] yahoo [.] com)

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