

# Class of Heroes Spoiler-Free Walkthrough

by Kazamu

Updated to v1.21 on Jun 30, 2009

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C L A S S O F H E R O E S  
Spoiler-Free Walkthrough

Version 1.2.1  
By Kazamu

Last Updated on July 29, 2009  
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## 2. VERSION HISTORY [VER]

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Version 1.2.1 (July 29, 2009)

- 
- Corrected the first description of the Code of Brotherhood quest
  - Fixed a grammatical error

Version 1.2 (June 30, 2009)

- 
- Added some information about CWHeat in the Cheater's Corner
  - Added an FAQ section

Version 1.1 (June 19, 2009)

- Added directions for the labyrinths
- Added a section on cheats

Version 1.0 (June 18, 2009)

- This guide was started

### 3. INTRODUCTORY NOTES [INT]

The game tries to group the courses and quests in its own way, but in my opinion, listing them in that order would make it difficult to express when each quest becomes available. Not only that, but it also sort of makes spoilers on its own when it's in the order that it's shown in the in-game Quest list.

I decided to ignore the order that the game puts them in, and put them in the order that they can be done. So if you're looking for a particular quest, feel free to search for it by the name of the quest.

I tried to make the Method of Completion sections as concise as possible without trying to give away too much information regarding any story elements, so you should generally be safe from spoilers unless you go reading on too far into the list.

This walkthrough is only in regards to the courses and quests, i.e. the actual story of the game. I have no plans on adding anything else like characters, in-depth plot points, or the "best" ways to set up a party. Those you can figure out on your own by playing the game or asking around the forums.

Sorry about the long delay between 1.2 and 1.2.1 to those that sent me e-mails about needed corrections. It should've been done earlier, but I was kind of busy the past month.

### 4. WALKTHROUGH -- I. ORIENTATION DAY [ORD]

When you begin the game, Orientation will be the only quest available at the Library for you to undertake. However, if you don't take it right away, e.g. save and reload, the courses and requests in the next section will become available anyways. Note that if you don't do the Orientation, you'll keep seeing the introduction every time you reload your game.

Orientation (Particus)

Description:

This is your tour of Particus Academy!  
Posted By: Ms. Yuno

Description 2:

Ms. Yuno will provide a guided tour of Particus Academy.  
Request By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno at the Office

4. WALKTHROUGH -- II. GETTING STARTED [GST]

=====

As noted before, these become available whether or not you take the Orientation, but it's recommended that you do or things may get annoying.

General Ed I (Particus)

-----

Description:

Your favourite teacher goes over teams, Affinity, and changing Majors!  
Posted By: Ms. Yuno

Description 2:

Report to Ms. Yuno at the Faculty Office and listen to her lecture.  
Requested By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno at the Office

General Ed II (Particus)

-----

Description:

In this class, I'll explain stuff about special items!  
Posted By: Ms. Yuno

Description 2:

Find an Ancient or Magical Coin, and bring it to Ms. Yuno  
Requested By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno at the Office
- Obtain either a Old Bronze, Old Silver, Old Gold, Bronze Coin, Silver Coin, or Gold Coin from the dungeons
- Return to Ms. Yuno

General Ed III (Particus)

-----

Description:

This is a test to see if you know your stuff about the various Majors!  
Posted By: Ms. Yuno

Description 2:

Pass a test covering topics on the various Majors. You must get 100%!  
Requested By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno at the Office
- Answer the 5 questions correctly
  - Q1: False
  - Q2: Valkyrie
  - Q3: 13
  - Q4: False
  - Q5: Samurai

Fighting Arts I (Particus)

-----

Description:

A lesson about teams, skills, and gambits. (Snacks appreciated!)

Posted By: Mrs. Reiner

Description 2:

Report to Mrs. Reiner at the Principal's Office and listen to her lecture.

Requested By: Mrs. Reiner

Method of Completion:

- Report to Mrs. Reiner at the Principal's Office

Fighting Arts II (Particus)

-----

Description:

This lesson will cover several battle scenarios. Be prepared!

Posted By: Mrs. Reiner

Description 2:

Win battles by following Mrs. Reiner's directions at X19,Y19 of Novice's Road

Requested By: Mrs. Reiner

Method of Completion:

- Report to Mrs. Reiner
- Go to Novice C (X19,Y19)
- Choose a box to open
  - Black box: Maneater (Lv4)
  - White box: Spastic Bulb (Lv3) x8
- After the battle, press X and select Examine to continue with the other box

Fighting Arts III (Particus)

-----

Description:

I need some students to dispose of a group of monsters in Holdeah Cave.

Posted By: Mrs. Reiner

Description 2:

Annihilate the monsters spotted in Holdeah Cave's inner sanctum.

Requested By: Mrs. Reiner

Method of Completion:

- Report to Mrs. Reiner
- Go to Holdeah C (X11,Y16)
- Defeat Kobolern (Lv3) x5 [x2], Gao (Lv4)
- Return to Mrs. Reiner

Thievery Arts I (Particus)

-----

Description:

I'll teach you dim-wits how to Appraise and learn the value of an item!

Posted By: Ms. Neowmin

Description 2:

Report to Ms. Neowmin, listen to her lecture, and pass her test with 100%.

Requested By: Ms. Neowmin

Method of Completion:

- Report to Ms. Neowmin at the Campus Store
- Answer the 3 questions correctly
  - Q1: 10G
  - Q2: Rocks
  - Q3: Talwar

Thievery Arts II (Particus)

-----  
Description:

This lesson is on treasure and traps. Get your butts over here! NOW!  
Posted By: Ms. Neowmin

Description 2:

Ms. Neowmin is behind a hidden door in the southwestern part of Novice's Road.  
Requested By: Ms. Neowmin

Method of Completion:

- Report to Ms. Neowmin at the Campus Store
- Go to Novice C (X0,Y8)
  - Hidden door
  - Shock Tile (X0,Y6)
  - Turn Tile (X0,Y4)
  - Dark Zone (X0,Y2)
  - Chest (X0,Y0)

Thievery Arts III (Particus)

-----  
Description:

A valuable item to the Campus Store is missing! See Ms. Neowmin, pronto!  
Posted By: Ms. Neowmin

Description 2:

Take back the stolen item from the thief in Holdeah Cave's inner sanctum.  
Requested By: Ms. Neowmin

Method of Completion:

- Report to Ms. Neowmin
- Go to Holdeah C (X8,Y8)
- Defeat Thief (Lv5)
- Return to Ms. Neowmin

Mystic Arts I (Particus)

-----  
Description:

I shall divulge the finer details of magic unto you, students.  
Posted By: Doc

Description 2:

Report to Doc and listen to his lecture at the Laboratory.  
Posted By: Doc

Method of Completion:

- Report to Doc at the Laboratory

### Mystic Arts II (Particus)

-----

#### Description:

A woonderful lesson about synthesis and disassembly through alchemy!

Posted By: Doc

#### Description 2:

Follow Doc's directions to disassemble and synthesize a slingshot.

Requested By: Doc

#### Method of Completion:

- Report to Doc at the Laboratory
- Use the Alchemy option at the Laboratory to disassemble the Slingshot given  
(Note: costs 20G to disassemble)
- Return to Doc
- Obtain a Slingshot (obtain a Cracked Sling and synthesis, or buy the Slingshot from the Campus Store)
- Return to Doc

### Mystic Arts III (Particus)

-----

#### Description:

Come hear my advanced lesson on strengthening weapons and species banes!

Posted By: Doc

#### Description 2:

Bring Doc a: fire, bolt, aqua, gaia, holy, or dark powder. One will do.

Requested By: Doc

#### Method of Completion:

- Report to Doc
- Obtain a Fire Powder, Bolt Powder, Aqua Powder, Gaia Powder, Holy Powder, or Dark Powder
  - Method 1: Find one in the dungeons
  - Method 2: Purchase any one from the Campus Store
- Return to Doc

### Holy Arts I (Particus)

-----

#### Description:

I've got a lecture for yas on the characteristics of the races, see.

Posted By: Joule

#### Description 2:

Report to Dr. Joule at the Infirmary and listen to his lecture.

Requested By: Joule

#### Method of Completion:

- Report to Joule at the Infirmary

### Holy Arts II (Particus)

-----

#### Description:

I need ya to find a lost student. He's probably in danger.

Posted By: Joule

Description 2:

Provide a Return Ticket for Rudy in the inner sanctum of Holdeah Cave.

Requested By: Joule

Method of Completion:

- Report to Joule at the Infirmary
- Go to Holdeah C (X8,Y3)
- Return to Joule

Holy Arts III (Particus)

-----

Description:

There's some dead bodies down in Particus Road. Need 'em rescued.

Posted By: Joule

Description 2:

Find three bodies in the inner sanctum of Particus Road.

Posted By: Joule

Method of Completion:

- Report to Joule
- Go to Particus C and go to the following three coordinates:
  - X10,Y9
  - X17,Y11
  - X2,Y2
- Return to Joule

Boss of Particus (Particus)

-----

Description:

The Boss has taken over the roof. I need assistance to resolve this.

Posted By: Max

Description 2:

Persuade Tax off the roof by bringing him a Worn Sword.

Requested By: Max

Method of Completion:

- Report to Max at the Dormitory
- Obtain a Worn Sword
  - Method 1: Search for one in the dungeons
  - Method 2: Purchase a Short Sword (2500G) and disassemble it
- Report to Tax at the Dormitory

4. WALKTHROUGH -- III. SHOWING SIGNS OF SKILL [SSS]

=====

Although these requests will eventually open up without taking the Fighting Arts III course, it's the fastest way to make them available.

Hands-On Lesson (Particus)

-----

Requirements:

- Fighting Arts III (Particus)

Description:

Take out a Gigant Claw!

Posted By: Ms. Yuno

Description 2:

Defeat the Gigant Claw at X12,Y5 in the Kausa Labyrinth.

Requested By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno
- Travel to Kausa Path
- Go to Kausa Labyrinth (X12,Y5)
- Defeat Gigant Claw (Lv20)
- Return to Ms. Yuno

Kausa Labyrinth directions:

- Start by heading out and turn left
- Go around the locked room
- Take the rightmost path
- Once you enter the Dark Tile, turn left and move 4 spaces
- Turn right and move 4 spaces
- Turn right and move 2 spaces
- Turn left and follow the path to a wall of doors
- Make your way to the center (Warning: Turn Tiles) to unlock the Magic Key (required)
- Leave the enclosure and continue to the wall of doors beyond the one you came out from
- Make your way to the center again (Warning: Turn Tiles) to get warped to a new area
- Take the 3rd path from the south wall (3rd from the right) and follow the path to a corner
- Turn right and head straight down to X12,Y5

Where's Love Gone? (Particus)

Requirements:

- Fighting Arts III (Particus)

Description:

Um... I have an embarrassing request. Please come see me!

Posted By: Sarah

Description 2:

Find the love letter Sarah lost in the labyrinths and bring it to her.

Requested By: Sarah

Method of Completion:

- Report to Sarah
- Obtain a Love Letter 3 times (don't need all at once)
  - Method 1: Obtain them in the dungeons
  - Method 2: Buy a Heart Charm (800G) from Particus, Mashlenia and Rantslate Universities and disassemble them
- Return to Sarah

The Seven Mysteries (Particus)

Requirements:

- Fighting Arts III (Particus)



- Boss of Particus (Particus)

Description:

I need help researching the Seven Mysteries of Particus Academy!

Posted By: Sarah

Description 2:

Work with Sarah to unravel the seven mysteries of the school.

Requested By: Sarah

Method of Completion:

- Automatic upon selection

Treasure Map (Particus)

Requirements:

- Boss of Particus (Particus)

Description:

I'm too busy with other stuff! Gimme a hand, ya varmints!

Posted By: Ms. Neowmin

Description 2:

Find the treasure map and bring it to Ms. Neowmin at the Campus Store.

Requested By: Ms. Neowmin

Method of Completion:

- Report to Ms. Neowmin
- Purchase a Treasure Map from a store, don't give it to Ms. Neowmin, but look for the treasure yourself (do this 5 times to get the actual reward)

World's Top Three (Particus)

Requirements:

- Hands-On Lesson (Particus)

Description:

I'd like a swig of one of the world's finest liquors. There's a reward in it!

Posted By: Joule

Description 2:

Bring the Demon Kiss, New Moon, or Star's Love to Joule at the Infirmary.

Requested By: Joule

Method of Completion:

- Report to Joule at the Infirmary
- Look for a Demon Kiss, New Moon, or Star's Love in the dungeons, or alternatively buy them where available
- Return to Joule

4. WALKTHROUGH -- IV. PARTICUS' FINEST [PAR]

=====  
The following request will become available after you've completed the Hands-On Lesson and completed all of the lessons (all I, II and III level courses).

To Rantslate (Particus)

-----  
Description:

In order to begin investigation of the labyrinths, a Labyrinth Key is required.

Posted By: Mr. Feinman

Description 2:

Meet the Rantslate Council President, Aira, at Howler Lake to obtain a key.

Requested By: Mr. Feinman

Method of Completion:

- Report to Principal Feinman at the Principal's Office
- Travel to Howler Lake
- Return to Principal Feinman

4. WALKTHROUGH -- V. OUR JOURNEY BEGINS [OBJ]

=====

Upon completion of To Rantslate (Particus), the following requests will become available.

Into the Labyrinths (Particus)

-----  
Description:

It's time to begin your on-site training exercises in the labyrinths.

Posted By: Mr. Feinman

Description 2:

This task requires that you explore all 12 Labyrinths.

Requested By: Mr. Feinman

Method of Completion:

- Report to Principal Feinman at the Faculty Office
- Travel to the 5 open Labyrinths and defeat the Life Golems:
  - Holdeah Labyrinth (X2,Y10), Rachio (Lv22)  
Directions:
    - Head straight down the corridor and through the door
  - Particus Labyrinth (X9,Y2), Apolla (Lv22)  
Directions:
    - Turn around and head straight through the door (1 step to the door)
  - Pa'tol Labyrinth (X18,Y1), Steely (Lv21)  
Directions:
    - Head straight and follow the corridor south (should be the first room you encounter)
  - Jetro Labyrinth (X9,Y18), Cosmo (Lv21)  
Directions:
    - Turn around and head straight through the door (1 step to the door)
  - Yamhaus Labyrinth (X2,Y14), Momo (Lv18)  
Directions:
    - Turn around and head straight through the door (1 step to the door)
- Defeat Demon's Fruit (Lv18) (automatic after 5th Life Golem)
- Report to the Faculty Office
- Travel to the 6 opened Labyrinths and defeat the Life Golems:

- Howler Labyrinth (X18,Y18), Ranfo (Lv20)  
Directions:
  - Turn around and head through the door (1 step to the door)
- Zaskia Labyrinth (X9,Y18), Dorigna (Lv18)  
Directions:
  - Head straight up the corridor and through the door
- Dukett Labyrinth (X17,Y17), Kelly (Lv18)  
Directions:
  - Turn around and head through the door (2 steps to the door)
- Boest Labyrinth (X16,Y10), Tira (Lv20)
  - Turn around and head straight through the door (warp)
  - Sidestep to the right once and head straight through the door (warp)
  - Turn right and head straight through the door (warp)
  - Turn around and head straight through the door (warp)
  - Turn right, move up twice, turn left, head straight through the door (warp)
  - Turn left and head straight through the door (warp)
  - Head straight through the door
- Tohaus Labyrinth (X1,Y1), Arossa (Lv16)  
Directions:
  - Turn around and head through the door (2 steps to the door)
- Flake Labyrinth (X18,Y17), Orvie (Lv16)  
Directions:
  - Pass 3 sets of walls
  - Sidestep (either side)
  - At the following opening, sidestep again
  - Head straight through the door
- Travel to Lark Cave, defeat Toroh (Lv22) upon entering Lark C
  - Go to Lark Labyrinth (X17,Y3)  
Directions:
    - Make your way through the mass of Dark/Turn/Anti-Magic Tiles to the other side
    - Locate a point where the 2 walls connect making a corner
      - If the corner is pointing outwards (i.e. you're not "inside" the corner), turn so the walls are to your front right side
        - Move forward until you reach a door
      - If the corner is pointing inwards (i.e. you can sit "inside" the corner), try moving to the left 4 spaces
        - If you see a door on the left, stop
        - If you don't see a door, head back to the corner and follow the wall until you see a door on the right
    - Go through the door
    - Unlock the Magic Key located at the back of the room (optional, highly recommended)
    - Go to the middle of the room and head through the door on the left (right if you unlocked the Magic Key)
  - Defeat Demoria (Lv10)
- Report to the Faculty Office

#### Ghost Busters! (Particus)

##### ----- Description:

There's this annoying ghost in the library. Let's exorcise it!  
Posted By: Sarah

##### Description 2:

Find a Banish Scroll and bring it to Sarah at the Library  
Requested By: Sarah

Method of Completion:

- Obtain a Banish Scroll
  - Method 1: Search for one in the dungeons
  - Method 2: Purchase one from the Campus Store
- Return to Sarah

Roachacide (Particus)

-----

Description:

This is urgent! I need some brave pest exterminators on the double!  
Posted By: Mrs. Reiner

Description 2:

Exterminate the pests that have infested the Principal's Office.  
Requested By: Mrs. Reiner

Method of Completion:

- Report to Mrs. Reiner at the Principal's Office
- Obtain a Roachinside, Roachacide, or Roachageddon from the dungeons
- Return to Mrs. Reiner

Mashlenia Tour (Mashlenia)

-----

Description:

I will provide a tour of Mashlenia Institute, especially for you.  
Posted By: Estella

Description 2:

Follow Estella around on her tour of the Mashlenia Institute.  
Requested By: Estella

Method of Completion:

- Into the Labyrinths must be initiated first before you can get to Mashlenia
- Automatic upon selection

School Festival (Particus)

-----

Requirements:

- Boss of Particus (Particus)

Description:

School Festival time, kids! The Campus Store has a booth, so lend a hand!  
Posted By: Ms. Neowmin

Description 2:

Get Kitty Ears from Maspel in the Kausa Path's inner sanctum for Ms. Neowmin  
Requested By: Ms. Neowmin

Method of Completion:

- Report to Ms. Neowmin
- Travel to Kausa C (X1,Y13)
- Defeat Maspel (Lv10)
- Return to Ms. Neowmin

Be My Date! (Mashlenia)

-----  
Requirements:

- Mashlenia Tour (Mashlenia Quest)

Description:

What should I put here? It's not like you can bring yourself to decline.

Posted By: Estella

Description 2:

Go on a date with Estella.

Requested By: Estella

Method of Completion:

- Automatic upon selection

The True Boss (Particus)  
-----

Requirements:

- School Festival (Particus)
- Mashlenia Tour (Mashlenia)

Description:

Head to X17,Y17 of Particus Road's inner sanctum and meet up with Max.

Posted By: Max

Method of Completion:

- Report to Max at the Dormitory
- Travel to Particus C (X17,Y17)
- Defeat Masked Zombie (Lv7) x3, Masked Zombie (Lv7) x4

Varsity Skeletons (Particus)  
-----

Requirements:

- The True Boss (Particus)

Description:

There has been an abundance of skeletons recently. Please aid me.

Posted By: Max

Description 2:

Subdue the skeleton uprising in the Jetro Temple.

Requested By: Max

Method of Completion:

- Report to Max at the Dormitory
- Travel to Jetro C (X12,Y2)
- Defeat Maspel (Lv15) x2

4. WALKTHROUGH -- VI. A RISING POWER [ARP]  
=====

Upon defeating the first 5 Life Golems during the Into the Labyrinths quest (i.e. defeating the boss, Demon's Fruit), the following quests will become available.

Code of Brotherhood (Particus)

-----  
Requirements:

- Varsity Skeletons (Particus)

Description:

Super urgent request! Get to the dorms quickstyles, yo!

Posted By: Tax

Description 2:

Head to Jetro Temple's inner sanctum with Tax and search for Max.

Requested By: Tax

Method of Completion:

- Report to Tax at the Dormitory
- Travel to Jetro C (X12,Y2)

Ride the Wind (Particus)  
-----

Description:

Wouldn't you like to fly the skies on the wings of a magnificent wyvern?

Posted By: Doc

Description 2:

Bring a Wyvern Whisker, Wyvern Scale, or a Wyvern Talon to Doc.

Requested By: Doc

Method of Completion:

- Report to Doc at the Laboratory
- Look for a Wyvern Whisker, Wyvern Scale, or Wyvern Talon in the dungeons
- Return to Doc

Curry Calamity! (Rantslate)  
-----

Description:

My favorite pot broke. Think you can find me a new one?

Posted By: Mrs. Maat

Description 2:

Find a durable pot and bring it to Mrs. Maat at the Rantslate Dormitory.

Requested By: Mrs. Maat

Method of Completion:

- Report to Mrs. Maat at the Dormitory
- Obtain a Sturdy Pot (or a Tower Shield and disassemble it)
- Return to Mrs. Maat

Mask of Legends (Rantslate)  
-----

Description:

Got somethin' I need to sell to my old pal Neowmy at Particus!

Posted By: Dag

Description 2:

Sell the Legend Mask to Ms. Neowmin at the Campus Store in Particus

Requested By: Dag

Method of Completion:

- Report to Dag at the Campus Store
- Visit Ms. Neowmin at the Campus Store (Particus)
- Return to Dag

Daddy Tree (Rantslate)

-----

Description:

Daddy can't speak anymore! Please! Save him!  
Posted By: Mimi

Description 2:

Find the Siren Elixir and bring it to Mimi.  
Requested By: Mimi

Method of Completion:

- Report to Mimi at the Laboratory
- Obtain a Siren Elixir
  - Holdeah Range (830G)
  - Kausa Wastelands (630G)
  - Howler Lake (830G)
  - Zaskia Glacier (715G)
  - Cape Dukett (1325G)
  - Yamhaus Forest (1100G)
  - Jetro Desert (815G)
- Return to Mimi

Home-made Juice (Rantslate)

-----

Description:

I'd like some healthy and delicious fruit to put in my grass juice.  
Posted By: Ms. Cerune

Description 2:

Bring a Ripe Mandarin, Gold Peach, and Polar Banana to Ms. Cerune.  
Requested By: Ms. Cerune

Method of Completion:

- Report to Ms. Cerune at the Infirmary
- Obtain a Ripe Mandarin, Gold Peach, and Polar Banana
  - Ripe Mandarin: Mashlenia Campus Store (200G)
  - Gold Peach: Mashlenia Campus Store (300G)
  - Polar Banana:
    - Holdeah Range (330G)
    - Howler Lake (330G)
    - Zaskia Glacier (282G)
    - Cape Dukett (530G)
    - Boesthaus (436G)
    - Yamhaus Forest (432G)
    - Kausa Wastelands (248G)
    - Jetro Desert (324G)
    - Sky Gate (240G)
- Return to Ms. Cerune

Top Secret! (Rantslate)

-----

Description:

I need some help with something.

Posted By: Lisa

Description 2:

Ask Sarah at the Particus Library about a book.

Requested By: Lisa

Method of Completion:

- Visit Sarah at the Library (Particus)
- Return to Lisa

Renovations (Rantslate)

-----

Description:

I'm redesigning the Faculty Office and I require some assistance.

Posted By: Mr. Korliov

Description 2:

Bring Principal Korliov a table that suits him.

Requested By: Mr. Korliov

Method of Completion:

- Report to Principal Korliov at the Faculty Office
- Obtain a Coffee Table in the dungeons
- Return to Principal Korliov

What's This For? (Mashlenia)

-----

Description:

I've run out of an item used for classes. Please procure some for me.

Posted By: Ms. Veema

Description 2:

Find Dragon Dung and deliver it to Ms. Veema at the Faculty Office.

Requested By: Ms. Veema

Method of Completion:

- Report to Ms. Veema
- Obtain Dragon Dung (Purchase the Youth Stone at Sky Gate and disassemble, or try looking around Zeifair Road)
- Return to Ms. Veema

Missing Student (Rantslate)

-----

Description:

Please rescue a missing student!

Posted By: Mr. Korliov

Description 2:

Go to Tohaus Trail and rescue Braun.

Requested By: Mr. Korliov

Method of Completion:

- Report to Principal Korliov at the Faculty Office
- Travel to Tohaus Trail (Tohaus C)
- Return to Principal Korliov



4. WALKTHROUGH -- VII. END GAME [END]

=====  
The following quest becomes available upon completion of Into the Labyrinths (Particus).

Defeat Demoria! (Particus)  
-----

Description:

Demoria must be stopped from invading Rantslate!

Posted By: Mr. Feinman

Description 2:

Find Demoria in Howler Path's inner sanctum and subdue her.

Requested By: Mr. Feinman

Method of Completion:

- Report to Principal Feinman at the Faculty Office
- Travel to Howler Cave
- Go to Howler C (X0,Y0)
- Defeat Demoria (Lv20)
- Defeat Crimson Queen (Lv25)

4. WALKTHROUGH -- VIII. AFTER THE CREDITS [AFC]

=====  
Upon completing the Defeat Demoria! quest, the following courses and requests will become available.

To Zeifair (Particus)  
-----

Description:

The Zeifair Academy is now open. They are now accepting applications!

Posted By: Mr. Feinman

Description 2:

Pass through the Zeifair Road to reach Zeifair Academy.

Requested By: Mr. Feinman

Method of Completion:

- Report to Principal Feinman at the Faculty Office
- Travel to Sky Gate (use a Wyvern Pass to get there quickly)
- Travel through Zeifair Road (11 floors)

Fighting Arts AP (Particus)  
-----

Description:

A powerful foe has surfaced on Tohaus Trail. Defeat it!

Posted By: Mrs. Reiner

Description 2:

Find and defeat Dullahan in the Tohaus Trail inner sanctum.

Requested By: Mrs. Reiner

Method of Completion:

- Report to Mrs. Reiner at the Principal's Office

- Travel to Tohaus Trail (Between Yamhaus and Boesthaus)
- Go to Tohaus C (X:18 Y:18)
- Defeat Sabre Tiger (Lv 25) x3, Dazed Bull (Lv 20) x2
- Defeat Dullahan (Lv 40)
- Return to Mrs. Reiner

#### Thievery Arts AP (Particus)

-----

##### Description:

Finally! It's the last lesson! You guys owe me... big time!

Posted By: Ms. Neowmin

##### Description 2:

Figure out what Ms. Neowmin wants at the Campus Store.

Requested By: Ms. Neowmin

##### Method of Completion:

- Report to Ms. Neowmin at the Campus Store

#### Mystic Arts AP (Particus)

-----

##### Description:

I've created a Homunculus! Please go fight it so I can complete my research!

Posted By: Doc

##### Description 2:

Battle the Homunculus at X06,Y06 in the inner sanctum of Novice's Road.

Requested By: Doc

##### Method of Completion:

- Report to Doc at the Laboratory
- Go to Novice C (X:6, Y:6)
- Defeat Homunculus (Lv 15)
- Return to Doc

#### Holy Arts AP (Particus)

-----

##### Description:

I've been asked to perform an intense surgery. I need the proper equipment.

Posted By: Joule

##### Description 2:

Retrieve the Wild Lady for Dr. Joule and meet him at Rantslate University.

Requested By: Joule

##### Method of Completion:

- Report to Joule at the Infirmary
- Obtain a Wild Lily (Purchase at Particus for 800G)
- Go to Rantslate University

#### Ms. Veema's Secret (Mashlenia)

-----

##### Description:

Please retrieve an item I've left behind. You are bound to secrecy.

Posted By: Ms. Veema

Description 2:

Go to Jetro Desert and find one of the items Ms. Veema left there.

Requested By: Ms. Veema

Method of Completion:

- Select one of 3 items
- Travel to Jetro Desert
- Return to Estella

Rampaging Army (Particus)

-----  
Description:

A huge army of monsters is gathered at Haint Path! Please hold them back!

Posted By: Ms. Yuno

Description 2:

Spearhead the attack on the army of monsters gathered on Haint Path.

Requested By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno at the Office
- Travel to Haint C (X10,Y17)
- Defeat Maspel (Lv35) x4, Sabre Tiger (Lv34) x4, Blind Mummy (Lv33) x2, Dazed Bull (Lv32) x2
- Defeat Werewolf (Lv31) x4, Evil Baby (Lv33) x5, Naga (Lv33) x3, Lesser Demon (Lv29)
- Defeat Evil Baby (Lv33) x5, Naga (Lv31) x3, Lesser Demon (Lv29), Joker (Lv25)
- Defeat Naga (Lv31) x2, Lesser Demon (Lv29), Blind Mummy (Lv33) x2, Dazed Bull (Lv32) x2

Boss's Successor (Particus)

-----  
Requirements:

- Code of Brotherhood (Particus)

Description:

We're gonna put an end to all of this! I need your help!

Posted By: Tax

Description 2:

Defeat the Undead Boss and his gang in the inner sanctum of Lark Cave.

Requested By: Tax

Method of Completion:

- Report to Tax
- Travel to Lark C (X17,Y17)
- Defeat Masked Zombie (Lv30) x6, Skulleton (Lv30) x6
- Defeat Undead Boss (Lv35)

4. WALKTHROUGH -- IX. A LONG WAY FROM HOME [LWH]

=====  
The following requests become available upon completion of the To Zeifair (Particus) request.

Letter from the Heart (Particus)

-----

Description:

Would you be so kind as to mediate a dispute between two sisters?

Posted By: Mr. Feinman

Description 2:

Take a letter from Ms. Yuno to Nina at Mashlenia.

Requested By: Mr. Feinman

Method of Completion:

- Report to Principal Feinman (Principal's Office)
- Travel to Mashlenia
- Return to Principal Feinman
- Travel to Mashlenia
- Return to Principal Feinman

Welcome to Zeifair (Zeifair)

-----

Description:

Allow me to show you around Zeifair Academy.

Posted By: Toroh

Description 2:

Follow Toroh on her tour around Zeifair Academy.

Request By: Toroh

Method of Completion:

- Automatic upon selection

Workout Partner (Mashlenia)

-----

Requirements:

- Letter from the Heart (Particus)
- What's This For? (Mashlenia)

Description:

I feel so out of shape lately. Can I trouble anyone for a friendly spar?

Posted By: Nina

Description 2:

Go to X12,Y17 in the inner sanctum of Yamhaus Ruins to fight Nina.

Requested By: Nina

Method of Completion:

- Report to Nina at the Faculty Office
- Go to Yamhaus C (X12,Y17)
- Defeat Nina Clone (Lv30), Nina (Lv40)
- Return to Nina

4. WALKTHROUGH -- X. THE FINAL COURSE AT PARTICUS [FCP]

=====

The following course will appear upon completion of all AP level courses.

General Ed AP (Particus)

-----  
Description:

This is the final class. Defeat all of your instructors!

Posted By: Ms. Yuno

Description 2:

Defeat your instructors at X06,Y06 in the Particus Road inner sanctum.

Requested By: Ms. Yuno

Method of Completion:

- Report to Ms. Yuno at the Faculty Office
- Defeat Mrs. Reiner (Lv35), Joule (Lv29), Doc (Lv31), Ms. Neowmin (Lv32)

4. WALKTHROUGH -- XI. THE BEGINNING OF ZEIFAIR ACADEMY [BZA]

=====

The following courses and requests will open upon completion of all courses and requests from Particus, Mashlenia and Rantslate Universities.

Council Guardian (Zeifair)

-----  
Description:

Escort Aira, the Rantslate Council President, to Zeifair Academy.

Posted By: Nina

Description 2:

Escort Aira to Zeifair after obtaining permission from Principal Korliov.

Requested By: Nina

Method of Completion:

- Report to Nina at the Library
- Visit the Faculty Office at Rantslate
- Return to Zeifair
- Return to the Faculty Office at Rantslate
- Return to Nina

Demoria's Revenge (Zeifair)

-----  
Requirements:

- Council Guardian (Zeifair)

Description:

Find Demoria and rescue Aira!

Posted By: Nina

Description 2:

Find Demoria in Haint Path's inner sanctum and rescue Aira!

Requested By: Nina

Method of Completion:

- Report to Nina at the Library
- Travel to Haint C and use Teleport in battle to try to get to X9,Y10
- Defeat Demoria (Lv50)
- Return to Nina

Be My Fiance! (Zeifair)

-----  
Requirements:

- Demoria's Revenge (Zeifair)

Description:

U-Um... will... you... be my fiance!?

Posted By: Aira

Description 2:

Go to X09,Y10 in the Dukett Path inner sanctum and duel Lionel for Aira.

Requested By: Aira

Method of Completion:

- Report to Aira at the Dormitory
- Report to Aira a second time
- Go to Dukett C (X9,Y10)
- Defeat Brookes (Lv33), Libori (Lv37), Lionel (Lv35)
- Return to Aira

The Golem's Hour (Zeifair)  
-----

Requirements:

- Be My Fiance! (Zeifair)

Description:

Please give my sisters a piece of life.

Posted By: Toroh

Description 2:

Go to each labyrinth and give Toroh's energy to her sisters.

Requested By: Toroh

Method of Completion:

- Go to where you fought each of the Life Golems:
  - Holdeah Labyrinth (X2,Y10), Rachio
  - Flake Labyrinth (X18,Y17), Orvie
  - Yamhaus Labyrinth (X2,Y14), Momo
  - Jetro Labyrinth (X9,Y18), Cosmo
  - Kausa Labyrinth (X2,Y2), Camara

Directions:

- From the entrance, head out and turn right at the fork
- Head straight through the door
- Particus Labyrinth (X9,Y2), Apolla
- Pa'tol Labyrinth (X18,Y1), Steely
- Howler Labyrinth (X18,Y18), Ranfo
- Zaskia Labyrinth (X9,Y18), Dorigna
- Dukett Labyrinth (X17,Y12), Kelly
- Boest Labyrinth (X16,Y10), Tira
- Tohaus Labyrinth (X1,Y1), Arossa
- Return to Toroh

Imprisoned Girls (Zeifair)  
-----

Requirements:

- The Golem's Hour (Zeifair)

Description:

Find the Altar of Wisdom for Toroh and the others, and destroy it!

Posted By: Nina

Description 2:

Meet Camara in Kausa Labyrinth and ask her for info on the Altar of Wisdom.

Requested By: Nina

Method of Completion:

- Report to Ms. Nina at the Infirmary
- Go to Kausa Labyrinth (X2,Y2)
- Go to Zeifair C (X9,Y3)
- Return to Nina

Welcoming Party (Zeifair)

Requirements:

- Imprisoned Girls (Zeifair)

Description:

I need you to help set up a welcoming party for Zeifair's newest students.

Posted By: Nina

Description 2:

Meet Toroh at X10,Y10 of Novice's Road's inner sanctum and take her to Particus.

Requested By: Nina

Method of Completion:

- Report to Nina at the Library
- Go to Novice C (X10,Y10)
- Enjoy (:

5. CHEATER'S CORNER [CHT]

=====

This section is devoted to those who don't have the time to play for hours searching for that one item and those who simply don't care if they're called cheaters. For those that do not know about CWHeat, CWHeat is a program created for the PSP to allow the modification of memory addresses while a game is in play.

You can find CWHeat at:

<http://cwheat.consoleworld.org/>

Installation of CWHeat is fairly easy and is explained in the readme file that comes with it. To use CWHeat after it's been installed, load up the game and hold the Select button for several seconds. A menu will appear on top of the game where you can enable whether or not cheats are active, as well as which cheats are to be active during play.

The following codes will modify the items in your Item Bag. Note that you must have an item in the given slot in order for the cheat to work successfully. The game keeps a record of the number of items in the Item Bag and in each character's individual inventory.

This code will overwrite the first 5 items in the item bag with the Omega Map, Labyrinth Map, Return Ticket, Transfer Ticket and Wyvern Ticket.

\_C0 Maps and Tickets  
\_L 0x101F05CC 0x000001D5  
\_L 0x101F05E0 0x000001E8  
\_L 0x101F05F4 0x00000202  
\_L 0x101F0608 0x00000205  
\_L 0x101F061C 0x00000207  
\_L 0x401F05CF 0x00050005  
\_L 0x00000063 0x00000000  
\_L 0x401F05D1 0x00050005  
\_L 0x00000000 0x00000000

The following codes will overwrite the item in position 6 in the item bag with the item indicated.

I have purposely used a quantity of 2 for all items to ensure that even if the item is given away during the quest, it will not cause you to lose the item (which would make the rest of the items in the list shift up one position in the list and would cause the next item to be overwritten).

\_C0 Old Bronze (General Ed II)  
\_L 0x101F0630 0x00000258  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Slingshot (Mystic Arts II)  
\_L 0x101F0630 0x00000047  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Fire Powder (Mystic Arts III)  
\_L 0x101F0630 0x0000037F  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Worn Sword (Boss of Particus)  
\_L 0x101F0630 0x0000027F  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Love Letter (Where's Love Gone?)  
\_L 0x101F0630 0x00000333  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Treasure Map (Treasure Map)  
\_L 0x101F0630 0x00000260  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Demon Kiss (World's Top Three)  
\_L 0x101F0630 0x00000231  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Banish Scroll (Ghost Busters!)  
\_L 0x101F0630 0x00000261  
\_L 0x001F0633 0x00000002  
\_L 0x001F0635 0x00000000

\_C0 Roachacide (Roachacide)



```
_L 0x101F0630 0x000003AA
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

```
_C0 Wyvern Scale (Ride the Wind)
```

```
_L 0x101F0630 0x00000265
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

```
_C0 Sturdy Pot (Curry Calamity!)
```

```
_L 0x101F0630 0x00000301
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

```
_C0 Siren Elixir (Daddy Tree)
```

```
_L 0x101F0630 0x0000026B
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

```
_C0 Ripe Mandarin, Gold Peach, Polar Banana (Home-made Juice)
```

```
_L 0x101F0630 0x0000023C
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
_L 0x101F0644 0x0000023D
_L 0x001F0647 0x00000002
_L 0x001F0649 0x00000000
_L 0x101F0658 0x0000024C
_L 0x001F065B 0x00000002
_L 0x001F065D 0x00000000
```

\* Note: The above overwrites positions 6 to 8

```
_C0 Coffee Table (Renovations)
```

```
_L 0x101F0630 0x000002FF
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

```
_C0 Dragon Dung (What's This For?)
```

```
_L 0x101F0630 0x00000278
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

```
_C0 Wild Lily (Holy Arts AP)
```

```
_L 0x101F0630 0x00000239
_L 0x001F0633 0x00000002
_L 0x001F0635 0x00000000
```

The following codes will reveal the maps for you so you don't need to explore them yourself.

```
_C0 All Maps Available
```

```
_L 0x40302838 0x06180001
_L 0x00FFFFFF 0x00000000
```

```
_C0 100% Map Completion
```

```
_L 0x10300F34 0x00007085
```

Due to the number of repeated questions I've been receiving in my e-mail, I've decided to add this section. I don't dislike getting asked questions about the game. I love getting helping out, but it does get a bit tiresome answering the same questions over and over.

Q. Where do I find Kausa Labyrinth? It's not listed.

A. In order to get to Kausa Labyrinth, or any labyrinth for that matter, you need to go to the center map (i.e. <Area\_Name> C) of the respective "path". There will be a portal there that is often located in a 3x3 sized room that needs a key.

Specifically, to get to Kausa Labyrinth, you need to travel through Kausa Path. Make your way to the map named Kausa C and go to X3,Y2.

Q. How do I get to Kausa Path?

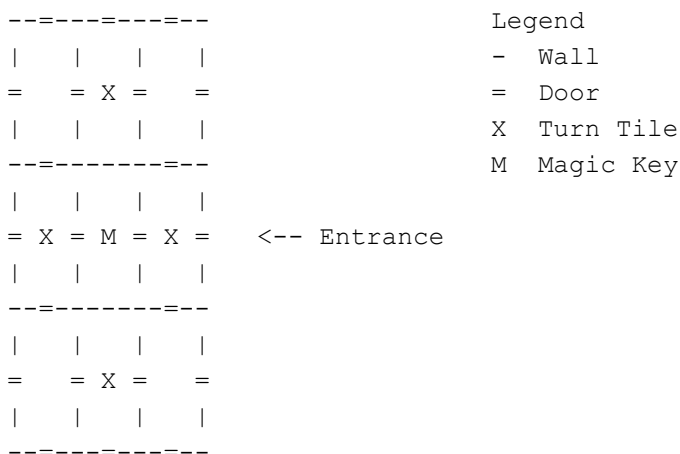
A. When you select the Explore option at any given location, you are only given the option to travel through the paths that are directly connected to the area you're at. Kausa Path is not directly connected to Particus Academy. Ms. Yuno explains that you need to travel through Particus Road first. Once you go through to the other side of Particus Road, you will find yourself at Kausa Wastelands. From there, use the Explore option again to travel through Kausa Path.

Q. How do I get to the Gigant Claw at Kausa Labyrinth?

A. Well, this is answered in the directions section, but I guess I'll try to explain everything in more detail.

From your starting location, head left at the split and follow the path until you get to a forked path. Take the rightmost path and as soon as you enter the Dark Zone, turn left, advance 4 squares, turn right, advance another 4 squares, turn right, advance 2 squares, turn left, advance 4 squares and you'll find yourself outside of the Dark Zone.

Now, follow the path and you'll come to a 3x3 ring of doors that looks like the following (I "zoomed in" it to try to make it cleaner):



The Turn Tiles will make it a bit difficult to get to the Magic Key, so it's a good idea to use Sight or Mind Map to help you get to the center. Once you've unlocked the Magic Key, proceed to the next 3x3 ring of doors. The layout is exactly the same as the one with the Magic Key, so make your way to the center and you'll be warped to a new area.

At the new area, take the 3rd path from the right wall and follow it as straight as you can (i.e. turn at the corner and just go straight, ignoring the path to the left). You'll find yourself going through a doorway (that

would've been locked if you hadn't unlocked the Magic Key) and heading straight to X12,Y5 where the Gigant Claw is.

## 7. CREDITS AND THANKS [CRE]

=====

Big thanks goes to Atlus, Acquire and ZeroDiv for making this game, and making it available to English players in a form that the greater population ENJOYS Japanese games (i.e. English text, original Japanese voices), unlike MANY OTHER localization companies... <\_<

Thanks goes to the Japanese wiki for its vast help in getting through the quests, especially when I was playing the Japanese version of the game (Ken to Mahou to Gakuen mono) and only understood about half of what was going on.

Thanks to Twincest12 and KrazytigerEX for helping me out with the What's This For? and Curry Calamity! quests, even though I ended up using CWHeat to get myself the Sturdy Pot. <\_<;

This guide was written by yours truly (Kazamu).

## 8. CONTACT INFO [CON]

=====

You can contact me by sending a message to Kazamu on GameSpot, or sending an e-mail to [Illusion.Subs@gmail.com](mailto:Illusion.Subs@gmail.com)

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