

# Lunar: Silver Star Harmony FAQ/Walkthrough (JIS)

by RPGamer

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LUNAR : Silver Star Harmony

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FAQ/Walkthrough  
by Steven Wootton

100% Completion, Spoiler-Free Guide

\* Set Text Encoding to Japanese (Shift JIS) \*

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I. Walkthrough

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This walkthrough covers both the Japanese and English versions of the game. Following the guide will net 100% of the chests, secrets and missable items. When something missable is coming up, it will be marked in advance with:

<<! IMPORTANT !>>

Please read the directions following the IMPORTANT tag to avoid missing items. Don't be afraid to read ahead, as the following steps have been taken to eliminate story spoilers:

- No boss names. Generic terms are used to describe some of their attacks.
- Some location names have been replaced with generic terms.
- Simple guide directions without reference to spoiler events.
- No story commentary.

If this guide helped you, please select the "Recommend this FAQ" button at the top of the page. Thank you, and enjoy the game!

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## Prologue

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A free demo version of the game can be downloaded via the PlayStation Store.

If you've completed the demo and saved, the retail version of the game will prompt you to load the demo data upon selecting a New Game.

<<! IMPORTANT !>>

If you choose to load the demo data, you'll receive the Silver Darts weapon early in the game, instead of a Sling. Silver Darts are a great weapon, but can be purchased later. The Sling is not obtainable in any other way. If you want every possible weapon in the game, DO NOT load the demo clear data.

Following the scene, you will fight a series of battles. It's impossible to get a Game Over, so have fun.

===== [101]

## Burg

-----

When you gain control, head south to the next screen.

The dwelling you see is Alex's home. There is a blue treasure chest hidden in the trees directly south containing a [Healing Herb 癒しの葉]. To the east of the house are two more chests, each containing an [Antidote 毒消し草]. When you are finished collecting items, head south across the bridge into town.

The chest by the cart contains a [Healing Herb 癒しの葉]. To the south, in the middle of town, is a statue of Althena. Pressing the circle button by her (approach from under) will restore your entire party's HP and MP completely, for free. There are several statues throughout the world - use them often!

From the statue, head southeast to collect a [Healing Herb 癒しの葉], then go east to enter the next screen.

Exit Burg Springs to the south. Head back to the screen north of the statue, cross the bridge and enter Alex's house.

Speak to Alex's father to receive a [Knife ナイフ], [Sling スリング] (or the superior [Silver Darts 銀のダーツ] if you loaded the demo clear data) if you loaded the demo clear data, and a [Flame Ring 炎の指輪]. Equip Alex with the Knife and Flame Ring, and give Luna the Sling/Darts.

In the basement you'll find four chests, containing [Warp Wing 飛竜の羽], [Angel's Tear 天使の涙], [Star Light 星くずの光], [Healing Herb 癒しの葉]. Exit Alex's house and return to the town center. Speak with Ramus to the west of Althena's statue.

At this point, I recommended shopping for equipment. Sell the Star Light and Angel's Tear and buy weapons and armor for your characters. When you're finished, exit Burg to the west.

You are now on the World Map. Select the White Dragon Cave (白竜の洞くつ).

=====@102]  
White Dragon Cave  
-----

Following the scene, head southwest into the cave.

Before you do anything, note the Snowsquatch. When you get close to one, it will give chase. Use this to your advantage and coax them into breaking the shining ice crystals you find in the cave.

First, head west to the crystals, and the Snowsquatch should break them. Don't continue down that path yet. Instead, travel east and then north into an alcove with two chests, containing a [Healing Herb 癒しの葉] in each. Go south to the lower level, then travel west until you see a chest near a Snowsquatch, which contains yet another [Healing Herb 癒しの葉]. Exit the screen to the west.

Head south to find a [Healing Herb 癒しの葉]. From the chest, go west and snake up the path north, entering the bright passage at the top.

After the scene, your HP and MP will be completely refilled. exit the room to the south.

Walk southwest and exit to the next screen.

This screen is filled with Snowsquatches. Use one of them (preferably the uppermost one) to break the ice crystals blocking the chest. This may not be easy, and if you get caught in battle, run away and try again. If you defeat all the enemies on the screen, simply exit to the north and reenter the room. The chest contains a [Star Light 星くずの光] and is well worth the effort. Exit north when you're finished.

Run north up the stairs and clear out the two Snowsquatches. You'll see two more Snowsquatches to the north and some more ice crystals. This can be a major pain in the arse, so I recommend killing all but the one Snowsquatch furthest to the northeast and using it break the crystals. Keep running from battle if it catches you. The east group of crystals hides a chest containing [500s]. Beyond the western crystals lies your objective, the [Dragon Ring 竜の指輪].

Once you obtain the ring, return to the room with the White Dragon. (South, south, then north exits). After the scene, exit to the south.

The quickest way out of the cave is to take the northeast exit, back to the first room. If you had the Snowsquatch break one of the crystals when we first entered, just walk east and take the first turn north to the cave opening. Otherwise, you have to go back the way your came.

On the World Map, select Burg (ブルグ村).

=====@103]

Enter the store to the east of Althena's statue and talk to the shopkeeper. Exit the store and head north to Alex's house. You will be presented with two dialogue choices. You can pick the second option to see some extra dialogue, but are eventually forced to pick the first choice to continue.

Exit Burg to the World Map. Select the Ghoto Forest (ゴートの森). After a scene, you will again be on the World Map. Select Burg (ブルグ村).

Head north toward Alex's house. After the scene, enter the house and go in the closest door to the entrance and talk to Luna. Afterwards, speak to Alex's mother. Pick the second answer when prompted to receive 1000s. Return to Luna's bedroom and speak to her. Then speak to Alex's father.

Following the scene, return to the town entrance and speak to Ramus.

<<! IMPORTANT !>>

With Ramus in your party, go back toward the statue of Althena and speak to the man standing next to the item shop until he takes 30s from you. Doing so now is required to receive two special items later in the game.

Now is a good time to buy better equipment if you haven't done so already. Once you've stocked up, leave town. Don't forget to save your game!

On the World Map, select Ghoto Forest (ゴートの森).

=====@104]  
Ghoto Forest

---

The first order of business is to grab the chest hiding in plain sight. It contains a [Healing Herb 癒しの葉]. Next, grab the [Antidote 毒消し草] to the west. Exit to the west.

Fight your way west to find a pair of [Antidote 毒消し草]s then do some fighting until you reach at least level 7-8. When you think you're ready, heal up and exit to the north.

You will now fight a succession of battles against a lot of baddies. Before the first battle, and between each fight, you are given the opportunity to get assistance by selecting the first answer when prompted. If you think you can handle the fight yourself, select the second option.

There are three battles total, and I recommend asking for assistance before the third one starts, as there's no benefit to fighting that one alone. Use Luna's Slumber Song (眠りの歌声) at the start of each battle and focus on one enemy at a time to keep them all from waking up. If you're level 10, Alex's Explosive Stab will make short work of an enemy group.

After the scene, exit west.

Grab the [Antidote 毒消し草] and disregard the locked chest. Red chests remain locked for most of the game. Don't worry, we'll return once they are available to plunder! When you're finished fighting and leveling up, exit the forest to the northwest.

On the World Map, select Saith (港町サイス).

Saith

-----

Welcome to the port city of Saith! There's a bar on the first area, but we're not interested in drinking. Instead, travel southeast to the docks. There's a shop to the west, and a statue of Althena in the middle of town. If you can't afford to upgrade all your gear, don't worry: we'll be back soon.

The Light Bow is not a good upgrade for Luna if you have Silver Darts. +16 Resistance on the darts is a huge bonus, and combined with the sleep effect, it remains an excellent weapon to keep equipped for a long time.

When you're finished looking around, enter the dock house to the southeast. There's another red chest upstairs (there was also one in Ramus's house back in Burg) but like all red chests, this one will remain locked for a while.

Talk to the man behind the counter a couple time, and then speak to the captain. Afterwards, talk to people around town, including the two men outside the bar. Head into the bar and talk to the man in the northeast corner. He'll ask if you want to play a game of coin toss. You'll need 200s for this. Answer yes (first answer) then pick heads or tails. Pick the first option again, and play one more time. After a short scene, challenge the gambler one last time. When you are finished, exit Saith to the north.

On the world map, select Old Hag's Forest (魔法オババの森).

Old Hag's Forest

-----

The chest to your east is a trap, containing enemies, so be careful. There's a partially obscured chest directly to the east of the trapped chest, that is also trapped. Finally, the chest to the north, between the other two is safe, and contains a [Healing Herb 癒しの葉]. Exit the area to the north.

Fight your way northwest to a [Healing Herb 癒しの葉]. Then cut across east to a another trapped chest! South of the trap is a [Star Light 星くずの光]. Once you've collected everything, exit to the northeast.

That tempting chest in the middle of the area is - you guessed it - trapped. Luckily, to the north of the trap is [800s], for your troubles. Exit to the northeast.

Following the scene, enter the house. Downstairs is another red chest. Upstairs, talk to the witch and pick either answer in the dialogue. Leave the house when you're finished. Exit the area to the south.

On the way back, we're going to take a different path. This time, exit to the southeast.

Hug the east wall, around the rock, to find a trapped chest and a [Healing Herb 癒しの葉] directly below the rock.

<<! IMPORTANT !>>

Be sure to have at least 1000s before returning to Saith. You'll need it to

buy an item very soon, so don't spend it!

Take some time getting used to Nash's abilities. His wide range Riot (ライオット) spell makes short work of enemy groups, so use it often.

Finally, build up everyone's Arts Gauge and then when you're finished messing around, exit south, then southwest to the world map.

On the world map, select Saith (港町サイス).

=====[@107]  
Saith II  
-----

The first order of business is to make sure everyone has the best possible equipment, but don't let your funds dip below 1000s.

Heal at Althena's statue, and then save your game.

Return to the dock house and speak with the captain twice. Select the bottom answer if you're ready to fight your first boss!

```
+--! BOSS !-----+
| Recommended Level: 11      |
| Experience Points: 150     |
+-----+
| HP: 1101                   |
| Weakness: Physical, Lightning |
+-----+
```

+ Attacks:

1) Double Slap

Boss uses normal attack twice.

2) Jelly Breath

Projectile attack dealing moderate damage to one character.

3) Mucus

Traps a character for a few turns, rendering them unable to act.

+ Strategy:

In the first round, have Alex cast Vigor (req. lv.12), and Luna cast Cascade Song on Alex. Ramus should attack and Nash should use Riot.

For the rest of the battle, Alex should use Sword Dance, Luna should heal as needed, and attack when everyone's health is high. Nash should cast Riot every turn and Ramus should attack and use healing items as needed.

Remember to use your Arts attacks as needed. Luna's Goddess Hymn is extremely useful in getting your party out of a bind.

If the boss uses Mucus on Alex, you could be in trouble. Otherwise, it's a very short battle, and 3-4 rounds of Alex and Nash attacking together will finish the fight.

Orca

-----

Head below deck. Take the exit behind the stairs to the west. Talk to the man behind the counter to open the shop menu.

If you saved 1000s earlier, I recommend buying at least 1 of the last item on the list, Soap (せっけん). Each bar of soap activates a secret cutscene later in the game, for a total of 3 scenes. You'll obtain a second bar of soap automatically, and can find a third in a chest, so you only need to buy one for now. If you forgot to save up the silver before boarding the ship, don't panic: there are enemies who drop soap later on, so technically it's not a missable item.

Once you've finished shopping, feel free to explore the ship. When you've had enough, speak with Luna a couple times. She's in the westernmost room below deck.

When you wake up, take Alex topside. After waking up again, head up to the deck one more time.

Meribia

-----

Meribia is a big city with a lot to see and do. Spend some time getting to know the place. There's a pub near the docks, with plenty of colorful characters inside.

Downtown you'll find an item shop, armorer and weapon smith. You're probably going to hate me for making you buy soap when you see all the shiny new items, but don't worry, we'll have your coffers refilled with silver soon.

There's a locked chest inside a residence on the upper level that we'll come back to later.

When you're ready to move on, enter Mel's Mansion to the north.

Feel free to check explore the mansion, and then save your game. Speak with Mel in his office, initiating a boss fight.

```
+-! BOSS !-----+
| Recommended Level: 12      |
| Experience Points: 100     |
+-----+
| HP: 620                    |
+-----+
```

+ Strategy

There's no requirement to win this fight, but losing will bring you 1000 years of shame, so give it everything you've got!

In the first round, have Alex cast Vigor.

Every time you have less than 45 HP, use a Healing Herb. Otherwise, use Sword Dance until Alex's MP runs out.



When your Arts Gauge fills up, unleash Zephyr Blade.

At level 12, wearing equipment from Saith, it will take 4x Sword Dance and Zephyr Blade to win. If that doesn't quite do it, a few regular attacks should finish the job.

If you win the fight, Alex is 100 EXP richer. If not, don't sweat it. After the scene, speak with Mel again and leave the mansion. Take the road west to the city gates. Heal up at the statue of Althena, then take the southwest road to Black Rose Street.

The tent closest to the entrance is a shop, and there are two more stores inside the building with the blue sign on it. I recommend speaking to everyone in this area. Head inside the building to the west to continue the story. When you're finished, walk back to the city gates.

Enter the building to the northeast and speak with Ramus. Select the top answer. When the scene ends, walk around the counter and then downstairs, where Nall was.

=====@110]  
Meribian Sewers

-----  
If the enemies are too difficult, fight close to the entrance and heal at the statue of Althena when necessary. Remember, you're Nash-less down here, so don't get in over your head.

Pull the lever on the wall to drop the bridge.

Cross the bridge and grab the [Star Light 星くずの光]. Pull the lever near the chest and make your way down the stairs to find another [Star Light 星くずの光]. Head southwest across the bridge to the exit.

Go southeast to find a lever to activate the bridge, then go southwest and pull another lever. Go back to the first bridge in the area to collect [500s]. Head back down again and cross southern bridge, continuing southwest to a round platform with a [Healing Herb 癒しの葉].

There are two southern exits from this platform. Take the left one.

Collect the [Star Light 星くずの光], pull the switch, and head back to the previous screen.

Go northeast and enter the room flanked by two candles.

Collect the chests, containing [500s] and a [Healing Herb 癒しの葉], then leave the room.

Head south, through the maze-like path to the next screen. Go all the way down the passage until you find an [Antidote 毒消し草], then return to the previous screen.

Go north a few steps, then take the eastern exit.

Head south across the bridge and pull the lever. Return to the previous room.

Go all the way back to the circular platform, and take the southern exit on the right (I swear we're almost finished).

Follow the path south, across the bridge, and enter the door. Grab the [Star Light 星くずの光], heal up and SAVE the game. When you're ready, speak to the man to begin a boss fight.

```
+--! BOSS !-----+
| Recommended Level: 14      |
| Experience Points: 250     |
+-----+
| HP: 1261                  |
+-----+
```

+ Attacks:

1) Bite

Normal attack for minor-moderate damage.

2) Fire Press

Heavy fire damage to entire party. Keep your health above 60 to avoid being killed in one hit from this attack.

+ Strategy:

On the first round, Alex should cast Vigor, and Luna should cast Cascade Song on Alex. Have Ramus attack.

Alex should use Sword Dance every turn. Luna should attack and heal when needed. Ramus should attack and heal with items when needed.

If Alex runs out of MP, have Luna use Goddess Hymn to restore it. You could also have Ramus give Alex a Star Light, but that's kind of expensive.

You receive 500s for your troubles. At this point, I recommend stripping all the gear off Ramus and using Warp Wing to return to the city. If you choose to fight your way back to the entrance, don't forget to remove Ramus's gear off before you exit.

When you arrive back in Meribia, select the first dialogue choice. Now that you have Nash back in your party, as well as a lot of silver, purchase all of the latest equipment for your characters. Silver Darts are still viable for Luna, even with the Long Bow available, but it's your call.

When you're finished, return to Mel's Mansion and go up the stairs. Head southwest into the dojo you fought in earlier. Walk southwest, down the stairs and then exit southeast to find yourself back in the waterway.

Follow the path down the stairs until you find a [Fortune Ring 幸運の指輪] and a locked red chest.

We're all done in Meribia for now, so head back to the city gates, heal at Athena's statue and exit the city to the northwest.

On the world map, select the Transfer Spring (転送の泉).

=====@111]

## Transfer Spring

---

After the scene, speak to the old man beside the Spring. There's nothing more to do here at the moment, so leave the area.

On the world map, select Althena's Shrine (アルテナ神殿).

---

### Althena's Shrine

---

The woman at the entrance of the shrine will heal your party if you select the first dialogue choice. Head inside the shrine and continue north to the next room to advance the story.

Following the cutscene, you receive an [Application 入会申込書].

Leave the Shrine and return to the Transfer Spring.

Speak with the old man at the Spring to hand over your application.

---

### Cave of Trials

---

Items are prohibited in the Cave of Trials, leaving magic as your sole method of healing. Luckily, Luna specializes in healing magic! Hurray!

When you're ready, enter the cave to the north.

Head north, up the stairs and grab the chest with [500s]. Then follow the path west and exit to the south.

The man right outside the door can heal you if you select the top dialogue option. Head east to the next area.

Follow the path north and you should encounter a furry white creature, called a Chiro (チロ). It's worth 150 EXP and 1000 Silver if you can kill it before it escapes. There's also a chance it will drop a Chiro's Tail (チロのしっぽ) - a very nice accessory.

Have Luna use Slumber Song to try and immobilize the Chiro and Alex should use Sword Dance to obliterate it. If you screw up, there are more to fight later in the cave. You can return to this area later in the game as well, so don't worry if you can't kill one.

From where you found the Chiro, go west to find a secret passage through the wall, and exit south of the blue-haired man. Grab the chest containing [500s].

Return to the previous area and continue heading north, grabbing the chest at the top, containing [500s]. Follow the path around to the west then exit south, pretending you didn't see that red chest.

There's another old man in this room offering you healing. Take it or leave it and enter the west door.

There are two more Chiros in this room. Head northwest, the east to grab a

chest with [500s]. Save your game and heal up, then head north for a...

```
+--! BOSS !-----+
| Recommended Level: 15      |
| Experience Points: 380     |
+-----+
| HP: 1580                   |
| Weakness: Physical         |
+-----+
```

+ Attacks:

1) Mad Spark  
Moderate electric damage to party.

2) Flash Bolt  
Moderate electric damage to an ally.

+ Strategy:

In the first round have Alex cast Vigor and Luna cast Cascade Song on Alex.

Alex should use Sword Dance every turn and Luna should heal every turn to play it safe. If she dies, you can't use an Angel's Tear to revive her, as items are still off limits.

If Alex or Luna run out of MP, have Luna use Goddess Song to replenish it. Star Lights are not an option here.

Having Silver Darts equipped to Luna will greatly mitigate the damage done by this boss's magic attacks.

After defeating the boss, head west (Zephyr Blade works great on double Chiro encounters) and collect a [Healing Ring 癒しの指輪]. The Healing Ring restores a small of HP to the character equipping it at the beginning of every turn in battle. Very handy!

Exit to the east to get out of the cave. Speak to the man behind the counter, then enter Vane.

```
=====[@114]
Vane
-----
```

After stepping outside into the city, enter the library to the east. There is [100s] hidden in the bookshelf just northeast of the blue haired girl. Exit the library and walk to the northern area of the city.

Enter the Magic Guild.

After the scene, take the left stairs and enter the room at the top. Go west into the bedroom. After the scene, you can reenter the bedroom and examine the bed and dresser to rile up Nash.

Return to the entryway and go up the eastern stairs. Speak with Luna. Pick either dialogue choice to continue.

After the scenes, exit the magic guild and return to the city proper.

Now that Nash is back in the party, take a few moments to get everyone equipped in the latest gear. Don't worry about buying the two 12000s necklaces right now, unless you killed A LOT of Chiros.

Once you've had your fill of Vane, head south onto the platform to be wisped back to the Transfer Spring. Exit to the world map.

On the world map, select Nanza Pass (ナンザスの峠道).

=====@115]

East Nanza Pass

-----  
Grab the chest containing [100s] and travel west. Snake around the path until you find a [Healing Herb 癒しの葉]. To the north is a a trapped chest --beware, all your characters will enter the battle with the confusion status effect.

From the trap, head west to collect [100s] and a [Healing Herb 癒しの葉]. To the northeast is another confusion trapped chest. Lots of great treasure here, eh? Exit to the west.

=====@116]

Nanza

-----  
NOTE: this section requires you to speak to a lot of characters as you search for someone. I suggest speaking to every person you come across to ensure you don't miss a step, even if I don't mention them specifically.

Heal at Althena's statue and go northwest and speak to the man by the gate. Now enter the door next to the statue.

Go up the stairs exit outside on the platform. Speak to the balding man just to the east. He last saw Kyle in the eastern tower. Travel south (yes, south) and enter the tower.

Ascend the stairs and speak to the little girl looking out the window. She tells you Kyle went to the kitchen. Go down two flights of stairs and exit into the main hall. Loop around the stairs and enter the kitchen to the east.

Speak to the closest woman to you, at the table. Then speak to the brunette in the purple dress at the end of the mess hall. When in doubt, speak to everyone in the area. When you're finished, exit the room.

Enter the room north of the kitchen. This is Kyle's bedroom. Speak to the man there twice. Exit the room. Now enter the jail to the west, where the blue-haired man had been standing before. If you spoke to everyone I mentioned, you'll see a cutscene.

Exit the room, then exit to the north. Climb the stairs and you should be back outside by the statue. Return to the northwest gate, which is now open and available for you to pass!

=====@117]

West Nanza Pass

-----  
That chest is mighty tempting, but unfortunately trapped. Travel west, and follow the path as it turns east and leads to a [Star Light 星くずの光].

Stay on the path as it winds south and eventually exits to the west.

On the world map, select Lann (ランの村).

=====@118]  
Lann  
-----

Heal up at Althena's statue, and enter the house directly north for a scene. Select the top dialogue choice to continue. Exit with building when you're finished.

There's not much else to do in this town, unless you need to buy some healing supplies. Considering you now have two healers, that shouldn't be an issue.

There's a locked chest in the northeast part of town, and we'll be back for it later. For now, speak with the man on the docks to travel to the Islet of Lann.

=====@119]  
Islet of Lann  
-----

Note the purple ponds. Those are poisonous, so don't go traipsing through them unless you have to.

If her stats and gentle demeanor didn't tip you off, Jessica is a beast of a fighter, so stick her up front with Alex.

Go northeast, quickly crossing the poison pond to obtain [600s].

Head back and go northwest this time to find a trapped chest that reverses your controls for a short time. Take the right path going north.

The chest above you is another reverse trap. Go northeast to find a real chest containing [1000s]. Return to the intersection and head west, to yet another reverse trap chest.

Go east across the stone path just above the trap chest to reach a chest with [600s]. Finally, get back on the main path and head north to the next area.

Walk north, past a reverse trap cross the wooden bridges to the northeast to find a [Fresh Ring フレッシュリング]. The ring prevents status effects, so equip it to a healer to keep them functioning in an emergency.

The other chest you see is trapped, so continue south, along the left path.

As the path curves west, you'll pass another trapped chest. As you follow the path north, you'll eventually see a guy in a cape. Save your game and heal up. Talk to the guy when you're ready.

+--! BOSS !-----+

```
| Recommended Level: 17      |
| Experience Points: 600     |
+-----+
| HP: 2551                  |
| Weakness: Physical, Lightning |
+-----+
```

+ Attacks:

1) Lick

Multiple physical attacks for minor damage.

2) Fire Hurl

When the boss has a fireball in his hands, he's going to fry someone for minor damage.

3) Press

When the boss is crouched down, he's going to do high damage to a group of allies

+ Strategy:

On the first round, have Alex cast Vigor, and Luna cast Cascade Song on Alex. Jessica should attack and Nash should use Riot.

Alex should use Sword Dance every turn thereafter. Use Luna as your primary healer. If your party's health is high, have her cast Cascade Song on Jessica. The fight should be a cakewalk, regardless of your level.

After the scene, use Jessica's Return Litany to escape the dungeon. Approach the boat and press circle to return to Lann.

Heal at the statue, and leave little Lann behind. We need to return to Vane, back through Nanza and via the Transfer Spring.

=====@120]

Vane II

-----  
When you arrive, head to the northern part of Vane and heal at the statue. Enter the Magic Guild.

Go up the stairs on the right and enter the door that Nash is standing by. After the scene, leave the room. If you'd like, follow the corridor east and continue to the next room to speak with Nash.

Return to the main hall and go up the west stairs this time and enter Mia's room. After the scene, speak to Mia's mum.

Following the scene, you are given [Althena's Mirror アルテナの鏡]. Select the top dialogue choice. Exit the area and enter the doors opened by Mia when you gain control again.

=====@121]

Crystal Tower

A magic barrier requires your weapons to be unequipped before entering the tower. Inside, you will be almost entirely reliant on Nash and Mia for damaging foes.

Take either flight of stairs up to the next room.

There's a chest with [1000s] in the northeast corner of the room. Ascend the stairs.

Make your way through the hordes of enemies to grab [1500s], then go up to the next level.

There are three exits in this room. The left one goes nowhere, but collect the chest on the way to it, which contains a [Star Light 星くずの光].

Take the right exit first and collect the chests containing [500s] and an [Angel Ring 天使の指輪]. This ring gives a one-time auto-revive to an downed ally, so don't keep it equipped unless you're fighting a boss.

Go back and take the center exit this time. Follow the path up the next set of stairs.

Fight your way through the enemies toward the south exit. After the scene, heal up and save your game. Exit to the south.

```
+-! Mini-Boss !-----+
| Recommended Level: 18      |
| Experience Points: 140     |
| Silver: 800                |
+-----+
```

+ Strategy:

On the first round, have Alex cast Vigor, and Luna cast Cascade Song on Alex. Nash should use Riot or Thunder Rain if his Arts Gauge is full. Mia should use Flame Circle.

Alex should use Flash Cut or (Zephyr Blade when available) unless there's only one enemy remaining, in which case use Sword Dance.

Luna should heal as needed.

This isn't a real boss fight, so you shouldn't have any trouble.

Following the story scenes, re-equip your weapons and exit the guild. Alternatively, you can fondle Mia's bedroom items to watch Luna freak out. Either way, get out of Vane through the Transfer Spring when you're ready to go.

===== [0122]

Return Trip

-----  
We're going to be making a return trip to Burg, but there will be a few stops along the way.

On the world map, select Meribia (自由都市メリビア).



Head over to Ramus's shop, northeast of the statue. Talk to one of the bunny girls to buy items. When you're finished, go to Mel's Mansion and enter Mel's office for a scene. Speak to Ghaleon twice to continue.

After the scene, keep speaking to Jessica to continue the story. When you regain control, leave the mansion and head for the docks.

Speak to Ghaleon on the gangplank and select the bottom choice to disembark for Saith.

When you arrive, enter the deckhouse and speak to the man in the yellow vest standing by the counter to receive 1000s. Exit the town and select Ghoto Forest (ゴートの森) on the world map.

Travel southeast, south, southeast, southeast and select Burg (ブルグ村) on the world map.

Enter Alex's house and speak to his parents. Head to Dyne's monument, north of Alex's house, and examine the monument. When you're finished strutting around town, leave Burg and select the White Dragon Cave (白竜の洞くつ) on the world map.

Once inside, remove all weapons/equipment from your characters. Go south, then west, then north into the dragon's lair.

Following the scenes, enter the basement in Alex's house and examine the shelf near the bottom of the stairs for [Luna's Bromide 2 ルーナの写真2].

Go to Dyne's monument and speak to the man there. Select either choice.

You have received the [White Dragon Wings 白竜の翼], a special item allowing instant travel to any city you've been previously.

Before you get to warping around, however, re-equip all your armor. Now use the Wings and select Meribia (自由都市メリビア) from the list.

When you gain control, make your way to the area east of the statue, then head to Mel's Mansion.

Go up the stairs and enter the dojo to the southwest.

Following the scene, heal up at the statue, and use use your Wings to fly back to Vane (魔法都市ブエーン).

Save your game and go north into the city.

```
+-! BOSS !-----+
| Recommended Level: 18      |
| Experience Points: 1200    |
+-----+
| HP: 2201                   |
| Weakness: Physical         |
+-----+
```

+ Attacks:

1) Mini Doom

Eyes glowing yellow means one ally is going to suffer heavy damage.

2) Crimson Ray

Eyes glowing purple means heavy damage to allies in a line.

3) Physical attack for minor damage.

+ Strategy:

On the first round, have Alex cast Vigor. Nash should use Riot and Jessica should attack. Mia should use Flame Circle, or Grand Shell if Nash is still under-leveled.

Alex should use Sword Dance every turn after the first.

When Mia's Arts Gauge is full, use Mist Barrier if the boss is glowing yellow or purple.

Jessica should heal as needed, and attack when the party is healthy. Use Ire Sledge when it becomes available.

This boss is strong against lightning and ice spells. If you need additional healing, have Nash use items.

After the scene, speak to Lemia and Mia a couple times. Finally, speak to Nash a couple times. Exit the guild and heal up. Save your game.

Use the Wings and select Nanza (ナンザスの関所).

```
+-! Mini-Boss !-----+
| Recommended Level: 18   |
| Experience Points: 80   |
| Silver: 440             |
+-----+
```

Use Power UP (ヒートアップ), then Power Sweep (パワースイープ). The end.  
Now before you do anything else...

<<! IMPORTANT !>>

DO NOT talk to Kyle after the scene!!! Instead, enter the door above the statue and descend the stairs. Enter Kyle's bedroom (east exit) and check his bed for [Jessica's Bromide 4 ジェシカの写真4]. If you talked to Kyle before doing this, you will not receive the item.

Once you snag the bromide, return and speak to Kyle. He suggests we head south, but first, use the Wings to warp to Althena's Shrine (アルテナ神殿).

Enter the shrine and take the stairs on the right. Speak to the nutter with blue hair twice to receive [Jessica's Bromide 1 ジェシカの写真1].

Use the Wings and select Meribia (自由都市メリビア). Save your game.

<<! IMPORTANT !>>

The rest of this section explains how to obtain several missable items. Read the entire section carefully before you continue!

Enter Ramus's store and talk to Ramus. If you have at least 80000s, buy the [Reminiscer 追憶の鏡] (plays any previously viewed animated scene),

[Xenobia's Bromide ゼノビアの写真], [Phacia's Bromide フェイシアの写真] and [Royce's Bromide ロウイスの写真].

If you don't have enough silver to buy the Reminiscer, don't buy the 3 bromides yet. If you buy all three, the store will close down and the Reminiscer will become unavailable. It will only reopen if you sell back one of the 3 bromides from that store. (Thank you Dong Nyuyen for the tip!)

Fortunately, you have a good amount of time to save up enough silver before the point of no return. The last opportunity to buy the Reminiscer is just before section [140]. I'll remind you again later in the guide, but try and save up the silver as soon as possible.

For now, use the Wings and return to Nanza (ナンザスの関所). Exit southwest, out the gate.

=====@123]  
South Nanza Pass

-----  
Travel south, around the bend north to a [Silver Light 白銀の光] and a locked chest. Continue south to exit the pass.

On the world map, select Reza (リッツアの町).

=====@124]  
Reza

-----  
After the scene, head north and enter the bar. Speak with Laike, then the bartender.

Leave the bar and head to the outfitter for new weapons and armor. When you've finished looking around Reza, leave town.

We need to go to Meryod, but first, a quick detour.

On the world map, select Althena's Spring (アルテナの).

=====@125]  
Althena's Spring

-----  
Remember the soap I made you buy earlier? Well, we're going to use one bar here.

Speak to the guy in blue and pick the top choice for a scene.

Viewing the scene will log it in the Reminiscer, whether or not you have the item yet, so don't worry. We're going for 100% completion, right? Right.

Don't talk to the guy in blue again, as it'll consume another Soap item and replay the same scene as before. Pick the bottom choice if you accidentally talked to him again.

Save your other bar o' soap for now and let's leave this place.

On the world map, select Meryod Woods (ミロードの森).

=====@126]

Meryod Woods

-----  
At the first intersection, go west, then north all the way to the top. Cut across to the east until you find a chest containing [2000s]. Go back a little ways and take the first north to the exit.

Follow the path as it winds north, soaking up a ton of EXP from battle. You'll see a chest in the northeast corner. Walk around the tree, from the west to reach it. The chest contains [2000s].

Travel west to the intersection, then head north (the lower path leads to a locked chest). Follow the path to the northeast to the exit.

On the world map, select Meryod (ミロードの村).

=====@127]

Meryod

-----  
Heal up at the statue. Walk up the steps and head southeast.

After the scene, travel northwest to where you saw Mia, and talk to her. Then walk south, past the locked chest and enter southwest house.

Following the scene, talk to Kyle or Jessica. Exit the house.

Walk east, along the southern part of the town, across the bridge and enter the bar that was previously blocked by a man. Speak to Nash inside.

You are given an [Old Notebook 古い手帳] After the scene, exit the building.

Before leaving town, swing by the armor shop to the east and pick up any new items you need.

Leave Meryod and select Meryod Woods (ミロードの森) on the world map.

Head southwest and then east at the first intersection, following the path south to the exit.

Walk south and then west at the split, continuing south as far as you can go, then STOP to heal up and save your game. Proceed east for a few meters and then south when you're ready.

```
+-! Mini-Boss !-----+
| Recommended Level: 20   |
| Experience Points: 0    |
+-----+
| HP: 1261                |
+-----+
```

+ Strategy:

Use Power Up on the first turn.

If your health gets low, use a Healing Fruit. Otherwise, use Power Slash.

Exit to the south following the scene. Take a quick stop at Reza or Althena's Spring to heal up, then select Damon's Spire (デモンの塔) on the world map.

=====@128]  
Damon's Spire  
-----

1F

Stepping on a red tile will open a door. Step on the first tile, then on the one to the southeast. Exit northwest.

Both chests in this room have been plundered. Hit the switch and return to the previous room. Exit northeast.

Both chests in this room have been pilfered as well. Exit southeast.

Hit the switch and return to the previous room. Exit northwest.

Hit the switch and return to the previous room. Exit southeast.

Head toward the stairs for a scene. Choose either dialogue choice, then ascend the stairs.

2F

Magic is extremely effective against foes on this floor. Exit northwest.

The northeast chest contains a [Star Light 星くずの光]. Hit the switch and collect the nearby chest, containing another [Star Light 星くずの光]. Return to the previous room.

Exit southwest. Hit the southwest switch and return to the previous room.

Take the northwest, then southwest exits.

Exit northwest, hit the switch and head for the stairs. Damon will ask you another question. The bottom answer is correct. Ascend the stairs.

3F

There's are two chests to the northwest containing a [Star Light 星くずの光] and a [Ritual Garment 儀礼の法衣]. Exit southeast.

Hit the switch to the southwest, and exit northeast.

Hit the switch and return to the previous room. Exit northwest, then northeast.

Hit the switch, then return to the previous room. Exit southeast, then northeast. Either answer will do. Ascend the stairs.

4F

The northeast chest contains an [Ice Pendant 氷のペンダント]. Exit southwest.

The chests to the northwest contain a [Spirit Bandana 精神のバンダナ] and a [Star Light 星くずの光]. Exit southeast.

Hit the switch and return to the previous room. Exit northeast, then southeast. Approach the stairs.

Pick the bottom answer for every question to continue. Ascend the stairs.

5F

Exit northwest, then southwest.

Damon wants you to mold the clay into a treasure. You can choose to have each character try, and I suggest you do, as it's quite hilarious.

Do this by selecting the top answer for each character, then the bottom answer to move on to the next. Remember the character's names in Japanese are:

キリ (Kyle), ジェシカ (Jessica), ミア (Mia), ナッシュ (Nash) and アレス (Alex).

So the questions will be formatted like:

- Let Kyle try
- No, Kyle is dumb

And if you select the bottom answer, the next question will be:

- Let Jess try
- No, Jess is scary

And so on. Every time someone tries, it resets to the first question about Kyle. When you're ready to move on with the story, keep selecting the bottom answer until you are given these choices:

ぼくがやるよ  
ぼくも 自信がないな

Pick the top one to continue. After the scene ends, climb the stairs.

6F

You obtain [Thieves' Guide 泥棒の心得]. You can read any of the books in the library or on the lower floors, if you like. When you're ready to leave, have Jessica use Return Litany. Exit the tower.

You have two choices here: either return to Reza, or walk ALL THE WAY back through Meryod Woods and return the Old Notebook to the man in Meryod's bar, in exchange for a Silver Light.

If you return to Reza before doing this, you can never trade the notebook back.

Silver Lights are great and all, but I like to have as many different items as possible in my inventory, even if it's a key item with no more use. The choice is yours: a usable and stackable Silver Light or a useless old notebook, and time saved not walking all the way back to Meryod.

When you are ready to proceed with the game, select Reza (リッツアの町) on the world map.

Thieves' Guild

-----

Heal up at the statue and enter the bar to the north. Speak to Laike again, then the bartender.

You obtain the [Thieves' Crest 盗賊ギルドの証]. This allows you to open up all of the locked chests throughout the world! Hurray!

Before we go treasure hunting, however, let's get our Wings back. Enter the door behind the counter and descend the stairs.

Walk southwest, passing the door along the way and taking the exit at the bottom.

<<! IMPORTANT !>>

Go south, exit southeast and speak to the pink haired girl in her bedroom 3 times until you promise to play with her. Doing so now will earn you a Gale Ring later in the game. If you fail to speak with her multiple times there will be no other opportunities to obtain the item. When you're finished, leave her room and exit southwest (not the door).

You should be in what looks like a market. Speak to the guy with brown hair behind the weapons counter. He returns your White Dragon Wings and gives you a bar of [Soap せっけん].

You can speak to the man again to buy some weapons. There is also an armorer and item shop here. Exit the market when you're done.

After the scene, exit the room and return to the market. Speak to the bartender and blue haired man.

You are given a [Balloon Blueprint 気球の設計図] and are told there's a hot air balloon builder in Iluk.

Before we head off to Iluk, however, we have some formerly-locked chests to plunder!

Fire up those White Dragon Wings (白竜の翼) and let's get to it.

1. Reza (リッツアの町) - Right outside the bar, to the east. Chest contains a [Silver Light 白銀の光].
2. Burg (ブルグ村) - From the entrance, enter the first house to the north. Go upstairs into Ramus's bedroom to find a [Stew Pot Lid 鍋のふた].
3. Saith - Inside the dock house, on the upper level. The chest contains a [Guard Ring 守りの指輪].
4. Gothic Forest (ゴートの森) - Enter from the Saith side of the forest. Travel east and take the first turn south for a [Wrath Ring 怒りの指輪].
5. Old Witch's Forest (魔法オババの森) - Exit east, north, north and enter the witch's house. Go down to the basement for a [Silver Light 白銀の光].
6. Meribia (自由都市メリビア) - Exit southeast, go down the stairs and then walk straight along the path until you reach the end. Enter the red roofed house. Walk through the house until you find 2000s.

7. Underground Waterway - Exit the house and enter Mel's Mansion. Go upstairs and then exit southwest into the dojo, and southeast into the waterway. The chest is at the bottom of the path, with a [Silver Light 白銀の光].
8. Cave of Trials - (魔法都市ブエーン). Warp to Vane. Go north into the city and from the intersection go east and enter the second building you pass. Descend into the Cave of Trials. Exit south, head east and exit through the other door. Go north and when the path splits, go east to find another bar of [Soap せっけん].
9. Lann (ランの村) - Walk up the stairs to the north part of town and grab the partially obscured chest for a [Silver Light 白銀の光].
10. South Nanza Pass - Warp to Nanza (ナンザスの関所). Exit to the south. You should be able to see the chest. Follow the path around and grab it to obtain an [Angel's Tear - 天使の涙].
11. Meryod (ミロードの村) - Travel southwest through town and you'll find the chest south of the armor shop. It contains a [Silver Light 白銀の光].
12. Meryod Woods (ミロードの森) - From the Meryod side of the woods, travel southwest, and continue south at the split to reach the final chest on our hunt, containing a [Fortune Ring 幸運の指輪].

Now that we've obtained all the locked chest treasures, we're ready to continue with the story.

On the world map, select Iluk (イルクの村).

=====@130]  
Iluk

-----  
Enter the purple/pink roofed house and speak to the guy. When you're finished, exit the building. This town is very strange, but also kind of cool.

Enter the northwest house and speak to the man. Examine the switch on the wall for a short scene. Whoops. Exit the building and enter the southwest house with a green roof.

Speak to the man inside for a scene. You return the blueprints. He agrees to build you a balloon, but requires a fluffy bug from Iluk Fields. Exit the house and take the stairs in the middle of town down to the lab.

Speak to the man in pink. He agrees to let you in his field. Exit the lab, then head north into Iluk Fields.

=====@131]  
Iluk Fields

-----  
Be on the lookout for the pink bug. Fight it every time you see it.

Most of the giant carrots here present funny dialogue when examined. I will point them out.

Walk north a few steps and exit to the east. There's a chest to the northeast



containing a [Healing Ring 癒しの指輪]. Return to the previous area.

Travel north and you should encounter the pink Fluffy Bug! It runs away before you even get a chance, leaving you to fight some Puffy Bugs. Don't worry, we'll find a way to catch it soon. The bug flees to the east.

Examine the giant carrot, and exit east.

There's a carrot here if you want to examine it. Head north to find another carrot, and exit northwest.

To the north, hidden in the trees is a [Spirit Hairpin 精霊の髪飾り]. There are two carrots here you can examine. Attack the Fluffy Bug to the west. It runs away again. Exit to the southwest.

Use the red springs to bounce over the water. Follow the path south, then bounce across the water pits and exit west.

There's a carrot to the west and a [Crystal Bracelet 水晶の腕輪] to the north. Exit northeast, past the carrot.

There should be a Fluffy Bug here. Fight it. There are two carrots to the north. Exit southeast.

Bounce across the water but DO NOT jump on the springs to the north or you will be returned to a previous area and have to walk all the way back. Exit to the northwest.

If you've encountered the Fluffy Bug three times, it will appear in this area. Fight it and it will run AGAIN.

After the scene, grab the chest with 3000s, check out the carrots here if you like, then use Return Prayer and get out of this crazy place.

Upon returning to Iluk, visit the hot air balloon designer and give him the Fluffy Bug.

After the scene, save your game and speak to the balloon guy (select the bottom choice) to head for the Red Dragon Lair.

=====@132]

Red Dragon Lair

-----  
The fissures and steam vents on the ground will damage your characters, but they have a predictable pattern so watch your step. Exit to the northeast.

Follow the path north and around to the southwest to find a chest containing a [Star Light 星くずの光].

Continue east to find another [Star Light 星くずの光]. Exit to the north.

Walk east and step on the small stone to be blasted to an area with a [Rainbow Tiara 虹色のティアラ]. Return and head north. Grab the chest containing a [Star Light 星くずの光] and continue west to find a chest with another [Star Light 星くずの光]. Exit west.

Collect the [Barrier Ring バリアリング] and return to the previous room.

Travel east, south, then east at the split. Take the northeast exit.

Work your way east to find 2000s. Travel north and step on the stone to be launched to another chest with a [Star Light 星くずの光]. Return to the path and head west, then north all the way to a [Angel Ring 天使の指輪]. Continue east into the next room.

Go north and launch to the next platform. Go east to be launched again. To the south is a chest with 10000s. Nice. Head north to the next launchpad and collect the [Star Light 星くずの光] to the south. Just to the west is a stone that will launch you to another [Star Light 星くずの光]. Return and take the northwest stone to platform of flaming fissures.

Save your game and heal, then run across the fire quickly.

```
+--! BOSS !-----+
| Recommended Level: 25      |
| Experience Points: 4000    |
+-----+
| HP: 3000                  |
| Weakness: Ice             |
| Strength: Fire            |
+-----+
```

+ Attacks:

1) Physical attack for minor damage.

2) Fire Ball

When the boss is breathing fire, it's going to attack multiple times with fire for severe damage.

3) Heat Rush

When the boss is on fire, it's going to attack everyone for low damage.

+ Strategy:

On the first turn have Alex use Vigor and Kyle should use Power Up. Have Jessica cast Divine Prayer.

Mia should be casting either Blizzard or Freeze Burst and Nash should cast Thunderbolt every round.

Alex and Kyle should use Sword Dance and Power Slash every round after the first, unless Kyle's Arts Gauge is full, in which case use Shine Blade.

If Jessica gets a break from healing and has a full Arts Gauge, use Ire Sledge. If you're taking too much damage for Jessica to heal, have Mia use Mist Barrier.

The boss has a good amount of health, so don't be shy about using Arts attacks.

Following the battle, enter the door.

You receive the [Dragon Shield 赤竜の盾] and a new spell for Alex. When you're finished in the cave, use Return Prayer and board the balloon.

After the scene, walk towards the bar and speak to Laike and the gray-haired

man beside him. Use your Dragon Wings and warp to [Meryod ミロードの村].

The bridge is now fixed, so it's now possible to cross over to the other side, but take a quick stop in the weapon shop and upgrade before leaving town to the east.

On the world map, select Lyton (リトンの村).

=====@133]

Lyton

-----  
Lyton has a rather strange affliction. Speak to the villagers to learn more.

To the east is an armorer with some great new equipment. Enter the house to the north of Althena's statue and speak to the old man inside.

Exit the house and enter the doors to the northeast. Enter the Wind Shrine to the northeast.

=====@134]

Wind Shrine

-----  
This can be a frustrating dungeon to tackle without a walkthrough as it requires a lot of trial and error. Please follow the instructions carefully:

Head east to the end, then north and the ground will collapse. Enter the hole to drop again. Collect the [Sage Robe 賢者のローブ] and exit to the north.

You arrive back at the entrance. This time go north, veering east toward the split, and you'll fall down a level. Go north, and drop into the hole. Collect the [Star Light 星くずの光] and exit the room.

From the start, go north, veering west at the split, and walk into the cracked ground just north of the next split to fall down a level. Drop into the hole to the south and collect 5000s.

Back at the start, go north, veer west, and instead of dropping into the last hole you made, carefully walk under it to the east. Avoid the next patch of cracked ground you see to the north and continue east through the tight space, then north onto the cracked ground, dropping you to the next level.

Drop into the only hole available, and when you exit the room, instead of being back at the start, you'll be in a different place.

Walk east a few steps and the ground will crumble. On the lower level, exit north.

You'll see two stalagmites. Each one needs to be pushed into an opening in the rock. There are four black, triangle-shaped openings. We only need the two on the west side of the room.

To push, hold the circle button and walk in the direction you want to go. If you mess up, exit the room to the south and reenter. DO NOT walk through the northern exit or you'll have to come all the way back here from the beginning.

I recommend saving in case you accidentally exit the wrong way.

When you've pushed a stalagmite into the proper hole, there will be a short dialogue sequence. Likewise after the second one is pushed into place.

Pushing a little bit at a time is best.

When you're finished, use Return Song and head back to Lyton.

Enter the house north of Althena's statue and speak to the old man. Leave the house, heal at the statue, and follow the stone path north to the exit.

Talk to either Jessica/Kyle or Mia/Nash and they'll attempt to sing. After one group tries, talk to the other. After the second attempt, select the bottom dialogue choice when prompted.

After the scene, enter the Blue Dragon Temple.

=====@135]  
Blue Dragon Temple  
-----

Walk north to find a well. Entering wells in the temple will either bring you to another location, or they will be trapped. Enter the well and let's begin.

Enter the northwest well, then SKIP the next well and head west, then turn northeast and take the [Chiro's Tail チロのしっぽ] from the chest at the end. Enter the nearby well and grab the [Dragon Armllet 竜牙のリスト] from the chest. The other well is trapped, so return to the previous area.

Take the well to the southwest. When you emerge, take the east well to the east.

Head down the stairs and enter the east well. When you emerge, head south and grab the [Lapis Tiara 瑠璃のティアラ]. Use the well to the southeast of the chest.

Make your way north to an [Angel Ring 天使の指輪], then head east to the well (the west one is trapped).

Go east and down the stairs, picking up [10000s] from the chest. Travel west to the end, then head south and take the southernmost well to the next area.

Go southwest to the next well.

Enter the well to the west. Travel northwest, up the stairs and west to the well. Take the [Pleiades Bangle 七星の腕輪] and [Angel's Tear 天使の涙] from the chests, then go up the stairs and enter the opening to the north.

After the scene, a path opens to the east, just south of your position. Exit east, then examine the light.

You have obtained the [Blue Dragon Helmet 青竜の兜] and a new spell for Alex.

Return to the previous room. After the scene, use Return Litany and exit the room, then use Return Prayer and exit the temple. Leave Lyton.

On the world map, select Tamur Pass (タムルーの山道)

Tamur Pass

-----

At the entrance, head southwest through a hidden passage to reach a chest with a [Star Light 星くずの光]. Return to the path and head east to the end, then southwest and grab the [Angel's Tear 天使の涙].

From the chest, head south until you just pass the signpost, then head east through a hidden path to find a [Insane Helmet 狂戦士の鎧]. Go south, then exit east.

Grab the [Healing Fruit 癒しの木の实]. Head northwest to return to the previous area.

Travel northwest a little bit, then go east and exit east.

Go east as far as possible, then north to find a [Shiro's Tail シロのしっぽ] and south for a [Gale Staff 疾風の杖] for Mia.

Double back west, save, and head south when you can.

```
+-! Mini-Boss !-----+
| Recommended Level: 30   |
| Experience Points: 4920 |
+-----+
```

+ Strategy:

Nash should use Electroshower and Jessica should attack.

Have Alex use Flash Cut, Mia cast Flame Circle and Kyle use Power Slash.

Use the same strategy on the second round of foes.

After the battle, exit southeast.

Tamur

-----

Heal up at Althena's statue in the center of town. Enter the armorer and buy new equipment for everyone. Speak to the townsfolk if you like, then head northeast to the exit for a scene.

Select the top dialogue choice to continue. Exit town.

On the world map, select Myght's Tower (マイトの塔).

Myght's Tower

-----

Speak to the blue-haired child. Go up the stairs.

There are four doors in this room. You must enter them in this order:

Northeast, northwest, southeast, southwest.

You will arrive in another area. Enter the door to the west.

As you proceed through the tunnel, turn right twice, then follow it to the end for a [Silver Light 白銀の光]. Return to the previous area.

Go southeast, then through the easternmost door.

Proceed northwest through the tunnel, then continue following the path as it curves around the corner. Do not make any detours to the east. Exit northwest.

I know this area looks the same, but you're in a different place. Exit west.

In the tunnel head northeast, follow the path as it curves around, and do not turn off to the west. make a turn east when you can and pull the lever. Return to the previous area.

Board the lift to the northeast to go up to the next level.

Go northwest and enter the door.

Follow the tunnel and turn east when you can. Continue to the end of the path to obtain a [Barrier Ring バリアリング]. Return to the split and head northeast. At the end of this path is a chest with 1000s. Finally, head back until you can turn northwest, then follow the path to the chest containing a [Obsidian Sword 黒水晶の剣]. Return to the previous room.

Travel east and enter the eastern door.

Turn east at every turn to reach another lever. Pull it and return to the previous room.

Ride the northern lift to the next floor. Enter the northwest door.

Follow the tunnel and turn northwest at the split. Continue on the path as it curves to the northwest and collect a [Healing Fruit 癒しの木の实]. Return to the previous split and go east to the exit.

Exit east and speak to the man in the northeast part of the room. After the scene, talk to Laike and Myght, then go west to where the girl is standing and go through the hole, which takes you back to the ground floor. Exit southwest and then southwest again.

On the world map, select Tamur (タムルー村).

Heal up, and enter the bar to the southwest. Speak to Kyle, Mia and Jessica. Save your game. Exit the bar and head northeast toward the exit. Select the top dialogue choice.

```
+--! Mini-Boss !-----+
| Recommended Level: 30   |
+-----+
| HP: 470                 |
+-----+
```

+ Strategy:

Use Vigor, then Sword Dance. If your health gets low, use a Healing Fruit.

You obtain [Tempest Memento テムジンの首飾り]. Return to Althena's statue and heal up. When you're ready, depart to the northeast.

<<! IMPORTANT !>>

Now would be a great time to return to Ramus's shop and buy the Reminiscer and the three Bromides, if you haven't done so already. Your last chance to buy these items is coming up soon, so I recommend taking care of it now.

On the world map, select [Lost Woods 迷いの森].

=====@139]

Lost Woods

-----  
Grab the chest to the southeast, which contains a [Healing Fruit 癒しの木の实]. Continue southeast to the exit.

Go south and take the [Chiro's Tail チロのしっぽ], partially hidden in the trees. Go north, toward the clearing for a short scene. From the puddle of water, go west and collect a [Healing Fruit 癒しの木の实] in the trees, then exit west.

Fight your way northwest to the exit.

Grab the [Pleiades Bangle 七星の腕輪], then go north and west. After the scene, grab the [Cascabel Hairpin 聖鈴の髪飾り] to the east. From the chest, go southwest, collect the [Insane Shield 狂戦士の盾] and exit southwest.

Head southwest, then go southEAST at the split, to the exit. After the scene, return to the previous room and take the northwest exit this time.

Grab the [Silver Light 白銀の光] to the west. Now head northwest, back to the clearing. Select the top dialogue choice.

<<! IMPORTANT !>>

This is your last opportunity to buy the Reminiscer from Ramus's shop. Do not continue to the next area before buying it, along with all three bromides. You will need 80000s total!

After the scene, leave the forest to the south.

On the world map, select Pao (パオの村).

=====@140]

Pao

-----  
Enter the second yurt to the north. Following the scene, exit the yurt and head for the cave to the northeast.

Following the dialogue, walk east and enter the second yurt to the north. Speak to the woman inside, then exit the yurt. The yurt just to the east is an item shop, and I suggest you stock up if you're running low on healing items.

When you're ready enter the cave to the northeast.

===== [0141]

Black Dragon Fort

-----  
Don't be shy about using skills in here. We've amassed a ton of Star Lights to recover MP, and we can always buy more later.

Follow the path north and enter the opening at the top.

Go west at the split, then northeast immediately. Walk north and at the next split go west until you reach the stairs and exit northwest.

Follow the path west, then north. After the scene, DO NOT TOUCH THE CHEST to the east. It is an MP trap that will suck away half of your party's MP. Instead, go north and up the stairs to the next area.

Quick note about Tempest. His Flash Wind (ラッシュウインド) spell will allow you to escape from battle, just like Luna's Escape Song. I do recommend fighting most of your battles in the Fortress though.

Head north and collect the two chests at the top, which contain a [Silver Light 白銀の光] and an [Angel Ring 天使の指輪]. Return to the previous room.

Go south to where you met Tempest, then east to the stairs and enter the next area.

There are two chests to the north. The west chest is a trap. The east chest contains a [Dragon Bandana 竜神のバンダナ]. After collecting the treasure go west, then south and descend the stairs to the exit.

To the southwest is a [Dream Bow 誘夢の弓] for Nash. To the north are two chests, with a [Healing Fruit 癒しの木の实] and [Insane Sword 狂戦士の剣]. Return to the previous room.

Take the exit to the north.

Travel east and take the [Silver Light 白銀の光]. Go up the stairs. Following the scene, you receive the [Dragon Armor 黒竜の鎧].

The chest to the west is trapped, and the chest to the east contains [Insane Armor 狂戦士の鎧]. Continue west and up the stairs, then east and up the stairs to the next area.

This room is a big circle. Go all the way around, but do not ascend the stairs when you reach the end. Go southeast to collect the [Warp Wing 飛竜の羽], which are certain to come in handy.

Save your game, but don't bother using healing items, you will be at full strength for battle.

Ascend the stairs!

```
+--! BOSS !-----+
| Recommended Level: 34      |
| Experience Points: 25000   |
+-----+
```



| HP: 7481 |  
| Weakness: Physical |  
+-----+

+ Attacks:

1) Cold Breath

Minor damage to all characters.

2) Thunder Breath

Moderate damage to all characters.

3) Fire Breath

Minor/Moderate damage to all characters.

+ Strategy:

On the first turn, Alex should use Vigor and Kyle should use Power Up.

As soon as it's available, have Kyle use Shine Blade.

Alex and Kyle should be using Sword Dance and Power Blade as their primary attacks.

Nash should use Thunderbolt or healing items when your HP or MP get low.  
Tempest should use Flash Arrow every round.

When everyone's HP is low, have Alex use Blue Dragon Healing, and Nash should use a Star Light on Alex to recover his MP.

The boss can use two damaging attacks per turn so don't wait until it's too late for healing.

By all means, USE your items, that's what you have them for!

After the battle, use Warp Wing to escape from the dungeon. Exit to Pao.

<<! IMPORTANT !>>

The rest of this section contains missable item info. Follow along!

Enter the yurt where you left the girls. After the scene, speak with Tempest to receive the [Master Sword マスターソード]. Exit the yurt.

There's a few things we need to do before continuing the story.

First, use the White Dragon Wings and warp to Lann (ランの村). Enter the house just north of Althena's statue and talk to the old man inside. Pick the top dialogue choice. Warp to Meribia (自由都市メリビア) when you're done.

Enter Ramus's store, northeast of the statue. Speak to the bunny girl and buy an Althena Doll (アルテナドール) and Brigand Medal (山賊名誉勲章). When equipped, these items give Jessica and Kyle an extra Arts skill/spell.

If you still some silver (25000+), head over to Reza (リッツアの町).

Enter the bar and return to the Thieves' Market. The woman who previously sold healing items now sells the Guild Emblem (ギルドエンブレム) for Nash, and Master Ribbon (マスターリボン) for Mia. These items also grant an extra Arts

spell for each character. In addition, this merchant sells Silver Darts.

Warp to Lyton (リトンの村). Exit to the world map and select the Forbidden Woods (あやかしの森).

=====@142]

Forbidden Woods

-----

SAVE YOUR GAME.

The monsters in here are level 40-45. Your goal is to avoid them. It is possible to get through the entire forest with only 1 battle.

If you get into a battle, have Alex use Dragon Lament (黒竜の嘆き) and Jessica should use Banish Litany (帰還の祈り) on whatever looks the most dangerous. Everyone else should defend or run away - it's your call. Make sure Alex has sufficient MP to cast the spell.

This place isn't nearly as difficult as it was in previous versions of the game so don't sweat it too much if you get ambushed.

From the entrance, you should see an opening between the trees to the northeast. Walk just through the opening and stop.

There is an ammonite/snail patrolling to the north. When it heads northeast, out of view, try and sneak by heading north, and hide out just to the west.

Wait for it to wander south, and make a break for the opening to the northeast - assuming there isn't a goblin from the east blocking the way.

There IS a goblin north of the opening. You may have to fight it, you may get lucky and make it by. Exit to the northeast.

Save your game again.

Wait for the ammonite to go north out of range, then make your way east but watch out for the plant foe to its east. Both foes will wander north, so if you time it you won't need to fight either one.

Grab the chest containing [10000s].

This is where you are forced to battle. There's a goblin and a chiro-thing to the southwest. Engage the goblin, avoid the chiro. After battle, wait for the Chiro to go west, then sneak by to the south, then go southwest into the corner.

You should see an ammonite to the east. It can be avoided if you time your run correctly. So too can the plant foe to the east of the ammonite, as it sometimes wanders north. There's no way to tell where it will be beforehand, though. Exit southeast.

=====@143]

Althana's Hidden Spring

-----

Congratulations Solid Snake, you made it! Here we'll use up our other two bars of soap (or how ever many you'd like).

Save your game.

You can heal up inside the building at the statue, admire the lovely scenery, then talk to the woman to the east when you'd like to continue. Select the top choice for a scene.

There are two scenes total, and it might be random which one plays. If you see the same scene twice, reload your save and try again.

Once you've seen both scenes, they are logged and will show up on the Reminiscer. Hopefully you've seen all three bath scenes at this point, in which case you're done filling out the optional bits of the Reminiscer.

Once you're finished peeping, warp to Myght's Tower (マイトの塔).

=====@144]

Myght's Tower II

-----  
Speak with Myght.

Following the scene, speak to Jessica and Kyle, then Mia and Nash.

In the morning, speak to everyone gathered around the room, and then Nash.

After the scene, warp to Iluk for some very important business. Enter the first house to the north and speak to the nutter. Examine the easel at the west end of the room to obtain [Mia's Bromide 4 ミアの写真4]. Sorry Nash!

Once you've finished drooling, warp to Reza (リッツアの町) and return underground to the Thieves' Market. Speak to the balding man to the west. Pick the bottom answer.

Go back upstairs to the bar and speak to the bartender. Afterwards, return to the market. Speak to the balding man again to obtain a [Balloon's Engine 気球のエンジン].

Warp back to Myght's Tower (マイトの塔). Speak to Myght.

Talk with your party members, then speak to Laike. Exit east to the roof and speak to Myght to depart.

=====@145]

Talon

-----  
Enter the door east of the blue beast, then walk northwest, and exit west. Ascend the stairs and enter the door just to the east. Speak to the pink beast for healing. Remember this place if you need to return here.

Go back to the previous area and exit west, past the stairs.

Descend the stairs to the south and exit west.

Exit northeast, then northeast again (the door with signs around it) to enter Talon Mine.

Talon Mine

-----

Travel east and enter the next area. Continue east and go south when possible, then east again to the exit.

Follow the path northeast and take the [Healing Fruit 癒しの木の实]. Exit west.

Collect the [Clear Ring クリアリング] and [Silver Light 白銀の光] from the chests and return to the previous area. Exit south.

Make your way to the north, and at the top you will find a chest containing a [Silver Light 白銀の光]. Exit north.

Take the west exit and grab the [Paraclete Robe 聖霊のローブ]. Return to the previous room.

Travel northeast and exit north.

Walk east a few steps for a scene. Select the top dialogue choice and return west to the previous room. Speak to the pink beast to continue.

Following the battle, travel east to the chest containing a [Devil Pendant 封魔のネックレス]. Travel west from the chest, staying on the upper path, and take the west exit.

Take the [Star Light 星くずの光] and return to the previous area. Take the north exit, just to the east.

Claim the [Protection Ring 守りの指輪] and return to the previous area. Travel south to the very bottom and exit.

Follow the path south, collect the [Star Light 星くずの光] and exit east.

Go east, then south at the split, continuing east to find an [Angel's Tear 天使の涙]. Exit east.

Take the [Radiant Tiara 浄光のティアラ] and return to the previous room.

Follow the path back to the west, then take the northeast exit.

Collect the [Healing Fruit 癒しの木の实] and follow the path to the northeast exit.

Head north, across the bridges to the exit.

Heal at the statue and save your game. Go north when you're ready.

Don't use any skills in this battle. Just keep using regular attacks until it's over.

```

+-! BOSS !-----+
| Recommended Level: 35      |
| Experience Points: 28000   |
+-----+
| HP: 7201                   |
+-----+
    
```

+ Attacks:

- 1) Normal attack x 3 for moderate damage
- 2) Hits all characters for moderate damage
- 3) Seals a character's magic

+ Strategy:

On the first round have Alex use Vigor and Kyle use Power Up. Mia should cast Grand Weapon on Alex, then Kyle. Jessica should begin the battle with Divine Litany.

Alex should use Sword Dance every turn. Kyle should use Power Slash. Have Mia cast Blizzard or Flame Blast and Jessica should be healing.

Use Arts attacks as needed.

After the battle, head west and exit north. On the world map, select Ruid (ルイド). Approach the doors. After the scene, exit the area.

On the world map, select Cadin (魔族の村ガディン).

=====@147]

Cadin

-----  
Enter the cave to the north. Follow the path to the next area. Enter the structure.

Make your way through the cave and exit northeast. Pick the top dialogue choice when presented. Heal at the statue, then leave Gadin.

On the world map, select Ruid (ルイド).

=====@148]

Ruid

-----  
Approach the doors for a scene. Enter the next area.

Enter the building to the east and collect a [Star Light - 星くずの光]. Return to the previous area.

To the north of the building you just exited is another containing a [Silver Light 白銀の光]. Exit and go southeast to enter a third building with a [Beam Armlet 光系のリスト]. Return to the previous area.

Go north all the way to the top and enter the building to find a [Silver Light 白銀の光]. Exit the building, then exit the area to the northwest.

Travel north and enter the building. Take the [Fortune Ring 幸運の指輪] and exit the building. Head southwest to the exit.

Exit southeast and you'll be back in the first area. Travel southeast, across the tracks to the exit. Enter the building to the east, snatch the [Sealing Mace 封魔のメイス] and leave the building. Exit west.

Go northwest, just across the tracks and then north around the building and head east to the exit. There's a chest to the northeast containing a [Healing Fruit 癒しの木の実]. Grab it and return to the previous area.

Go west a little bit, then north as soon as you can. Weave through the buildings and exit north.

Enter the building to the north and go to the next room. Grab the [Tri-Ring 三連リング] and exit north.

Save your game and heal up, then go north to the next area.

```
+-! BOSS !-----+
| Recommended Level: 38      |
| Experience Points: 30000   |
+-----+
| HP: 6241                  |
| Weakness: Wind, Fire, Ice |
+-----+
```

+ Attacks:

1. Physical attack for minor damage
2. Thunderbolt  
Heavy lightning damage to an ally
3. Riot  
Moderate lightning damage to a group of allies
4. Super Thunder  
Heavy lightning damage to party

+ Strategy:

On the first round, have Alex use Vigor and Kyle use Power Up. Jessica should cast Divine Prayer.

Mia should cast Cold Storm every round. Have Alex use Wind Sword when it's available, otherwise use Sword Dance every round. Jessica should heal and Kyle should use Power Slash.

The boss can hit extremely hard, so if Jessica isn't able to keep up with healing, have Alex use Blue Dragon Healing or White Dragon Protect.

Pick the top dialogue choice to proceed. Exit north. Follow the path north to the next area.

After the scene, return to the previous area and then exit south. Exit south again and again until you're outside, then exit southwest a few times until you've left Ruid.

On the world map, select Airship (飛行船).

## Preparations

Speak to everyone, then leave the magic guild. Go to the south part of Vane and speak to Nash. Speak to the old woman, then return to the guild.

Enter the main hall and speak to Lemia, then exit the room. Enter the room to the east of the main hall, where you entered the Crystal Tower previously. Speak to your party to continue. Enter the newly unlocked door.

Follow the path to the bottom and enter the room.

<<! IMPORTANT !>>

Following the scene, warp to Lann and enter the house north of the statue. Speak to the old man to receive [Fiend's Tear 魔神の涙].

Next, warp to Reza and speak to the pink-haired girl in the room next to the market twice to receive a [Gale Ring 疾風の指輪]. While you're here, pick up any accessories from the market you couldn't previously afford.

Exit Reza and select Damon's Spire on the world map.

1F - NE, SE, NE  
2F - NW, SW, NW, NE  
3F - SE, NE, NW  
4F - SE, NE  
5F - NW, SW, NW

At the top, speak with Damon twice to receive [Orb Ring 魔眼石の指輪].

Let's take a moment to review the three new accessories we've obtained, as they are unique and powerful.

Fiend's Tear - Physical attacks will hit every enemy at once, but there's a catch: characters who can attack multiple times per turn (Alex, Jessica, Kyle) will only attack once with this equipped. Therefore, the best character to equip the Devil's Tear to is Nash, who has just one attack per turn. For boss battles, the ring is completely useless as there is generally only one target, so remove the ring prior to initiating a battle.

Gale Ring - Grants an extra physical attack per turn. For non-boss battles, this is an excellent accessory for both Alex and Kyle, who do significant damage with their normal attacks. For boss battles, the ring is useless for Alex and Kyle as they should both be using skills every turn. In these instances, the ring works best on Jessica, who has good attack power and no physical skills - so when she isn't healing, she's using a normal physical attack.

Orb Ring - Cuts MP cost of skills/spells by 50%. Which character should receive this accessory boils down to personal preference, but here are some considerations. If you like using Alex's Dragon spells frequently, this ring will be a huge help. If Jessica is running out of MP in battle (likely due to being very low level) then give her this ring. Finally, if you use Inferno every round or would like to, give the ring to Mia.

When you're ready to proceed with the story, use return prayer to exit Damon's Spire, then warp to the Spring of Transmission (転送の泉). SAVE YOUR GAME.

Exit south.

On the world map, select the Grindery (機械城).

=====@150]  
Grindery  
-----

The enemies in these battles hit hard and fast. Use every skill at your disposal to eliminate them before they can attack.

In the second battle, the same strategy applies. Use every character's most powerful attacks to finish the fight quickly. If you are having trouble with these battles, consider using Black Dragon Grief and Judgement Prayer to end the fight immediately.

Once you're inside the castle, heal up. Don't avoid any battles in here unless your characters are over level 40.

Enter the door to the northeast.

Make your way up two flights of stairs, then grab the chest to the east, with a [Healing Fruit 癒しの木の实] inside. Go up another flight of stairs and exit to the northwest.

Enter the room to the west, take the [Silver Light - 白銀の光] and return to the previous area. Exit northeast.

Walk up the stairs, across the bridge and exit northwest.

Enter the room just to the north and collect the [Silver Light - 白銀の光]. Return to the previous area and go up the stairs.

Enter the room to the west, then exit southwest to find a chest with a [Healing Fruit 癒しの木の实]. Exit northeast, then north.

Take the east exit this time. Follow the path all the way around and exit out the other side.

Ascend the stairs to the exit, then enter the area to the west. Grab the [Star Light 星くずの光] and return to the last area. Follow the path to the south, and exit southwest.

Exit south, then proceed to the west exit. Heal at the statue, talk to the various creatures and then exit north.

Enter the next area. Take either exit leading east.

Take the middle exit to the next level.

Exit northeast and take the chest in the northeast corner which contains an [Angelic Garment 天使の法衣] for Jessica. Take the southeast exit to a room with an [Angel Ring 天使の指輪] and return to the previous area. Exit southwest.

Travel southwest and take the lowest southeastern exit. Collect the [Divine Bandana 夢幻のリボン] for Mia and leave the room. Take the exit to the north.



Go to the next room, and again, and exit to the southeast.

Head southwest to the next room and take the [Divine Bandana 神眼のバンダナ] for Nash. Return to the last room and take the northeast exit (kinda hard to distinguish the exits, eh?).

Walk southeast and plunder the [Lacquer Helmet 漆黒の兜] for Kyle. Exit northeast of the chest.

Take the chest to the northeast containing an [Lacquer Shield 漆黒の盾] for Kyle, then heal up and save your game. Proceed northwest.

Enter the red door.

```
+--! BOSS !-----+
| Recommended Level: 41      |
| Experience Points: 50000   |
+-----+
| HP: 8380                   |
+-----+
```

+ Attacks:

1. Physical attack for minor damage
2. One of several magic attacks for heavy damage to all allies.

+ Strategy:

On the first round, have Alex use Vigor and Kyle use Power Up. Have Jessica cast Divine Prayer and Mia cast Grand Weapon on Alex.

Nash should Thunderbolt every round. Kyle should use Power Slash every round, unless his Arts Gauge is full.

Alex should use Sword Dance, and Dragon Guard or Dragon Healing as needed.

Mia should use Inferno, and Double Spell when it's available. Jessica won't get much of a break from healing.

The boss hits hard, but the fight is very doable without Mia's Mist Barrier. Spare yourself the shame and don't use it.

After battle, exit north.

You can't win the battle, so don't spend too long holding out.

<<! IMPORTANT !>>

Go downstairs and enter Mel's office. Speak to Jessica and Mia.

Afterwards, head to Ramus's shop. Speak to Ramus twice to receive both [Jessica's Bromide 2 ジェシカの写真2] and [Mia's Bromide 2 ミアの写真2]!

Speak to the bunny girl and you'll find all items in the shop are FREE! Stock up on everything! When you're done, head to the docks and enter the bar.

Save your game.

Talk to Kyle and Nash and then return to Mel's Mansion to speak with Jessica

and Mia again. Return to the bar once more and speak with Kyle and Nash.

Pick the top answer to continue.

-----  
-----  
This is your FINAL opportunity to explore the world. There's no going back.  
-----  
-----

Make sure you're stocked with items and have seen everything you want to see. You should probably make a separate save in case you find you've missed something later on. When you're ready to move forward, speak to Laike and pick the top answer. Otherwise pick the bottom answer if you're not quite ready.

After the scene, speak to everyone in your party, then examine the monument.

=====@151]  
Fortress  
-----

Enter the fortress, then enter the next room.

Within the fortress, you must defeat all enemies in an area to move on.

After you open the first room, take the first path heading north to a small room and grab the [Lacquer Armor 漆黒の鎧] for Kyle. Return to the previous area.

Continue along the path and take the southeast fork to another small room. Collect the [Dragon Staff 四竜の杖] for Mia and return to the last area.

Follow the path northwest, up the stairs to the exit. Then follow the path south to the next area.

The chest to the south contains the [Arcane Garment 神秘の法衣] armor for Jessica. Proceed to the next area.

Continue straight down the path and exit northeast to a small room. Take the [Palladium Robe 守護のローブ] for Mia, and return to the previous area.

On your way down the path, take the turnoff to the southeast and go up the stairs to the next area.

Following the scene, two of your characters will begin battle asleep. Great! Save your game, then exit northeast.

Follow the path around to the northwest exit. The chest to the northeast contains a [Starlight Bow 星光の弓] for Nash. Equip it and proceed to the next area.

Follow the path straight to the southeast exit. To the south is a [Holy Mace 聖なるメイス] for Jessica. Equip it and then go back the same way you entered!

Take the southwest fork and climb the stairs to the next area.

Exit southwest. Take the next path to the northeast. Follow the path all the way to the next area. There's a chest to the north containing an

[Angel's Tear 天使の涙]. Proceed down the next path. Follow the path to the southwest exit.

Grab the [Silver Light 白銀の光] and proceed to the other north exit. Go up the stairs to the next area. Heal up and save your game.

When you're ready, travel north.

```
+--! BOSS !-----+
| Recommended Level: 43      |
| Experience Points: 50000   |
| Items: Silver Light       |
+-----+
| HP: 8920                  |
| Weakness: Ice             |
| Strength: Fire           |
+-----+
```

+ Attacks:

- 1) Flare Strike  
Moderate fire damage to an ally
- 2) Cross Bridge  
Moderate damage to party
- 3) Shot Lancer  
Very heavy damage to an ally
- 4) Flame Bind  
Immobilizes ally and causes damage each turn
- 5) Arc Flare  
Moderate damage to party

+ Strategy

On the first round, have Alex use Vigor and Kyle use Power Up. Have Jessica cast Divine Prayer and Mia cast Grand Weapon on Alex.

Nash should Thunderbolt every round. Kyle should use Power Slash every round, unless his Arts Gauge is full. Alex should use Sword Dance and White Dragon Protect or Blue Dragon Healing as needed.

For Jessica, healing takes priority over curing status effects.

Mia's role is simple: Cold Storm every round.

After the battle, exit northeast. Heal at the statue, save, and then exit northeast. Follow the path to the next area.

=====@152]  
Final Area  
-----

There are four color-coded teleporters in this room.

Step on the white one to be teleported to another room. Go up the stairs

and then take the northeast teleporter.

In the next room, take the northwest teleporter.

Now take the northeast path to the teleporter.

This room goes in four directions. Let's call it the hub. We need to visit all four teleporters, with northeast being the last one.

Let's start by going northwest. In the next area, go up the stairs and take the [Silver Light 白銀の光]. Go west and warp to the next room. Take the [Advent Armlet 降臨のリスト] for Jessica and head back two screens to the hub.

Take the southwest path to the black teleporter. Go southwest to warp to the next area. Take the [Hero's Armlet 英霊のリスト] to the south for Mia and return two screens to the hub.

Travel to the southeast teleporter. In the next room, go East and warp to another area. Travel south and collect the [Avatar Robe 聖者のローブ] for Nash. Go back two screens to the hub.

Take the northeast teleporter to the next area. Skip the teleporter in the middle of the room and continue northeast to the next area.

Collect the [Spirit Talisman 精霊の護符], an accessory that halves the damage received from foes. I recommend giving it to Jessica as losing your healer mid-battle could be disastrous, but it would work great on Nash or Mia as well.

Return to the previous room and take the teleporter in the center of the room.

Exit northeast and heal at the statue. Save your game, then exit northwest.

Make your way around the room and exit southwest. Collect the [Nameless Sword 無銘の剣] for Kyle, then return to the previous area. Step into the device in the center of the room to be warped to another area.

Travel northeast, then take the stairs to the northwest. In the next room, go northwest and exit up the stairs to the northeast.

Make your way through the room and exit up the stairs to the east.

Collect the [Silver Light 白銀の光] in the center of the room.

At this point, if your characters aren't at level 45-46, continue fighting enemies until you level up. Once you're at least level 45, take the north teleporter.

Heal everyone's HP and MP, then save your game. Ascend the stairs to the northeast.

Select the top dialogue choice to continue.

```
+-! BOSS !-----+
| Recommended Level: 45      |
| Experience Points: 55000   |
| Items: Silver Light       |
+-----+
| HP: 9700                  |
```

+-----+

+ Attacks:

- 1) Two physical attacks
- 2) Sonic Boom  
Moderate damage to party
- 3) Aura Shot  
Moderate damage to a group of allies
- 4) Chaos Wave  
Moderate damage to party

+ Strategy:

On the first round, have Alex use Vigor and Kyle use Power Up. Have Jessica cast Divine Prayer and Mia cast Grand Weapon on Alex, then Kyle.

Nash should Thunderbolt every round. Kyle should use Power Slash every round. Alex should use Sword Dance and White Dragon Protect or Blue Dragon Healing as needed.

Mia should use Inferno every turn after buffing Alex and Kyle.

Jessica should heal, and attack when everyone is completely healthy.

If properly equipped and leveled, this fight shouldn't be much of a challenge.

After the battle, heal up and save. Go through the doors and north to the next area. Continue north.

+--! BOSS !-----+

| Recommended Level: 46 |

+-----+

| HP: 11080 |

+-----+

+ Attacks:

- 1) Elemental Magic  
Moderate wind, fire, ice or thunder damage to party
- 2) Siphon Soul  
Inflicts moderate damage to party and heals boss
- 3) Fate Storm  
Instantly kills an ally
- 4) Hell Wave  
Heavy damage to allies in a line
- 5) Chaos Shield  
Boss becomes invincible for three turns
- 6) Worm Crush

Minor damage to a group of allies

#### 7) Huge Keeper

Instantly kills party. This attack is preceded by a warning spell that looks flashy and does no damage to your party. Use Dragon Guard or Mist Barrier immediately!

#### + Strategy:

On the first round, have Alex use Vigor and Kyle use Power Up. Have Jessica cast Divine Litany and Mia cast Endow Weapon on Alex, then Kyle.

Nash should Thunderbolt every round. Alex should use Sword Dance and Dragon Guard or Dragon Healing as needed.

Mia should use Inferno every turn after buffing Alex and Kyle.

Jessica should be healing and reviving allies. If several allies have fallen, try sneaking in Divine Litany again while Alex heals.

When the boss uses Chaos Shield, use the time to catch up on healing HP and MP, and defend when you're healthy.

If you're running low on MP, use your items! Try and make arts skills a last resort as they are cheap and make baby dragons cry.

After battle, speak to your party, then head to the stairs. Following the scene, climb the stairs. Keep climbing all the way to the top.

=====@153]  
Epilogue

-----  
Following the scene, enter Ramus's shop. Speak with Ramus to obtain [Luna's Bromide 1 ルーナの写真1], and he'll offer to sell you [Mia's Bromide 3 ミアの写真3] and [Jessica's Bromide 3 ジェシカの写真3] for 5000s each.

Go to Black Rose Street and head south. Following the scene, go to Mel's Mansion and approach Mel's office. Return to the city gates for another scene.

Head to the docks and enter the bar. After the scene, explore the city and speak with anyone you like. When you're done, go to the docks and speak to the man southeast of the bar. Select the top answer to end the game. Stay tuned through the credits.

Thanks for reading!

=====  
II. Compendium  
=====

Legend

HP = Hit Points                      WIS = Wisdom (Magic Power)  
 MP = Magic Points                    RES = Magic Resistance  
 ATK = Attack Power                  RNG = Movement Range  
 DEF = Physical Defense              LCK = Luck  
 AGI = Agility                        A# = Number of Attacks per turn  
 Atr = Elemental attribute            AG = Arts Gauge  
 CR = Critical hit rate                DMG = Damage

A = Alex                              M = Mia  
 J = Jessica                          N = Nash  
 K = Kyle                              R = Ramus  
 L = Luna                              G = Ghaleon  
 T = Tempest

Lv = Level  
 EXP = Total Experience points  
 TNL = Experience needed for next level

===== [201]

Weapons

+-----+			
Swords			
+-----+			
	Stats	Price	Characters
-----			
- ナイフ Knife	ATK+6	100	A J K L M N R
- ショートソード Short Sword	ATK+11	200	A K R
- ロングソード Long Sword	ATK+16	360	A K
- ブロードソード Broad Sword	ATK+21	600	A K
- ルーンブレード Rune Blade	ATK+27	1000	A
- シルバーソード Silver Sword	ATK+33	1800	A K
- サムライブレード Samurai Blade	ATK+38	2800	A K
- アイスブランド Ice Brand	ATK+44 / Ice DMG	4000	A K
- バスタードソード Bastard Sword	ATK+50	-	K
- 戦士の剣 Warrior Sword	ATK+55	9000	A K
- ウインドソード Wind Sword	ATK+60 / AGI+5	14000	A
- 黒水晶の剣 Obsidian Sword	ATK+61	-	A
- 狂戦士の剣 Insane Sword	ATK+65 / DEF+5	-	K
- マスターソード Master Sword	ATK+68 / CR+25%	-	A
- 無銘の剣 Nameless Sword	ATK+70 / CR+50%	-	K
- アルテナの剣 Althena's Sword	ATK+75 / A#+1 / HP Regen	-	A

+-----+			
Ranged			
+-----+			
	Stats	Price	Characters
-----			
- スリング			
Sling	ATK+4	-	A J K L M N R
- ダーツ			
Poison Darts	ATK+8	180	A J K L M N R
- 銀のダーツ			
Silver Darts	ATK+8 / RES+16 *	26000	A J K L M N R
- ライトボウ			
Light Bow	ATK+10	320	L N R
- ロングボウ			
Long Bow	ATK+20	640	L N R
- バとるボウ			
Battle Bow	ATK+50	4600	N
- グレートボウ			
Great Bow	ATK+55	8400	N
- 青狼の弓			
Fenrir Bow	ATK+60 / DEF+10 / CR+50%	-	T
- 誘夢の弓			
Dream Bow	ATK+66 **	-	N
- 星光の弓			
Starlight Bow	ATK+72 ***	-	N

\* May put foe to sleep

\*\* 50% chance to put foe to sleep

\*\*\* 25% chance to kill non-boss foe instantly

+-----+			
Staves			
+-----+			
	Stats	Price	Characters
-----			
- 水流の杖			
Waterflow Staff	ATK+20	-	M N
- 幸運の杖			
Fortune Staff	ATK+16 / LCK+10	-	L M N
- 火球の杖			
Fireball Staff	ATK+28	1400	M N
- 水晶の杖			
Crystal Staff	ATK+34	1600	L
- 業火の杖			
Infernal Staff	ATK+38	2400	M N
- 氷撃の杖			
Icicle Staff	ATK+43	3600	M N
- 精神の杖			
Wisdom Staff	ATK+48 / WIS+10	8600	M N
- 疾風の杖			
Gale Staff	ATK+54 / AGI+20	-	M
- 四竜の杖			
Dragon Staff	ATK+60 / WIS+60	-	M

+-----+			
Maces			
+-----+			
	Stats	Price	Characters
-----			



- メイス	Mace	ATK+34	-	J
- フレイル	Flail	ATK+39	2600	J
- 氷撃のメイス	Ice Mace	ATK+44	4400	J
- 波動のメイス	Surge Mace	ATK+50	7600	J
- 天罰のメイス	Judgement Mace	ATK+56 *	12400	J
- 封魔のメイス	Sealing Mace	ATK+62 **	-	J
- 聖なるメイス	Holy Mace	ATK+68 / HP Regen	-	J

\* 25% chance to put foe to sleep

\*\* 50% chance to seal foe

=====@202]

Armor

+-----+				
Armor				
+-----+				
		Stats	Price	Characters
-----				
- 布の服	Peasant Clothes	DEF+3	-	A J K L M N R
- 冒険者の服	Traveler Attire	DEF+5	140	A J K L M N R
- 革の服	Leather Clothes	DEF+7	200	A K L R
- 革の鎧	Leather Armor	DEF+9	260	A K R
- 鉄の鎧	Iron Armor	DEF+13	480	A K R
- シルバーチェーン	Silver Mail	DEF+17 / RES+5	1200	A K
- 鋼の鎧	Steel Armor	DEF+21	2400	A K
- 戦士の鎧	Warrior Armor	DEF+25	4800	A K
- 大地の鎧	Gaia Armor	DEF+27	-	T
- 白銀の鎧	Mithril Armor	DEF+29 / RES+10	9600	A K
- 狂戦士の鎧	Insane Armor	DEF+33	-	K
- 漆黒の鎧	Lacquer Armor	DEF+37 / RES+20	-	K
- 黒竜の鎧	Dragon Armor	DEF+40 *	-	A
- ローブ	Robe	DEF+11	400	J L M N
- マジックローブ	Magic Robe	DEF+15	1280	J L M N
- 魔導士のローブ	Sorcerers' Robe	DEF+19	2000	M N
- 知性のローブ				

Acuity Robe	DEF+23	3000	M N
- 光輪のローブ			
Halo Robe	DEF+26	7200	M
- 賢者のローブ			
Sage Robe	DEF+27	-	N
- 聖霊のローブ			
Paraclete Robe	DEF+29	-	M
- 言霊のローブ			
Mantra Robe	DEF+31	12400	N
- 守護のローブ			
Palladium Robe	DEF+33 **	-	M
- 聖者のローブ			
Avatar Robe	DEF+36 ***	-	N
- 神官着			
Worship Garment	DEF+14 / RES+1	600	J
- 清めの法衣			
Purity Garment	DEF+18 / RES+2	1400	J
- 儀礼の法衣			
Ritual Garment	DEF+22 / RES+3	-	J
- 光輝の法衣			
Radiance Garment	DEF+26 / RES+4 *	5600	J
- 天使の法衣			
Angelic Garment	DEF+30 / RES+6 ****		
- 神秘の法衣			
Arcane Garment	DEF+34 / RES+22 *****	-	J

- \* Wearer is immune to poison, paralyze and sleep
- \*\* Wearer receives 25% less magic damage from foes
- \*\*\* Wearer will evade 25% of physical attacks from foes
- \*\*\*\* Wearer is immune to petrify, seal, confusion
- \*\*\*\*\* Wearer is immune to status change

+-----+

| Arms |

+-----+

	Stats	Price	Characters
- 鍋のふた			
Stew Pot Lid	DEF+2	-	A K L R
- 木の盾			
Wooden Shield	DEF+3	100	A K R
- 鉄の腕輪			
Iron Bangle	DEF+4	-	A K N R
- 鉄の盾			
Iron Shield	DEF+5	360	A K R
- 銀の腕輪			
Silver Bangle	DEF+6	480	A K N R
- シルバーシールド			
Silver Shield	DEF+7	900	A K
- 鋼の盾			
Steel Shield	DEF+10	1800	A K
- 戦士の盾			
Warrior Shield	DEF+13	3600	A K
- 狂戦士の盾			
Insane Shield	DEF+16	-	K
- 漆黒の盾			
Lacquer Shield	DEF+19	-	K
- 赤竜の盾			
Dragon Shield	DEF+20	-	A
- リスト			

- Iron Armlet	DEF+1	60	J	L M
- 銀糸のリスト				
Silver Armlet	DEF+4	220	J	L M
- 白銀のリスト				
Mithril Armlet	DEF+7	660	J	L M
- 水晶のリスト				
Crystal Armlet	DEF+9	1200	J	M
- 虹彩のリスト				
Rainbow Armlet	DEF+11	2400	J	
- 竜牙のリスト				
Dragon Armlet	DEF+12	3800		M
- 退魔のリスト				
Charm Armlet	DEF+14	7800	J	
- 光糸のリスト				
Beam Armlet	DEF+15	-		M
- 降臨のリスト				
Advent Armlet	DEF+17	-	J	
- 英霊のリスト				
Hero's Armlet	DEF+18	-		M
- 風のリスト				
Wind Armlet	DEF+19	-	T	
- 白銀の腕輪				
Mithril Bangle	DEF+8	1000		N
- 水晶の腕輪				
Crystal Bracelet	DEF+10	-		N
- 七玉の腕輪				
Jeweled Bangle	DEF+12 / WIS+5	-	G	
- 七星の腕輪				
Pleiades Bangle	DEF+14 / WIS+10	-		N
- 魔眼石の腕輪				
Orb Bangle	DEF+16 / WIS+15	-		N

+-----+

| Head |

+-----+

	Stats	Price	Characters						
- 帽子									
Hat	DEF+2	-	A	J	K	L	M	N	R
- 鉄兜									
Iron Helmet	DEF+5	260	A	K				R	
- 鉄の兜									
Steel Helmet	DEF+9	1360	A	K					
- 戦士の兜									
Warrior Helmet	DEF+12	2600	A	K					
- 狂戦士の鎧									
Insane Helmet	DEF+15	-		K					
- 漆黒の兜									
Lacquer Helmet	DEF+18	-		K					
- 青竜の兜									
Dragon Helmet	DEF+20	-	A						
- スカーフ									
Scarf	DEF+1	-		J	L	M			
- ヘアバンド									
Hairband	DEF+3	160			L				
- ヒスイの髪どめ									
Jade Hairpin	DEF+6	400	J	M					
- 虹色のティアラ									
Rainbow Tiara	DEF+9	-	J						
- 瑠璃のティアラ									

Lapis Tiara	DEF+12	-	J
- 浄光のティアラ			
Pure Light Tiara	DEF+16	-	J
- 精霊の髪飾り			
Spirit Hairpin	DEF+10 / WIS+2	-	M
- 聖鈴の髪飾り			
Holy Hairpin	DEF+13 / WIS+4	-	M
- 夢幻のリボン			
Dream Ribbon	DEF+17 / WIS+6	-	M
- バンダナ			
Bandana	DEF+1	100	A J K L M N R
- 派手なバンダナ			
Gaudy Bandana	DEF+4	240	N
- 精神のバンダナ			
Spirit Bandana	DEF+7 / WIS+5	-	N
- 幸運のバンダナ			
Lucky Bandana	DEF+10 / LCK+5	2800	N
- 竜神のバンダナ			
Dragon Bandana	DEF+12	-	N
- 神眼のバンダナ			
Divine Bandana	DEF+15	-	N

=====@203]

Accessories

+-----+			
Jewelry			
+-----+			
	Stats	Price	Characters
-----			
- 炎の指輪			
Flame Ring	ATK+1 / DEF+1	-	A J K L M N R
- 幸運の指輪			
Fortune Ring	DEF+1 / LCK+10	-	A J K L M N R
- チロのしっぽ			
Chiro's Tail	DEF+2 / AGI+10	-	A J K L M N
- 水晶のネックレス			
Crystal Necklace	DEF+2 / WIS+10	12000	A J K L M N
- 封魔のネックレス			
Magic Seal Necklace	DEF+2 / RES+10	12000	A J K L M N
- 三連リング			
Triple Ring	DEF+1	-	A J K L M N
	Prevents stat change		
- 氷のペンダント			
Ice Pendant	DEF+2	-	A J K L M N
	Defend vs Lightning & Fire		
- 癒しの指輪			
Healing Ring	DEF+1	-	A J K L M N
	Heals some HP each turn		
- 天使の指輪			
Angel Ring	DEF+1	-	A J K L M N
	1-time auto-revive		
- バリアリング			
Barrier Ring	DEF+15 / RES+15	-	A J K L M N

- フレッシュリング	Fresh Ring	DEF+1	-	A J K L M N
		Immune to poison, paralyze, sleep		
- クリアリング	Clear Ring	DEF+1	-	A J K L M N
		Immune to confuse, stone, seal		
- 守りの指輪	Guard Ring	DEF+10	12000	A J K L M N
- 怒りの指輪	Wrath Ring	DEF+1 / ATK+10	12000	A J K L M N
- 疾風の指輪	Gale Ring	DEF+1 / A#+1	-	A J K L M N
- 精霊の護符	Spirit Talisman	ATK+2	-	A J K L M N
		Resists all attributes		
- 魔神の涙	Fiend's Tear	DEF+2	-	A J K L M N
		Physical attacks hit all foes		
- 魔眼石の指輪	Orb Ring	MP cost cut in half	-	A J K L M N
- 三連リング	Triple Ring	DEF+1	-	A J K L M N
		Immune to status change		
- シロのしっぽ	Shiro's Tail	DEF+2 / RNG+8	-	A J K L M N
- 竜の指輪	Dragon Ring	ATK+1 / DEF+1 / RES+20*	-	A

\* Adds Arts Skill: Four Dragon Sword. Immune to petrify, silence, confusion

=====@204]

Items

+-----+	Effect	Price
- 癒しの葉	Restores a small amount of HP	40
Healing Herb		
- 癒しの木の実	Restores a large amount of HP	200
Healing Fruit		
- 星くずの光	Restores a small amount of MP	1000
Star Light		
- 白銀の光	Restores all MP	5000
Silver Light		
- 天使の涙	Revives one ally	600
Angel's Tear		
- 毒消し草	Cures poison	20
Antidote		
- 清めの水	Cures paralysis	60
Cleansing Water		
- 聖なる水		

Holy Water	Cures status effects	100
- 飛竜の羽		
Warp Wing	Escape from dungeon	100

+-----+

| Bromides |

+-----+

	Stats	Price	Characters
- ミアの写真1			
Mia's Bromide 1	WIS+1	-	N
- ミアの写真2			
Mia's Bromide 2	WIS+1	-	N
- ミアの写真3			
Mia's Bromide 3	WIS+1	5000	N
- ミアの写真4			
Mia's Bromide 4	WIS+1	-	N
- ルーナの写真1			
Luna's Bromide 1	WIS+1	-	A
- ルーナの写真2			
Luna's Bromide 2	WIS+1	-	A
- ジェシカの写真1			
Jessica's Bromide 1	WIS+1	-	K
- ジェシカの写真2			
Jessica's Bromide 2	WIS+1	-	K
- ジェシカの写真4			
Jessica's Bromide 3	WIS+1	5000	K
- ジェシカの写真3			
Jessica's Bromide 4	WIS+1	-	K
- ゼノビアの写真			
Xenobia's Bromide		5000	A J K L M N
- フェイシアの写真			
Phacia's Bromide		5000	A J K L M N
- ロウイスの写真			
Royce's Bromide		5000	A J K L M N

\*Bromides play a short scene when used as an item.

+-----+

| Special |

+-----+

	Description
- アレスのオカリナ	
Alex's Ocarina	Plays a beautiful song
- 竜の指輪	
Dragon Ring	Required to complete the Dragon Trial
- 竜のダイヤ	
Dragon Diamond	Valuable gemstone
- 海図	
Sea Chart	Useful for navigating the sea
- 入会申込書	
Application	Apply for membership with the Magic Guild
- アルテナの鏡	
Althena's Mirror	Reflects the truth
- フワフワ虫	
Fluffy Bug	It's so cute! <3
- せっけん	
Soap	Clean body, dirty mind
- 気球の設計図	
Balloon Blueprint	Useful for building hot air balloons

- 古い手帳  
Old Notebook                   Gain entry into Damon's Spire
- 泥棒の心得  
Thief's Knowledge            Required for entry into Thieves' Guild
- 盗賊ギルドの証  
Thieves' Crest                Allows for the opening of locked chests
- 白竜の翼  
Dragon Wings                  Warp to any previously visited town

=====@205]  
Bromides

-----

Jessica & Mia's Bromide 3 - When Ramus first joins your party, speak to a man in Burg by the item shop, who will take 30s from you. Purchase from Ramus in the game's epilogue for 5000s a piece.

Mia's Bromide 1 - In Nash's possession when he joins the party.

Luna's Bromide 2 - Check the shelf in Alex's basement after returning to Burg with Ghaleon, after waking up in your home.

Jessica's Bromide 4 - Immediately after Kyle dispatches the baddies in Nanza, search his bed before speaking to him.

Jessica's Bromide 1 - Immediately after Kyle joins your party, head to Althena's Shrine and speak to the blue-haired fan inside.

Royce, Phacia and Xenobia's Bromide - Purchase from Ramus sometime between your return trip to Meribia and reaching Pao. Do not buy them unless you also have silver for the Reminiscer, as it will no longer be available once the Bromides are purchased.

Jessica & Mia's Bromide 2 - After completing the Grindery, speak with Ramus twice to receive these two bromides.

Mia's Bromide 4 - Right before agreeing to leave for the Frontier, return to Iluk and check the easel inside the red house.

Luna's Bromide 1 - Speak to Ramus during the epilogue.

=====@206]  
Spells

-----

Spells are listed in the order they appear in each character's in-game menu.

+-----+  
| Alex |  
+-----+

Lv	Skill	MP	Atr	Effect
	剣舞			
1	Sword Dance	6	-	Attacks a single foe
	爆裂陣			
10	Explosive Stab	9	-	Attacks a group of foes
	閃光斬			

18	Flash Cut 氣勢	18	-	Attacks all foes
12	Vigor 白竜の守り	10	-	Raises Alex's attack power
--	Dragon Guard 赤竜の怒り	60	-	Protects party from all damage
--	Dragon Wrath 青竜の癒し	35	Fire	Burns all foes
--	Dragon Healing 黒竜の嘆き	40	-	Heals party's HP and status completely
--	Dragon Lament 風の剣	15	-	Kills all non-boss foes instantly
AG	Zephyr Blade 四竜剣	0	Wind	Wind attack, damages all foes
AG	4-Dragon Blade	0	-	Attacks a foe for high damage

+-----+  
| Jessica |  
+-----+

Lv	Spell	MP	Atr	Effect
	癒しの祈り			
1	Healing Litany やすらぎの祈り	4	-	Heals an ally
16	Calm Litany 加護の祈り	15	-	Heals party's HP
25	Divine Litany 慈愛の祈り	12	-	Heals party at the start of each turn
31	Charity Litany 奇跡の祈り	10	-	Heals all of an ally's HP
35	Miracle Litany 浄めの祈り	20	-	Revives an ally
14	Purity Litany 退魔の祈り	4	-	Cures status effects of an ally
27	Banish Litany 帰還の祈り	6	-	Forces a foe into retreat
1	Return Prayer 怒りの鉄槌	1	-	Return to the entrance of a dungeon
AG	Ire Sledge 裁きの祈り	0	-	Smites a foe for high damage
AG	Judgement Litany	0	-	Kills all non-boss foes instantly

+-----+  
| Kyle |  
+-----+

Lv	Spell	MP	Atr	Effect
	パワースラッシュ			
1	Power Slash パワースイープ	6	-	Attacks a single foe
1	Power Sweep ソニックライザー	9	-	Attacks foes near Kyle
1	Sonic Riser ヒートアップ	14	-	Attacks foes in a line
1	Power Up シャインブレード	8	-	Raises Kyle's attack power



AG	Shine Blade ブレイクダイブ	0	-	Attacks a foe for high damage
AG	Break Dive	0	-	Attacks all foes

+-----+  
| Luna |  
+-----+

Lv	Spell	MP	Atr	Effect
-----				
	癒しの歌声			
1	Healing Song	4	-	Heals an ally
	浄めの歌声			
5	Purity Song	4	-	Cures status effects of an ally
	力の歌声			
9	Cascade Song	10	-	Raises ally's attack power
	逃走の歌声			
12	Escape Song	10	-	Party escapes from battle
	眠りの歌声			
7	Slumber Song	8	Sleep	Puts all foes to sleep
	やすらぎの歌声			
10	Tranquil Song	15	-	Heals party's HP
	女神の歌声			
AG	Goddess Hymn	0	-	Heals party's HP & MP completely

+-----+  
| Mia |  
+-----+

Lv	Spell	MP	Atr	Effect
-----				
	ファイアブラスト			
24	Flame Blast	13	Fire	Fire damage to a foe
	フレイムサークル			
18	Flame Circle	7	Fire	Fire damage to a group of foes
	インフェルノ			
35	Inferno	30	Fire	Fire damage to all foes
	グラントウェポン			
27	Endow Weapon	11	-	Raises ally's defense
	フリーズブロー			
1	Freeze Burst	5	Ice	Ice damage to a foe
	ゾールドストーム			
21	Ice Geyser	15	Ice	Ice damage to a group of foes
	ブリザード			
18	Blizzard	10	Ice	Ice damage to all foes
	グランドシエル			
18	Endow Shield	11	-	Raises ally's defense
	ミストシエル			
AG	Mist Barrier	0	-	Protects allies from all damage
	ダブルスペル			
AG	Double Spell	0	Fire/Ice	Elemental damage to all foes

+-----+  
| Nash |  
+-----+

Lv	Spell	MP	Atr	Effect
----	-------	----	-----	--------

	サンダーボルト			
34	Thunderbolt ライオット	15	Lightning	Zaps a single foe for high damage
1	Riot シュベルグローム	6	Lightning	Zaps a group of foes
23	Electroshower スパークボール	18	Lightning	Zaps all foes
18	Spark Ball スリープ	10	Paralyze	Paralyzes a group of foes
20	Sleep コンフュージョン	9	Sleep	Puts a group foes to sleep
12	Confusion エンクローズ	7	Confuse	Confuses a group of foes
15	Enclose シュートストーン	8	Silence	Silences a group of foes
1	Stone サンダーレイン	6	Stone	Petrifies a foe
AG	Thunder Rain スパークウェイブ	0	Lightning	Electrocutes all foes
AG	Spark Wave	0	Paralyze	Paralyzes all foes

+-----+  
| Ghaleon |  
+-----+

Lv	Spell	MP	Atr	Effect
-	エクスプロード Inferno	14	Fire	Fire damage to all foes
-	ラウドコールネス Nitro Dagger	14	Ice	Ice damage to all foes
-	トルネード Tornado	10	Wind	Wind damage to all foes
-	ロッククラッシュ Rock Crush	10	-	Earth damage to all foes

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Shops

+-----+  
| Burg |  
+-----+

200	Short Sword	ショートソード
180	Poison Darts	ダーツ
140	Traveler Attire	冒険者の服
60	Iron Armlet	リスト
100	Wooden Shield	木の盾
40	Healing Herb	癒しの葉
20	Antidote	毒消し草
60	Cleansing Water	清めの水

+-----+  
| Saith |  
+-----+

360	Long Sword	ロングソード
-----	------------	--------

320	Light Bow	ライトボウ
200	Leather Clothes	革の服
260	Leather Armor	革の鎧
40	Healing Herb	癒しの葉
20	Antidote	毒消し草

+-----+  
| Orca |

360	Long Sword	ロングソード
320	Light Bow	ライトボウ
200	Leather Clothes	革の服
260	Leather Armor	革の鎧
200	Healing Fruit	癒しの木の実
1000	Soap	せっけん

+-----+  
| Meribia (Downtown) |

360	Long Sword	ロングソード
320	Light Bow	ライトボウ
1400	Fireball Staff	火球の杖
260	Leather Armor	革の鎧
480	Iron Armor	鉄の鎧
100	Wooden Shield	木の盾
360	Iron Shield	鉄の盾
160	Hairband	鉄の盾
260	Steel Helmet	鉄の兜
200	Short Sword	ショートソード
360	Long Sword	ロングソード
600	Broad Sword	ブロードソード
180	Poison Darts	ダーツ
320	Light Bow	ライトボウ
640	Long Bow	ロングボウ
40	Healing Herb	癒しの葉
200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水
100	Warp Wing	飛竜の羽

+-----+  
| Meribia (Black Rose Street) |

360	Long Sword	ロングソード
320	Light Bow	ライトボウ
1400	Fireball Staff	火球の杖
400	Robe	ローブ
220	Silver Armlet	銀糸のリスト
160	Hairband	鉄の盾
200	Healing Fruit	癒しの木の実
1000	Star Light	星くずの光
100	Warp Wing	飛竜の羽

+-----+  
| Vane |

1000	Rune Blade	ルーンブレード
1400	Fireball Staff	火球の杖
1600	Crystal Staff	水晶の杖
1200	Silver Mail	シルバーチェーン
1280	Magic Robe	マジックローブ
900	Silver Shield	シルバーシールド
480	Silver Bangle	銀の腕輪
220	Silver Armlet	銀糸のリスト
240	Gaudy Bandana	派手なバンダナ
12000	Crystal Pendant	水晶のネックレス
12000	Devil Pendant	封魔のネックレス
1000	Star Light	星くずの光
100	Holy Water	聖なる水
600	Angel's Tear	天使の涙
100	Warp Wing	飛竜の羽
200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水

+-----+  
| Lann |

200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水
100	Warp Wing	飛竜の羽

+-----+  
| Meribia (Ramus's Shop) |

1600	Silver Sword	シルバーソード
1200	Silver Mail	シルバーチェーン
900	Silver Shield	シルバーシールド
200	Healing Fruit	癒しの木の実
1000	Star Light	星くずの光
100	Holy Water	聖なる水

+-----+  
| Reza |

2800	Samurai Blade	サムライブレード
2600	Flail	フレイル
2400	Infernal Staff	業火の杖
1200	Silver Mail	シルバーチェーン
1400	Purity Garment	清めの法衣
2000	Sorcerer's Robe	魔導士のローブ
660	Mithril Armlet	白銀のリスト
200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水
100	Warp Wing	飛竜の羽

+-----+  
| Meryod |

2400	Steel Armor	鋼の鎧
1800	Steel Shield	鋼の盾
1000	Mithril Bangle	白銀の腕輪
1360	Steel Helmet	鉄の兜
400	Jade Hairpin	ヒスイの髪どめ

12000	Wrath Ring	怒りの指輪
200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水
600	Angel's Tear	天使の涙

+-----+  
| Reza (Thieves Guild) |

4000	Ice Brand	アイスブランド
4400	Ice Mace	氷撃のメイス
4600	Battle Bow	バとるボウ
3600	Icicle Staff	氷撃の杖

2400	Steel Armor	鋼の鎧
3000	Acuity Robe	知性のローブ
1800	Steel Shield	鋼の盾
1200	Crystal Armlet	水晶のリスト
1360	Steel Helmet	鉄の兜

200	Healing Fruit	癒しの木の実
1000	Star Light	星くずの光
600	Angel's Tear	天使の涙

+-----+  
| Iluk |

1000	Mithril Bangle	白銀の腕輪
200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水
100	Warp Wing	飛竜の羽

+-----+  
| Meryod (East) |

9000	Warrior Sword	戦士の剣
7600	Surge Mace	波動のメイス
8400	Great Bow	グレートボウ
8600	Wisdom Staff	精神の杖

+-----+  
| Lyton |

4800	Warrior Armor	戦士の鎧
3600	Warrior Shield	戦士の盾
2400	Rainbow Armlet	虹彩のリスト
2600	Warrior Helmet	戦士の兜
200	Healing Fruit	癒しの木の実
600	Angel's Tear	天使の涙

+-----+  
| Tamur |

12000	Protection Ring	守りの指輪
200	Healing Fruit	癒しの木の実
20	Antidote	毒消し草
60	Cleansing Water	清めの水
100	Holy Water	聖なる水
600	Angel's Tear	天使の涙
9600	Mithril Armor	白銀の鎧
5600	Radiance Garment	光輝の法衣
7200	Halo Robe	光輪のローブ
12400	Mantra Robe	言霊のローブ
3800	Dragon Armlet	竜牙のリスト
2800	Lucky Bandana	幸運のバンダナ
9000	Warrior Sword	戦士の剣
14000	Wind Sword	ウインドソード
12400	Judgement Mace	天罰のメイス
8400	Great Bow	グレートボウ

+-----+  
| Pao |  
+-----+

200	Healing Fruit	癒しの木の実
1000	Star Light	星くずの光
600	Angel's Tear	天使の涙
100	Holy Water	聖なる水

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Bestiary

White Dragon Cave

Slime (スライム)

EXP: 1  
Silver: 7  
Items: None

Death Fly (デスフライ)

EXP: 2  
Silver: 8  
Items: Healing Herb

Ice Comet (アイスコメット)

EXP: 3  
Silver: 20  
Items: Healing Herb

Snowsquatch (サスカッチ)

EXP: 8  
Silver: 25  
Items: Healing Herb

Gothic Forest

Honey Devil (ハニーデビル)

EXP: 4  
Silver: 10  
Items: Healing Herb

Killer Shroom (キラールーム)

EXP: 3  
Silver: 25  
Items: Healing Herb  
Notes: Poison attack

Goblin (ゴブリン)

EXP: 7  
Silver: 21  
Items: Healing Herb, Antidote

Gorgon Ghidra (ゴーゴンギドラ)

EXP: 10  
Silver: 45  
Items: Healing Herb, Antidote  
Notes: Poison attack

Old Witch's Forest  
-----

Killer Fly (キラーフライ)

EXP: 4  
Silver: 32  
Items: Healing Herb

Killer Ant (キラーアント)

EXP: 5  
Silver: 16  
Items: Healing Herb

Wasp (ワスプ)

EXP: 6  
Silver: 56  
Items: Healing Herb

Mantrap (マントラッパー)

EXP: 4  
Silver: 20  
Items: Healing Herb

Underground Waterway  
-----

Paunchy Snake (ファティスネーキ)

EXP: 6  
Silver: 30  
Items: Antidote

Wisp (ウイスプ)

EXP: 9  
Silver: 36  
Items: Healing Fruit

Rabid Fin (デスカラシン)

EXP: 7  
Silver: 46  
Items: Healing Herb

Nautilus (アンモナー)

EXP: 12  
Silver: 70  
Items: Healing Herb, Healing Fruit

Cave of Trials

-----

Death Mushroom (デスマッシュ)

EXP: 6  
Silver: 75  
Items: None  
Notes: Poison attack

Papillion (パピヨン)

EXP: 7  
Silver: 79  
Items: None  
Notes: Sleep attack

Gunfoot (ガンフット)

EXP: 8  
Silver: 120  
Items: None

Chiro (チロ)

EXP: 150  
Silver: 1000  
Items: Chiro's Tail  
Notes: Likes to run away

Nanza Pass

-----

Antlion (アントリオン)

EXP: 9  
Silver: 68  
Items: Healing Herb

Earth Elemental (アースエレム)

EXP: 10  
Silver: 86  
Items: Healing Herb

Moth (モス)

EXP: 8  
Silver: 76  
Items: Healing Herb  
Notes: Sleep attack

Armored Boar (アーマーボア)

EXP: 9  
Silver: 80  
Items: None



Lann Island

-----

Barrel Snake (バレルスネーク)

EXP: 10

Silver: 68

Items: Healing Herb

Piranha Legs (ピラニアレッグ)

EXP: 11

Silver: 77

Items: Healing Herb

Notes: Weak to Lightning

The Deep (ザ ディープ)

EXP: 12

Silver: 129

Items: Healing Fruit

Notes: Weak to Lightning.

Monoclops (モノクロプス)

EXP: 12

Silver: 168

Items: Cleansing Water

Crystal Tower

-----

Crystal Mirror (クリスタルミラー)

EXP: 16

Silver: 98

Items: Healing Herb

Guardian (ガーディアン)

EXP: 17

Silver: 82

Items: Healing Herb

Crystal Knight (クリスタルナイト)

EXP: 17

Silver: 252

Items: Healing Herb, Healing Fruit

Star Comet (スターコメット)

EXP: 20

Silver: 179

Items: Healing Herb

Siege

-----

Gargoyle (ガーゴイル)

EXP: 22

Silver: 105

Items: None

Necromancer (ネクロマンサー)

EXP: 20

Silver: 46

Items: None

Rook (ルーク)

EXP: 21

Silver: 100

Items: None

Devil Hammer (デビルハンマー)

EXP: 21

Silver: 53

Items: None

Meryod Woods  
-----

Cursed Brain (カースブレイン)

EXP: 65

Silver: 160

Items: Healing Herb

Killer Buzz (キラーバズ)

EXP: 80

Silver: 130

Drops: Healing Herb

Items: Poison attack, high damage

Hell Snake (ヘルスラッグ)

EXP: 62

Silver: 120

Items: Healing Herb

Chrono Gorgon (クロノゴーゴン)

EXP: 73

Silver: 190

Items: Holy Water

Damon's Tower  
-----

Homunculus (ホムンクルス)

EXP: 80

Silver: 138

Items: None

Armored Head (アーマーヘッド)

EXP: 84

Silver: 120

Items: Star Light

Hell Gigant (ヘルギガント)

EXP: 90

Silver: 230

Items: Healing Fruit, Star Light

Cyclops (キュクロプス)

EXP: 86  
Silver: 250  
Items: Star Light  
Notes: Petrify attack

Iluk Fields  
-----

Maneater (マンイーター)  
EXP: 144  
Silver: 154  
Items: Healing Fruit

Puffy Bug (プワプワ虫)  
EXP: 86  
Silver: 150  
Items: Healing Fruit  
Notes: Sleep attack

Devil Fly (デビルフライアー)  
EXP: 147  
Silver: 143  
Items: Healing Fruit

Fluffy Bug (フワフワ虫)

Red Dragon Cave  
-----

Blob Slime (ブロブスライム)  
EXP: 140  
Silver: 188  
Items: Healing Fruit

Fire Elemental (ファイヤーエレム)  
EXP: 155  
Silver: 323  
Items: Healing Fruit

Burner (バーナー)  
EXP: 145  
Silver: 624  
Items: Healing Fruit, Star Light

Scorpion (スコーピオン)  
EXP: 150  
Silver: 227  
Drops: Antidote, Star Light  
Items: Poison attack

Lyton Cave  
-----

Giga Ant (ギガアント)  
EXP: 190  
Silver: 116  
Items: Healing Herb

Brain Hand (ブレインハンド)

EXP: 200

Silver: 186

Items: Star Light

Hobgoblin (ホブゴブリン)

EXP: 195

Silver: 458

Items: Holy Water

Spark Eye (パークアイ)

EXP: 195

Silver: 292

Items: Star Light

Blue Dragon Cave  
-----

Aqua Lancer (アクアランサー)

EXP: 240

Silver: 312

Items: Star Light

Water Elemental (アクアエレム)

EXP: 235

Silver: 150

Items: Healing Herb

Deep Slime (ディープスライム)

EXP: 235

Silver: 140

Items: Antidote

Spinning Fang (スピニングソドム)

EXP: 245

Silver: 280

Drops: Star Light

Tamur Pass  
-----

Octoplant (オクトプラント)

EXP: 270

Silver: 216

Items: Healing Herb

Giga Swarm (ギガスウォーム)

EXP: 280

Silver: 237

Items: Healing Herb

Shiro (シロ)

EXP: 500

Silver: 1500

Items: Shiro's Tail

Shrieker (シュリーカー)

EXP: 275  
Silver: 131  
Items: Healing Herb  
Notes: Paralyze attack

Dark Sorcerer (ダークソーサラー)

EXP: 520  
Silver: 320  
Items: Star Light

Bone (ボーン)

EXP: 480  
Silver: 270  
Items: None

Myght's Tower

-----

Magic Hat (マジックハット)

EXP: 107  
Silver: 138  
Items: None

Mad Specter (マッドスペクター)

EXP: 76  
Silver: 139  
Items: None

Mechanical Star (メカニカルスター)

EXP: 116  
Silver: 134  
Items: None

Might Mirror (マイトミラー)

EXP: 93  
Silver: 134  
Items: None

Forest of Illusion

-----

Killer Mushroom (キラーマッシュ)

EXP: 400  
Silver: 242  
Items: Healing Herb

Dead Bush (デッドブッシュ)

EXP: 390  
Silver: 198  
Items: Healing Herb

Yeti (イエティ)

EXP: 450  
Silver: 230  
Items: Healing Fruit

Insector (インセクター)

EXP: 410

Silver: 156  
Items: Healing Fruit

Black Dragon Fortress  
-----

Corona Master (コロナマスター)  
EXP: 590  
Silver: 226  
Items: Healing Herb, Healing Fruit

Chaos Demon (カオスデーモン)  
EXP: 620  
Silver: 420  
Items: Healing Fruit, Star Light

Curse Face (カースフェイス)  
EXP: 610  
Silver: 322  
Items: Healing Herb, Angel's Tear

Barbarian (バーバリアン)  
EXP: 600  
Silver: 230  
Items: Healing Herb, Healing Fruit

Ghost Forest  
-----

Shell Walker (シェルウォーカー)  
EXP: 175  
Silver: 124  
Items: Healing Fruit

Cannon Foot (キャノンフット)  
EXP: 320  
Silver: 113  
Items: Soap (!)

Ambusher (アンブッシャー)  
EXP: 320  
Silver: 110  
Items: Healing Fruit

Vorpall Boar (ヴォーパルボア)  
EXP: 340  
Silver: 118  
Items: Soap (!)

Talon Mine  
-----

Dark Stalker (ダークストーカー)  
EXP: 710  
Silver: 250  
Items: Healing Fruit

Sergeant (サージュント)

EXP: 700

Silver: 209

Items: Holy Water

Rock Biter (ロックバイター)

EXP: 690

Silver: 163

Items: Healing Fruit

Steam Tank (汽動戦車)

EXP: 880

Silver: 310

Items: Healing Fruit

Ruid

----

Heavy Tank (重汽戦車)

EXP: 880

Silver: 310

Items: Star Light, Angel's Tear

Windom (ウィンダム)

EXP: 850

Silver: 201

Items: Star Light

Baiken (バイケン)

EXP: 870

Silver: 204

Items: Healing Fruit, Angel's Tear

Demon Mirror (デモンミラー)

EXP: 860

Silver: 156

Items: Healing Fruit

Grindery

-----

Tank Golem (戦車ゴレーム)

EXP: 1045

Silver: 240

Items: Angel's Tear

Magic Machine (魔動機械)

EXP: 1030

Silver: 319

Items: Healing Fruit

Death Armor (デスアーマー)

EXP: 1015

Silver: 216

Items: Healing Fruit

Elm Master (エルムマスター)

EXP: 1000

Silver: 157  
Items: Star Light

Arrow Fish (アローフィッシュ)  
EXP: 1060  
Silver: 221  
Items: Healing Fruit

Killer Fang (キラ-ファング)  
EXP: 1080  
Silver: 256  
Items: Healing Fruit, Star Light

Arch Mage (アークメイジ)  
EXP: 1050  
Silver: 235  
Items: Star Light, Holy Water

Bomb Angel (ボムエンジェル)  
EXP: 1070  
Silver: 320  
Items: Healing Fruit

Final Area  
-----

Death Warrior (デスウォーリアー)  
EXP: 1380  
Silver: 324  
Items: Healing Herb

Bhikkhuni (ビクニ)  
EXP: 1400  
Silver: 231  
Items: Star Light, Angel's Tear

Gades (ガデス)  
EXP: 1420  
Silver: 338  
Items: Healing Fruit, Star Light

Final Area pt.2  
-----

Rig Horn (リッグホーン)  
EXP: 1380  
Silver: 250  
Items: Angel's Tear, Fury Ring

Mono Flier (モノフライアー)  
EXP: 1850  
Silver: 275  
Items: Holy Water, Guard Ring

Great Demon (グレートデーモン)  
EXP: 2300  
Silver: 500  
Items: Star Light, Crystal Necklace



Devil Bomber (デビルボマー)

EXP: 1800

Silver: 260

Items: Angel's Tear, Magic Seal Necklace

III. Translations

For players with a Japanese copy of Lunar, this section contains English translations for the most frequently used and important parts of the interface.

[@301]

Menus

Pressing the Triangle Button brings up the main menu. The Circle Button selects a menu item. The X Button takes you back one step, or exits the menu.

<< Main Menu >>

(Status) (Item) (Skills/Spells) (Equipment) (System) (Settings)

Alex

/	HP	/	/	/	/
/	lv3	MP	/	/	/

/	/	/	/	Time Played
/	/	/	/	Hours / Minutes
/	/	/	/	Location Name
/	/	/	/	Dyne's Monument
/	/	/	/	Money 500s

<< Status >>

Character Name lv 3

HP 41/ 41

MP 18/ 18

EXP Total Attack 23 Resist 18

46 Defense 24 Range 12

Next Level Agility 23 Luck 18

34 Wisdom 21 #Att 1

Equipment

[ ] Weapon [ ] Head

[ ] Armor [ ] Accessory

[ ] Shield [ ] Accessory

Skills / Magic

[ ] Skill name

Arts Gauge Skill

[ ] AG Skill name

<< Items >>

Character Sprites ( Item Description )

Item Name	Amount	Item Name	Amount
Alex's Ocarina	x 1	Star Light	x 2
Healing Herb	x 10		

<< Skills / Magic >>

Character Sprites ( Skill / Magic Description )

	Skill / Magic Name	MP Cost	Attribute
/ HP/	Sword Dance	6	--
/lv3 MP/	Zephyr Blade	0	Wind

<< Equipment >>

Character Sprite (Item Description )

Character Name	lv 3	Item Name	Amount
Attack	23	[ ] Weapon	Hat
Defense	24	[ ] Armor	
Agility	23	[ ] Shield	
Wisdom	21	[ ] Head	
Resist	18	[ ] Accessory	
Range	12	[ ] Accessory	
Luck	18		
#Att	1		

<< System >>

Formation

Sets character positions for battle. The left side is the front, and better suited for physically strong characters like Alex. Fragile characters do better in the back, or right side.

Tactics

Sets up pre-made attack plans for characters in battle. Good for speeding up easy fights, but more difficult situations are best handled by selecting each

character's actions manually. To begin, select one of the three tactics slots. For each character, select one of the following (left to right):

- > Command: Manually enter a command for the character, the same as if you hadn't used a tactic. Helpful with characters that use a variety of attacks often.
- > AI: Allow the game's AI to decide on an action. Not recommended if you are conserving MP.
- > Attack: Standard weapon attack.
- > Skill/Spell: Select a skill or spell from the list. "AG" in the MP cost column stands for Arts Gauge and is typically not a useful skill to put in a tactic.
- > Item: Select an item for use. As with Arts, item usage is situational and a generally a bad choice for tactics.
- > Defend: Curl into a ball and pray for dear life.

Back

Return to the previous menu.

<< Settings >>

Save

Save your game progress.

Load

Load a saved game file.

Options

Change game settings.

- > Message Speed: Slow, Medium, Fast
- > Window Color: R G B
- > Volume: Slider for controlling volume
- > Voice Test: Listen to spoken dialogue from the game
- > Sound Test: Listen to music from the game

Title Screen

Return to the game's title screen.

Back

Return to the previous menu.

=====@302]

Battle Screen

-----  
Upon entering battle, you are prompted with 4 choices. Here is an explanation of each:

(AI) (Command) (Tactics) (Run)

AI

The game's AI will select attacks for you. The AI is stupid, but this can be helpful if you're new to Lunar and the prologue overwhelms you with options.

Command

(1P AI) (Attack) (Magic/Skill) (Defend) (Item) (1P Run)

- > 1P AI: The selected character's action will be chosen by the game's AI.
- > Attack: Weapon attack.
- > Magic/Skill: Select a spell or skill from the list.
- > Defend: Choose your position and anticipate attacks.
- > Item: Select an item for use.
- > 1P Run: Selected character will attempt to run away.

#### Tactics

Choose from one of three preset tactics for all characters to use. See the previous section for instructions on setting up tactics.

#### Run

Your entire party attempts to escape from battle.

-----  
 Character Display  
 -----

HP 41  
 lv MP 18  
 3 =====

- HP is health. When it runs out, your character is K.O.
- MP is magic points. When it runs out, you can no longer use spells/skills.
- Lv is your character's current experience level.
- The yellow bar at the bottom of the display is the Arts Gauge. It fills as your characters take damage and defeat enemies. When it's full, they can unleash a powerful Arts skill/spell from the menu.

=====[@303]  
 Shop Menu  
 -----

ご用件は？

- 購入
- 売却
- 装備

Can I help you?

- Buy
- Sell -----> Sell Weapons
- Equip Sell Armor
- Back Sell Items
- Back

Item Name	Price	Quantity	Owned (Equipped)	Item Total
Short Sword	200S	x < 0>	0 E 1	0S
Poison Darts	180S	x < 2>	1	360S

-----  
 Funds 2000S Total Price 360S

IV. Addendum

[@401]

Stats

These are base stats, with no equipment bonuses.

Alex

Lv	HP	MP	Atk	Def	Agi	Wis	Res	Rng	Lck	A#
1	32	10	20	16	21	18	15	12	18	1
2	37	14	22	17	22	19	17	12	18	1
3	41	18	23	19	23	21	18	12	18	1
4	45	20	26	20	24	22	20	12	18	1
5	50	22	28	21	26	24	21	12	18	1
6	53	23	29	23	27	26	22	12	18	1
7	57	27	32	24	28	27	24	12	18	1
8	62	29	34	25	30	29	25	13	18	1
9	66	33	35	27	31	30	27	13	18	2
10	70	35	37	28	32	31	28	13	18	2
11	74	38	38	30	34	33	29	13	18	2
12	78	40	40	31	35	34	31	13	18	2
13	81	42	41	33	37	36	32	13	18	2
14	85	44	44	34	38	37	34	13	18	2
15	88	47	46	35	40	39	35	13	18	2
16	92	49	47	37	41	41	36	14	18	2
17	96	51	50	38	42	42	38	14	18	2
18	99	54	52	39	43	45	39	14	18	2
19	104	56	53	41	45	46	41	14	18	2
20	108	59	56	42	46	47	42	14	18	2
21	112	63	57	43	48	49	43	14	18	2
22	115	65	59	44	49	50	45	14	18	2
23	120	67	60	46	50	52	46	14	18	2
24	123	70	63	47	51	53	48	15	18	2
25	127	72	65	48	53	55	49	15	18	2
26	132	74	66	50	54	57	50	15	18	2
27	137	77	69	51	55	58	52	15	18	2
28	141	78	71	52	57	60	53	15	18	3
29	146	81	72	54	58	61	55	15	18	3
30	150	85	74	55	59	62	56	15	18	3
31	155	89	76	57	61	64	57	15	18	3
32	161	92	78	58	62	65	59	16	18	3
33	168	97	79	60	63	67	60	16	18	3
34	176	100	82	61	64	68	62	16	18	3
35	183	102	84	62	66	70	63	16	18	3
36	191	105	85	64	67	72	64	16	18	3
37	198	108	88	65	68	73	66	16	18	3
38	206	111	90	66	69	76	67	16	18	3
39	213	114	91	68	71	77	69	16	18	3
40	221	118	94	69	72	78	70	17	18	3
41	228	123	95	70	74	80	71	17	18	3
42	235	129	97	71	75	81	73	17	18	3
43	241	133	98	73	77	83	74	17	18	3
44	248	138	101	74	78	84	76	17	18	3

45		254		144		103		75		80		86		77		17		18		3
46		261		148		104		77		81		88		78		17		18		3

### Jessica

Lv		HP		MP		Atk		Def		Agi		Wis		Res		Rng		Lck		A#
17		91		89		54		37		44		46		41		13		15		1
18		96		93		56		38		45		48		43		13		15		1
19		101		96		58		39		47		49		44		13		15		1
20		105		100		59		41		48		51		45		13		15		1
21		109		103		61		42		49		52		47		13		15		1
22		114		107		62		44		50		54		48		13		15		1
23		117		110		64		45		52		55		49		14		15		1
24		122		114		65		47		53		58		51		14		15		1
25		126		119		67		48		54		59		52		14		15		1
26		131		123		68		49		56		61		53		14		15		1
27		136		127		70		51		57		62		54		14		15		2
28		141		131		71		52		58		65		55		14		15		2
29		145		134		73		53		60		66		60		14		15		2
30		150		138		74		55		61		68		62		14		15		2
31		155		141		76		56		63		69		63		14		15		2
32		159		145		77		58		64		71		64		14		15		2
33		163		148		79		59		66		72		66		14		15		2
34		168		152		80		61		67		75		67		15		15		2
35		172		157		82		62		68		76		68		15		15		2
36		175		161		83		63		70		78		70		15		15		2
37		179		165		85		65		71		79		71		15		15		2
38		183		169		86		66		72		81		72		15		15		2
39		189		172		88		67		74		82		74		15		15		2
40		194		176		89		69		75		84		75		15		15		2
41		200		179		91		70		76		85		76		15		15		2
42		204		183		93		72		77		87		78		15		15		2
43		208		186		95		73		79		88		79		15		15		2
44		212		190		96		75		80		91		80		15		15		2
45		216		195		98		76		82		92		82		16		15		2
46		219		199		100		77		83		94		83		16		15		2

### Kyle

Lv		HP		MP		Atk		Def		Agi		Wis		Res		Rng		Lck		A#
19		117		53		60		40		42		44		31		16		16		2
20		122		55		63		42		44		46		32		16		16		2
21		126		57		65		43		45		47		33		16		16		2
22		131		59		67		45		46		49		34		16		16		2
23		137		60		69		46		47		50		35		16		16		2
24		142		62		71		48		48		51		37		16		16		2
25		146		65		72		49		50		53		38		16		16		2
26		152		66		74		51		51		54		39		16		16		2
27		157		68		76		52		52		55		40		16		16		2
28		161		70		78		54		53		56		41		16		16		2
29		167		71		80		55		54		57		42		16		16		2
30		172		74		83		57		55		59		43		16		16		2
31		176		76		85		58		56		60		44		16		16		3
32		182		77		87		60		57		62		45		16		16		3
33		187		79		89		61		58		63		46		16		16		3
34		191		81		91		63		59		64		47		16		16		3

35	197	83	92	64	60	66	48	16	16	3
36	202	85	94	66	61	67	49	16	16	3
37	206	87	96	67	62	68	50	16	16	3
38	212	88	98	69	63	69	51	16	16	3
39	217	90	100	70	64	70	52	17	16	3
40	221	93	103	72	66	72	53	17	16	3
41	227	94	105	73	67	73	54	17	16	3
42	232	96	107	75	68	75	55	17	16	3
43	236	98	109	76	69	76	56	17	16	3
44	242	99	111	78	70	77	57	17	16	3
45	247	102	112	79	72	79	58	17	16	3
46	251	104	114	81	73	80	59	17	16	3

### Luna

Lv	HP	MP	Atk	Def	Ag	Wis	Res	Rng	Lck	A#
1	24	40	15	14	16	30	26	10	16	1
2	27	47	16	15	18	32	27	10	16	1
3	31	53	18	16	19	34	29	10	16	1
4	36	58	19	17	20	36	30	10	16	1
5	39	65	20	18	22	38	32	10	16	1
6	43	71	22	20	23	40	34	10	16	1
7	48	76	23	21	25	42	36	10	16	1
8	52	83	24	22	26	44	37	10	16	1
9	56	89	26	23	27	46	39	10	16	1
10	62	94	27	24	28	48	41	10	16	1
11	66	101	28	25	29	50	43	10	16	1
12	70	107	29	27	31	52	45	11	16	1
13	75	112	31	28	32	54	47	11	16	1
14	78	119	32	29	33	56	48	11	16	1
15	82	125	33	30	34	58	50	11	16	1
16	87	130	35	31	35	60	52	11	16	1
17	90	137	36	32	37	62	54	11	16	1
18	94	143	37	34	38	64	55	11	16	1

### Mia

Lv	HP	MP	Atk	Def	Ag	Wis	Res	Rng	Lck	A#
18	87	141	35	36	34	61	54	9	14	1
19	92	146	37	37	35	62	56	9	14	1
20	96	153	38	38	36	64	58	10	14	1
21	100	159	39	39	37	66	60	10	14	1
22	105	164	40	40	39	68	62	10	14	1
23	108	171	42	41	40	70	64	10	14	1
24	112	177	43	43	41	72	65	10	14	1
25	117	182	44	44	43	74	67	10	14	1
26	120	189	46	46	44	76	69	10	14	1
27	124	195	47	47	46	78	71	10	14	1
28	129	200	48	49	47	80	72	10	14	1
29	132	207	50	50	48	82	74	10	14	1
30	137	213	51	51	49	84	76	11	14	1
31	142	218	52	52	50	86	78	11	14	1
32	145	225	53	53	52	88	80	11	14	1
33	149	231	55	54	53	90	82	11	14	1
34	154	236	56	56	54	92	83	11	14	1
35	157	243	57	57	55	94	85	11	14	1

36		161		249		59		58		56		96		87		11		14		1
37		166		254		60		59		58		98		89		11		14		1
38		169		261		61		61		59		100		90		11		14		1
39		173		267		63		62		60		102		92		11		14		1
40		179		272		64		63		61		105		94		12		14		1
41		182		279		65		64		62		107		96		12		14		1
42		186		285		66		65		64		109		98		12		14		1
43		191		290		68		66		65		111		100		12		14		1
44		194		297		69		68		66		113		101		12		14		1
45		198		303		70		69		68		116		103		13		14		1
46		203		308		72		71		69		118		105		13		14		1

### Nash

Lv	HP	MP	Atk	Def	Agi	Wis	Res	Rng	Lck	A#										
10		60		65		27		26		40		39		39		10		9		1
11		64		68		28		27		41		41		40		10		9		1
12		68		72		30		29		42		42		43		11		9		1
13		73		75		31		30		44		45		44		11		9		1
14		77		78		33		31		45		46		45		11		9		1
15		81		82		34		32		47		48		47		11		9		1
16		85		85		36		33		48		50		48		11		9		1
17		89		87		37		34		50		53		50		11		9		1
18		94		91		39		36		51		54		52		11		9		1
19		98		94		40		37		53		56		53		11		9		1
20		102		97		42		38		54		57		54		11		9		1
21		106		101		43		39		55		60		56		11		9		1
22		111		104		45		40		56		61		58		11		9		1
23		115		106		46		41		58		64		59		11		9		1
24		119		110		48		43		59		65		61		12		9		1
25		123		114		49		44		61		67		62		12		9		1
26		127		116		51		45		62		68		63		12		9		1
27		132		120		52		46		64		71		66		12		9		1
28		136		124		54		47		65		72		67		12		9		1
29		140		126		55		48		67		74		68		12		9		1
30		144		131		57		50		68		75		70		12		9		1
31		149		135		58		51		69		78		71		12		9		1
32		152		137		60		52		70		79		73		12		9		1
33		157		141		61		53		72		82		75		12		9		1
34		162		145		63		54		73		83		76		12		9		1
38		179		168		69		59		79		90		86		13		9		1
39		184		175		70		60		81		92		90		13		9		1
40		190		182		72		61		82		93		92		13		9		1
41		193		188		73		62		83		96		95		13		9		1
42		197		195		75		64		84		97		99		13		9		1
43		202		201		76		65		86		100		101		13		9		1
44		205		207		78		66		87		101		105		13		9		1
45		209		212		79		67		89		103		108		13		9		1
46		214		216		81		68		90		104		109		13		9		1

### Ramus

Lv	HP	MP	Atk	Def	Agi	Wis	Res	Rng	Lck	A#										
1		42		0		30		20		14		18		23		10		24		1
2		46		0		30		20		14		18		23		10		24		1
3		51		0		30		20		14		18		23		10		24		1



4	55	0	30	20	14	18	23	10	24	1
5	60	0	30	20	14	18	23	10	24	1
6	64	0	30	20	14	18	23	10	24	1
7	69	0	30	20	14	18	23	10	24	1
8	75	0	30	20	14	18	23	10	24	1
9	79	0	30	20	14	18	23	10	24	1
10	82	0	30	20	14	18	23	10	24	1
11	84	0	30	20	14	18	23	10	24	1
12	85	0	30	20	14	18	23	10	24	1

From levels 12-99, Ramus no longer receives stat increases

=====[@402]

Experience Chart

Lv	EXP	To Next Level
1	0	20
2	20	26
3	46	34
4	80	44
5	124	57
6	181	74
7	255	96
8	351	125
9	476	163
10	639	212
11	851	276
12	1127	358
13	1485	466
14	1951	606
15	2557	787
16	3344	1027
17	4368	1331
18	5699	1730
19	7429	2249
20	9678	2924
21	12602	3655
22	16257	4496
23	20753	5440
24	26193	6528
25	32721	7833
26	40554	9400
27	49954	11370
28	61234	13536
29	74770	16243
30	91013	19491
31	110504	23390
32	133894	25729
33	159623	28302
34	187925	31132
35	219057	34245
36	253302	37670
37	290972	41437
38	332409	45580
39	377989	50138
40	428127	55152
41	483279	60668

42	543947	66734
43	610681	73408
44	684089	80750
45	764839	88821
46	853660	97706
47	951366	107476
48	1058842	118224
49	1177066	130046
50	1307112	

===== [403]  
Frequently Asked Questions  
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Q: Why is there strange-looking/garbled text in the guide?

A: Please configure your web browser's text encoding to Shift JIS:

Safari: go to View > Text Encoding > Japanese (Shift JIS)

Firefox: go to View > Character Encoding > Japanese (Shift\_JIS)

Opera: go to View > Encoding > Japanese > Shift JIS

Some browsers do strange things to fixed-width fonts. If all else fails, download the guide and view it in your text editor of choice.

Q: Why bother including Japanese text at all?

A: This guide was initially written for the Japanese version of game, then adapted to include the English translation upon its release. If you don't like the Japanese text, use a different guide:

Damage\_Dealer made a great guide and the Prima Games print guide is still easy to find on eBay and from 3rd-Party Amazon sellers. It was originally a Gamestop exclusive that is now out of print. It's worth picking up for the maps & art alone!

Q: Should I import Lunar if I can't read Japanese?

A: As with most traditional RPGs, the story is a huge part of the experience. I can't recommend a newbie to the Lunar series import the Japanese version of the game without a high level of reading comprehension. The characters and dialogue are what make Lunar such a special game, and all of that magic is lost if you can't read the text.

Q: If I didn't buy the Reminiscer, is there any other way to obtain it?

A: The Reminiscer is only available for purchase from [122] to [140]. If you buy the three bromides but not the Reminiscer, the shop will close. Buy all four items together for 80000s total, just to be safe.

TIP: Reader Dong Nyuyen writes that selling back any one of the 3 bromides sold at the shop will reopen it! I'm not sure how late in the game this will work, but it could be huge for anyone that missed the item!

===== [404]

## Soundtrack Information

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A 34-song soundtrack was including with the initial shipment of the game.  
It features cover art of Luna in a crow's nest with her scarf off.

### Track List (Japanese):

- 1 黒き星の叫び
- 2 光と影の戦い
- 3 童話。父と母と
- 4 Tsu・Ba・Sa 2009
- 5 青き星の光
- 6 故郷へブルグへ
- 7 歩いていこうよ
- 8 竜へ託される想いへ
- 9 潮風が誘う棧橋
- 10 風のノクターン 2009
- 11 自由都市へメリビアへ
- 12 魔法都市へヴェーンへ
- 13 光の中でまどろむ
- 14 泥棒市場へリッツアへ
- 15 導かれる仲間たち
- 16 少年は彼方を目指す
- 17 闇となる理想
- 18 洞窟へ竜の試練へ
- 19 迫り来る新手
- 20 ひと時の休息
- 21 陰謀
- 22 行け！魔道機動兵器ハイ・ナッシュ
- 23 うなる大地
- 24 突破。そして逆転
- 25 勝利！
- 26 空を飛ぶ
- 27 そびえ立つ機械城
- 28 大切なものを守ること
- 29 伝説からの帰還
- 30 あの日のメロディー
- 31 そして冒険の扉は開かれる
- 32 Piano Solo - 歩いていこうよ
- 33 Piano Solo - 潮風が誘う棧橋
- 34 Piano Solo - そして冒険の扉は開かれる

### Track List (English):

- 1 Cry of the Black Star
- 2 Battle of Light and Darkness
- 3 Story Time with Mom and Dad
- 4 WINGS 2009
- 5 Gentle Light of the Blue Star
- 6 Burg - A Quiet Village to the North
- 7 Going for a Midday Stroll
- 8 Entrusted Hope of the Dragons
- 9 Soft Tones on the Sea Breeze
- 10 Nocturne of the Wind 2009
- 11 Meribia - The City of Freedom
- 12 Vane - The Magic City
- 13 Reverie in the Brilliant Light
- 14 Reza - Home of the Infamous Thieves' Bazaar

- 15 Joyous Days Among Friends
- 16 A Boy Undeterred by the Unknown
- 17 Darkened Ideals
- 18 Deep Cave - The Dragon Trial
- 19 Imminent Danger
- 20 A Brief Repose
- 21 Evil Machinations
- 22 Go! Go! Magic Masher!
- 23 Roar of the Earth
- 24 Breakthrough - Turning the Tide of Battle
- 25 Victory!
- 26 Pierce the Skies
- 27 The Towering Grindery
- 28 Protecting That Which is Most Dear
- 29 A Return to Legend
- 30 A Melody From Days of Old
- 31 As Adventure Beckons Us On
- 32 Going for a Midday Stroll (Piano Solo)
- 33 Soft Tones on the Sea Breeze (Piano Solo)
- 34 As Adventure Beckons Us On (Piano Solo)

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Pre-order Bonus Cards

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A set of bromide cards were included with Pre-orders of the game. The back of these cards contain the following character bios:

Luna Noa

Age: 15

Height: 5'5

Weight: 106 lbs.

Measurements: 31/21/31 in.

Hometown: Burg

Mia Ausa

Age: 16

Height: 5'4"

Weight: 99 lbs.

Measurements: 34/22/35 in.

Hometown: Vane

Jessica Alkirk

Age: 16

Height: 5'7"

Weight: 110 lbs.

Measurements: 32/23/32 in.

Hometown: Meribia

This info can also be found in the Prima strategy guide, with a few typos. Prima lists Luna's weight as 104 lbs. For Jessica, they reported her height as 5'8", weight as 108 lbs and her hometown as Vane.

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Bugs & Glitches

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- Occasionally, after loading a save file while in-game, the music will not

change to reflect the current area until you change locations.

- In the Wind Shrine, after pushing a stalagmite into place, Alex may become trapped, unable to move. Save before moving the stalagmites!
- In the "Last Fortress" the camera slowly started flying away from Alex and I couldn't move or do anything. I turned my PSP off, then back on and the game resumed normally. Save often!
- Some players have reported game freezes. The issue has been consistently remedied by updating to the latest firmware version.

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Revision History  
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Version 0.1 - 11/12/09

Guide posted!

Version 0.2 - 11/13/09

Walkthrough up to Vane. FAQ updated and a few problems fixed. Started work on the Compendium.

Version 0.3 - 11/14/09

Walkthrough up to the return to Vane. Corrected some major errors early in the guide. Added soundtrack section.

Version 0.4 - 11/16/09

Walkthrough up to Iluk. Added English translation for soundtrack. Revised guide organization and did an editing pass.

Version 0.5 - 11/16/09

Emergency update to fix error regarding missable items.

Version 0.6 - 11/18/09

Walkthrough complete through Tamur Pass.

Version 0.7 - 11/19/09

Walkthrough complete through the Black Dragon Fortress. Cleaned up the lists/bestiary/charts and added several items to the compendium.

Version 0.8 - 11/20/09

Walkthrough complete to Gadin.

Version 1.0 - 11/23/09

Walkthrough complete! Most other sections are complete and (mostly) error free.

Version 1.01 - 11/25/09

Updated information on obtaining the Fiend's Tear. Thanks anthony\_en!

Version 1.02 - 11/30/09

Updated information on obtaining the Reminiscer. Fixed errors and added a few notes to the walkthrough.

Version 1.1 - 3/3/10

Added bromide section and some shop inventories. Missables further clarified. Made corrections and edits to content and format. Began work on adding data from the newly released English version.

Version 1.2 - 3/9/10

Updated to include the English translation. The guide is now completely usable for players of both the Japanese and English versions of the game.

Eliminated spoilers by removing minor story explanations meant to help non-Japanese speaking players have an idea of what's going on. The guide is as spoiler-free as I can make it without being vague about directions.

Version 1.30 - 3/22/15

Completed Shops section. Full editing pass. Improved the layout for enhanced readability. Unified design elements for continuity. Overhauled some of the more verbose walkthrough sections. Rewrote FAQ.

Planned Updates

- Compendium edits to make the charts easier to read.
- Boss fight layout enhancements.
- Improve writing in the Damon's Spire section.
- Walkthrough editing pass (next time I play through the game)

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Thanks

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anthony\_en - Submitted the correct information for obtaining the missable item "Devil's Tear" and sent a screenshot for confirmation! Awesome!

Damage\_Dealer - Thanks for supporting the game and its community with another fantastic guide!

Dong Nyuyen - Submitted strategy for reopening the Reminiscer shop. NICE!

Game Arts - Thanks for keeping Lunar alive!

Lunar-net.com - A great resource for Lunar fans around the world.

VeghEsther - Submitted directions for obtaining two bromides. Thanks!!!

Working Designs - Thanks for introducing me to Lunar.

XSEED Games - Thanks for translating the game and including a premium edition.  
May you continue localizing great games for a long time to come.

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