

while you explore the school, there are no random battles
however there are scheduled battles (3rd and 4th rooms)
there are talks in each room

~icons used for all maps~

* = treasure, 7 = save point

save point's choices:

> save suru (save)

> save shinai (don't save)

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+---+---+          +-----*-----+  +-*-----+  +--+*  BT |
/   |              |           |  |BT      ->   |  |
+---+  +          +-+  +---+  |  |  +-----+  +-----+
|///|  +---+      |   *|  |  | *           |
++  +---+  +-+  +---+      +  +-+  +-----+  |      (Rhu reaches)
|*           7  ->                ->      BT  |
+-----+  +-----+  +-----+

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SCHEDULED BATTLE(S)

3rd room -> 1 Doggy (Yuka beats it)

1 Doggy (Akiho beats it)

4 Doggies (Syo beats them)

4th room -> 5 Doggies (your party fights until Rhu appears)

EVENT TALK(S) in the place

2nd room -> Hikaru

event talk's choices:

> hanashi wo suru (talk)

> hanashi wo shinai (don't talk)

TREASURE(S) in the place

1st room -> [g] Gakushoku no pan

2nd room -> [g] Gakushoku no pan

H: [g] Kizugusuri

Y: [w] Freddy no tsume

A: [w] Kyuudou no yumi (x2)

[g] Kyuudou no ya (x10)

3rd room -> [w] Densetsu no juu

[g] Gakushoku no pan (after the 3rd battle)

4th room -> [g] Gakushoku no pan

MONSTER(S) in the place

, Doggy (HP 350)

after the 4th battle, the party arrives in the world of Eitheia

q: hoka ni kikitai koto wa aru? (is there anything you want to ask?)

> Eitheia ni tsuite (about Eitheia)

> Erenoki ni tsuite (about the tree of Ere)

> mou ii (that's enough)

at the end of the talk, you can save

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= Chapter 2 ~Gekkou no Tou~ [Moonlight Tower] =
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Rhu gives the party 4 guard rings (equivalent of armor)

at the first battle, Rhu explains you the different modes for battles

a/ > zentai command ni tsuite (about general commands)

b/ > kojim command ni tsuite (about personal commands)

> setsumei no hitsuyou wa nai (no more explanation)

a) > "tatakau" ni tsuite (about "fight") > "auto" tsuite

> "form" ni tsuite > modoru (return)

> "nigeru" ni tsuite (about "escape")

b) > "attack" ni tsuite > "yarinaoshi" ni tsuite (about "retry")

> "guard" ni tsuite > modoru (return)

> "item" ni tsuite

after the explanation:

> mou ichido kiku (ask again)

> mou kikanai (don't ask again)

after choosing "modoru":

q: hoka ni nani ga kikitai no? (anything else?)

after choosing "setsumei no hitsuyou wa nai":

q: chotto Syo, honto ni daijoubu nano? (so Syo, is it really ok?)

> hai (yes)

> iie (no)

after winning, you see:

SENTOU SHOURI!! [BATTLE VICTORY!!]

Keikenchi [Experience price]

Can (money)

Tip

Kakutoku-shimashita. [Obtained.]

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    +-----+ |
           | Y|
           /  |
           |__ \
           \ R\
           |  |
           / */
           /  /
           +  +
    +---\__ /---+ +---+
                *  X
    +--\*_ /-----+
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EVENT TALK(S) on the road

Y -> Yuka, R -> Rhu

TREASURE(S) on the road

1st -> 200 CAN

[g] Kizugusuri

2nd -> [g] Kizugusuri (x2)

MONSTER(S) on the road

, Doggy (HP 350)

[w] Long bow	200	Hi,A
[w] Bear claw	100	Y
[p] Shield ring	100	S,Y,Hi,A,R
[p] Protect ring	200	S,Y,Hi,A,R
[a] Kaze no bandana (Wind bandana)	60	S,Y,Hi,A,R
[a] Makkana scarf (Red scarf)	80	S,Y,Hi,A,R
[a] Yuuki no bandage (Bandage of courage)	240	S,Y,Hi,A,R
[g] Sonic arrow	10	-
[g] Kizugusuri (Ointment)	4	-
[g] Kaifukugusuri (Recovery potion)	12	-
[g] Fukkatsu no houshu (Revival jewel)	20	-
[g] Dokukeshisou (Antidote grass)	6	-
[g] Mezame no kona (Awakening powder)	8	-
[g] Usagi no shippo (Rabbit's tail)	10	-
[g] Bannouyaku (Panacea)	50	-
[g] Hikari seki (Light miracle)	10	-

head to the west towards the Moonlight Tower

ADVICE: make some level up before reaching the last floor

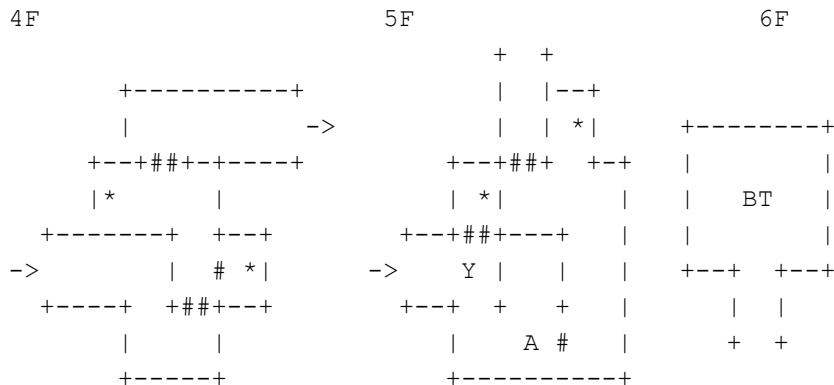
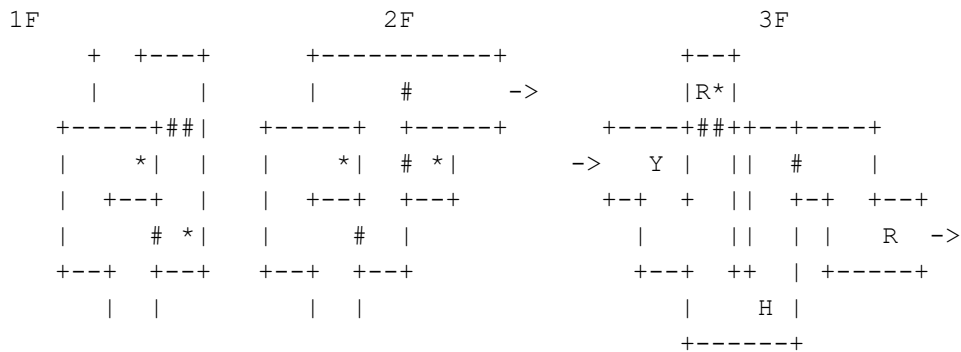
RECOMMENDED LV: 8-10

Gekkou no Tou [Moonlight Tower]

note: the map is in isometric 3D and must be turn at 45- to the left

Light miracles serve to have more light in the tower (but limited effect)

~icons~ (# = door)



EVENT TALK(S) in the place

3F -> Yuka, Hikaru, Rhu (x2)

5F -> Yuka, Akiho

TREASURE(S) in the place

1F -> [g] Kizugusuri (left corner)

100 CAN (right corner)

2F -> [g] Kizugusuri (left corner)

[g] Erenoki no shizuku (right corner)

3F -> [g] Kizugusuri (left corner)
4F -> [g] Inochi no hiyaku (right corner)
[g] Kizugusuri (left corner)
5F -> 300 CAN (left corner)
[g] Chikara no hiyaku
6F -> Artia FUREI

MONSTER(S) in the place

, Nezubat (HP 380)
, Erebotaru (HP 480)
, Poison Crawler (HP 500) - cause poison status
, Grey Hound (HP 600)
, Texas Bronco (HP 660) - cause sleep status

BOSS at 6F

, Bosubotaru (HP ????)
, Erebotaru (HP 480)
, Erebotaru (HP 480)
, Erebotaru (HP 480)

after you beat the boss, you reach automatically the exit
try to enter in Landau's house, then Eurike's house
after go to Landau's house and return to Rhu's house

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= Chapter 3 ~Shinpi no Artia~ [Mysterious Artia] =
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after a little talk in Rhu's house
head to the Serene Heights (west of the Moonlight Tower)
talk with Rhu, then with Hikaru near the water mill

go and speak with Shai (house in the middle of the village)
then talk with Yuka near Eurike's house
and return to speak with Shai and Akiho near a circle place

if you go near the Serene Heights again
you will see a scene with Akiho, Yuka and Hikaru
after Eurike's house, a scene with Hitoshi and Manabu
return to Rhu's house, save, then Landau's house

when you think you're ready for the Iopyros Tower, go out the village
Albijan awaits outside and will ask you:

q: dekita (done), mada da (not yet)
RECOMMENDED LV: 12-15

Iopyros no Tou [Iopyros Tower]

~icon used~ (! = switch, [] = block of rock)

<map here>

EVENT TALK(S) in the place

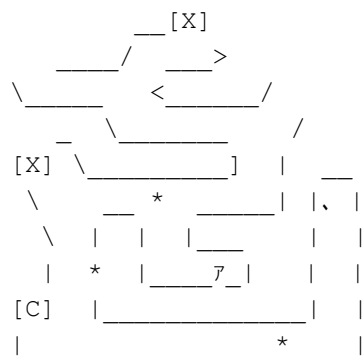
2F -> Hikaru, Akiho
3F -> Yuka, Hikaru, Rhu
4F -> Yuka, Hikaru, Rhu

TREASURE(S) in the place

1F -> [g] Kaifukugusuri (left corner)
[g] Kaifukugusuri (right corner)

TREASURE(S) in the place

- B1 -> [g] Choujugusuri (2 on the ground)
- [g] Choujugusuri (3 in rock)
- [g] Kemu-Kemu gusa (in rock)
- [g] Choujugusuri (left container)
- B1 -> [g] Erenoki no ha (scale from left)
- [g] Erenoki no ha (scale from left and lower)
- [g] Erenoki no ha (scale from lower)



EVENT TALK(S) in the place

TREASURE(S) in the place

- B2 -> [g] Onsoku no sunadokei (in rock)
- [g] Kemu-Kemu gusa (in rock)
- [g] Choujugusuri (2 in rock, 1 on ground)
- [p] Koori no yubiwa (left lower container)

B2's Save Point (push the lever to reach)

- > Camp de yasumu (Camping)
- > Save suru (Save)
- > Yasumanai (Don't rest)

<map here>

EVENT TALK(S) in the place

TREASURE(S) in the place

- B3 -> [g] Erenoki no ha (left corner)
- [g] Fukkatsu no houshu (left upper container)
- [g] Choujugusuri (in rock)
- [g] Kemu-Kemu gusa (in rock)
- [g] Chikara no Mizu (right corner)
- [p] Kaifuku no yubiwa (in a rock at right corner)

MONSTER(S) in the place

- , Oddly (HP 880) - cause poison status
- , Whipmen (HP 1000) - cause paralyze status
- , Tenta Soldier (HP 1140)
- , Fire Bone (HP 1200)
- , Hai-Zai (HP 1480)

when you took all items, try to open the container below the water pipe
after this, you will be in Albijan's house
speak with Fino about Containers (a new topic will appear at the right)

after choosing "Fino-baasan to hanasu"

- > Carlyle no naritachi --> container ni tsuite
- > ima no Carlyle ni tsuite > shitsumon wo yameru
- > Chika Haikyo ga dekita riyuu

[w] Twin dragon	6400	Hi, A, Ha
[w] Dragon fang	8800	Y
[w] King's blade	12000	Y
[p] Saint Ring	7000	-
[a] Guard crystal	5800	-
[g] Kaifukugusuri (Recovery potion)	12	-
[g] Choujugusuri (Large potion)	120	-
[g] Tokkouyaku (Special medicine)	500	-
[g] Erenoki no shizuku (Ere's tree drop)	300	-
[g] Fukkatsu no houshu (Revival jewel)	20	-
[g] Dokukeshisou (Antidote grass)	6	-
[g] Mezame no kona (Awakening powder)	8	-
[g] Usagi no shippo (Rabbit's tail)	10	-
[g] Mezame no tsuyu (Awakening dew)	50	-
[g] Bannouyaku (Panacea)	50	-
[g] Udedameshi no kane (Ability bell)	50	-
[g] Musura no kessho (Musura's crystal)	300	-

after going in Shai's house, Materia's house (got [w] MPH for Rhu) and Rhu's house, you must to go to Eurike's house to the basement

Oracle place

BOSS at the basement shrine

- , Itsuwari no chouzou (HP ????)
- , Itsuwari no chouzou (HP ????)

received Artia BOLT

you can't return to the village from this moment

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+----+      +-B-+ +----+
| 8 |      |   | | 4 |
+- -+      +- -+ +- -+
+----+ +----+ +- -+ +- -+
| 7 _ 6 _ 9 | | 3 |
+----+ +- -+ +----+ +- -+
      +- -+ +----+ +- -+
      | 5 _ 1 _ 2 |
      +----+ +- -+ +----+

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central room

1 -> Save Point (rest + save + nothing)

right room

- 2 -> [g] Inochi no hiyaku (south)
- [g] Erenoki no hiyaku (right)
- 3 -> [p] Armor Ring (left)
- [g] Hayasa no hiyaku (right)
- 4 -> [a] Mach Crystal (left)
- [g] Mamori no hiyaku (right)

left room

- 5 -> [p] Princess Ring (left)
- [p] Solomon Ring (south)
- 7 -> [g] Chikara no hiyaku (left)
- [w] Rock Hand (south)
- 8 -> [g] Erenoki hiyaku (left)
- [a] Mach Crystal (right)
- 9 -> [w] Hidora no yumi (south)

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