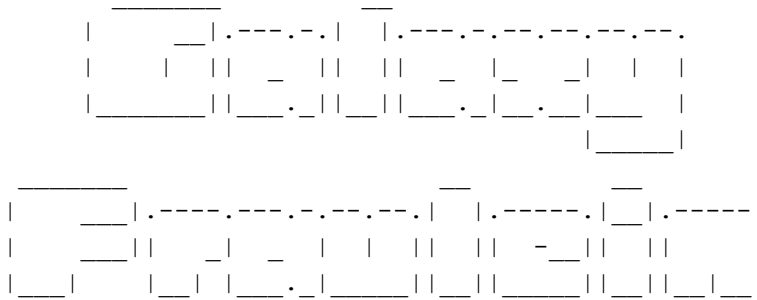


Ginga Ojousama Densetsu Yuna 3: Final Edition (Import) FAQ/Walkthrough

by Serenitys_Cat

Updated to v0.8 on May 13, 2015



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Ginga Ojousama Densetsu Yuna 3: Final Edition Walkthrough
Version 0.8
Serenitys_Cat, Resident Feline on the Firefly-Class Transport Serenity
First Posted 07/17/2013

Yuna forever!

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1.0 Version History
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Version History:

- Version 0.8
Initial release. Not complete, but quite sizeable!

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2.0 Introduction
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Greetings and salutations to you all. I am Serenitys_Cat, follower of fantasy and fiction, and this is my third FAQ on GameFAQs. Yay!

But what an odd game to write a FAQ for. Why Yuna? Why an untranslated PS1 game produced almost a decade ago? Why the third game in a series I have never even played the first two games of? Why? BECAUSE YUNA IS FRICKIN' AWESOME, to put it bluntly, and Yuna 3 is a positively amazing game filled with hilarity, lush artwork, memorable characters, and a surprising amount of pathos for such a bright, fun, happy premise. It is a parody of everything magical-girl in the best way possible, and the OVAS - Galaxy Fraulein Yuna and Galaxy Fraulein Yuna Returns - made me laugh, cry, and cry because I was laughing so hard. To make a long story short, Yuna is a priceless jewel - a diamond in the rough, if you will - even moreso to those of us in the United States, who have an extremely difficult time getting our hands on anything Yuna-related, especially these marvelous games.

However, by far the most valuable commodity to a Yuna fan at this point in time is INFORMATION. There is VERY, VERY little information about Yuna on the 'net; the only places I know of are Wikipedia, which only covers the OVAS; the Galaxy Fraulein Yunaverse (http://www.crystaltokyo.com/~yuna/index.html) which is woefully incomplete (no offense to the creators!); and Ditchdigger's Yuna

The original Japanese name for the game series I am referring to is "Ginga Ojousama Densetsu Yuna," or "Galaxy Lady Legend Yuna." This series consists of:

.Three main games ("Ginga Ojousama Densetsu Yuna," "Ginga Ojousama Densetsu Yuna II: Eternal Princess," and "Ginga Ojousama Densetsu Yuna 3: Lightning Angel");

."Ginga Ojousama Densetsu Yuna Remix," a remake of the first game;

."Ginga Ojousama Densetsu Yuna Collection," a remake of the first and second games;

.Two OVAs ("Ginga Ojousama Densetsu Yuna" and "Ginga Ojousama Densetsu Yuna Returns");

.A side game based off the first OVA titled "Ginga Ojousama Densetsu Yuna FX";

.And two Sega Saturn materials collections, the "Mika Akitaka Illustrated Works" Volumes 1 and 2.

In the first game, Yuna participated in and won the "Ginga Ojousama" contest, which made her a pop star...and, she found out afterward, the new Savior of the Light. Although she was pretty darn reluctant at first, the Thirteen Frauleins of Darkness began hunting her down wherever she went (and I do mean wherever!) and she was forced to embrace her new abilities in order to survive. She found and released the three robots Jina, Marina, and Erina, who together with Elner made up the Matrix of Light that summoned the massive mecha El-Line; defeated the Thirteen Frauleins, including their leader, Liavelt von Neuestein; and journeyed to the Dark World in order to defeat the Queen of Darkness.

In the second game, Yuna was confronted by Erika Kousaka, another girl who had aspired to win the "Ginga Ojousama" contest, and her closest friends, the Erika Seven. Erika got into a fight with Yuna right next to a beacon that alerted the intergalactic spaceship of justice, the Eternal Princess, of an interplanetary conflict, causing the Princess' pilot - Princess Mirage - to believe that Earth was threatening other planets and needed to be destroyed. With the help of the newly-discovered Yuuri, an android found on the moon who promised to help turn away the Eternal Princess, Yuna managed to prevail over Erika and Mirage and save Earth again.

In the first OVA, Yuna was arrested on false charges of treason against the Galactic Alliance by a Galaxy Police officer, codenamed Selene. The evidence for the charges was forged by the sinister Fraulein D, a cousin of the Queen of Darkness, who knew she had to eliminate Yuna in order to safely take over the Earth after the Queen's failure. Yuna was about to be fired into the Ultra Black Hole when the heroic actions of all of her friends managed to distract Fraulein D and her dark fleet just long enough for Yuna to engineer Fraulein D's defeat.

In the second OVA, three androids - the "Apparition Sisters" - under the influence of a nameless, primordial, superdestructive being, were sent to Earth in order to eliminate Yuna and everyone allied with her. Yuna managed to repel the assault of the first sister, Ayako, and convinced her that her actions were wrong, causing Ayako to defect to her side. The other sisters, Kyoka and Genmu, were far less receptive, however, and fought Yuna tooth and nail to the bitter end. Genmu brutally murdered Ayako when she tried to protect Yuna, which caused Yuna to become truly angry for the first time in the series history (I won't spoil the result, but if you haven't seen it, it was NOT pretty). Before Yuna even had time to mourn, however, the primordial being entered the atmosphere, absorbed the remains of the three sisters into itself, and began to wreck destruction across the city. Yuna almost couldn't destroy the horror, knowing that doing so would eliminate any chance she had of ever reviving Ayako, but finally pulled the trigger that blew the being to smithereens.

The third game takes place after the second OVA, and what happens within it is the focus of this document.

Translations

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Let's get this straight right from the start: I do not speak Japanese. Not even a little bit. However, I know a bunch of people who do, at least three of whom helped me translate my way through this game and the resulting document.

Those of you who translate know what a touchy job it is, and most of you who don't, probably still know it. As a result, please remember to take every name and proper noun in this guide with a grain of salt. I have taken many artistic liberties with my version of these translations, especially when it comes to the Frauleins' attacks (EMILY, I'M LOOKING AT YOU).

Oftentimes I tried to keep the names of places and objects (i.e. Oishiiya, Tensei, etc.) in the Japanese, but certain things I did translate for ease of speaking. I have placed those translations in the following chart:

Ojousama = Fraulein (obviously)
Kikaikakoutei = Mechanical Empress
Kikaikateigoku = Mechanical Empire
Kikaikajin = Mechanizans (Ditchdigger's original term, borrowed by me)
Rokkasen = Six Flowers of War (literally, Six Flowers of Competition)
Shitenki = Four Heavenly Avatars (literally, Four Heaven Machines; however, "Tenki" is also an expression meaning "the will of heaven," and so I took this title to mean "The four divine machines that carry out the will of Heaven," or, more simply, "The Four Heavenly Avatars")
Youki Sanshimai = Apparition Sisters (ADV Films' original title, borrowed by me) (literally, Unearthly Three Sisters)
Sankenki = Three Wise Machines (Ditchdigger's original term, borrowed by me) (literally, Three Intelligent, or Virtuous, Machines)

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3.2 Basic Commands and Controls

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MAIN MENU

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New Game - Start a new game. Duh.

Load Game - Load a saved game. Also duh.

Options - Changes various things about the game.

Controls - Changes the direction the cursor moves in accordance with the directional buttons.

Vibration - Turns the vibration function on or off.

BGM - Stereo or mono, as usual.

Exit Menu

Card - Not sure what this does, I'm afraid.

VS - Challenge another person's characters to a battle on one of five stages.

Omake - Bonus content. This option is unlocked after you beat the game once.

Pictures - View the various pictures in the game.

Video - View the various cutscenes in the game.
Fanart - Yes, this game has a bunch of fanart in it!
SFX - Allows you to play the special effects and voice samples in the game.
Return to title screen

TRAVEL COMMANDS

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Move - Move to a selected destination.
Call Ryudia - Call Ryudia in order to buy items from her.
Other - Check various information.
 Status - Check any character's status.
 Items - Check your list of items.
Options - Changes various things about the game.
 Controls - Changes the direction the cursor moves in accordance with the
 directional buttons.
 Vibration - Turns the vibration function on or off.
 BGM - Stereo or mono, as usual.
 Exit Menu
Save - Save the game.

RYUDIA'S SHOP

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Buy - Purchase items.
Sell - Sell items.
Done - Return to the Travel screen.

BATTLE COMMANDS

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Move - Move the present character.
Attack - Perform an attack.
 Physical Attack - Use the character's physical attack.
 Special Attack - Use one of the character's Special Attacks.
 Items - Use an item on yourself or an adjacent ally.
Other - Check various information.
 Status - Check any character's status (the list is in turn order).
 Mission Objectives - Check the mission objectives.
Defend - Reduces damage taken by the character until her next turn.

STATISTIC INFORMATION

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Name	Available Counters
Current Level	Melee-range counters
Current HP	Long-range counters
Current EP	
Bonus from Terrain	Experience until next level up
Attack Power	Defense Power
Special Attack	Special Defense
Movement Range	Battle Speed
Special Attacks	Level of Special Attack, Cost of Special Attack

STATUS EFFECTS

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Poison - Drains HP every turn. Symbol: smoky purple skulls above the character's head.

Sleep - Character can neither move nor attack. Symbol: speech bubble with ZZZ.

Coma - Identical to Sleep; however, is not curable by items. Symbol: ??

Confusion - Character will attack their allies. Symbol: ring of three swirling stars above the character's head.

Insanity - Identical to Confusion; however, is not curable by items. Symbol: four swirling stars above character's head.

Paralysis - Character can neither move nor attack. Symbol: sprite flashes red.

Seal - Prevents use of Special Attacks. Symbol: speech bubble with a lock.

Fat - Prevents use of items. Symbol: character sprite expands.

Diet - Identical to Fat; however, is not curable by items. Symbol: character sprite shrinks.

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3.3 Guide Formats

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CHOICES

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At several points during this game, you (as Yuna) will have to make a choice about what to say or do for the next portion of the story. Some of your choices will only affect the next few lines of dialogue. Others will influence the characters you are about to recruit! When a choice appears in the dialogue, I have recorded it as follows:

CHOICE 1: What happens if you pick the first choice given.

CHOICE 2: What happens if you pick the second choice given.

And so on.

BATTLES

^^^^^^

I think this part is pretty self-explanatory, but just in case, this is my format for explaining battles:

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BATTLE (Number of Chapter)-(Number of Battle in Chapter): (MADE-UP TITLE)

Character Limit: Number of characters you can deploy onto the field

My Team: The characters I used when fighting this battle. This listing is a guideline, not a requirement; any combination of characters should be capable of emerging victorious from any map in the game.

Enemies: All of the enemy units first present on the field

Reinforcements: Enemy units that will appear later in the battle

Guests: Allied characters who will fight automatically as per computer A.I.

Recruits: Characters who will actually join your party during the fight.

(Insert battle strategy here)

=====

CHARACTER PROFILES

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This is also mostly self-explanatory, but not entirely, so I shall explain it in detail.

Full Name: Fraulein's first and last name

Affiliation: Who or what the Fraulein owes her allegiance to

Voice Actor/ Actress: Who voiced the character

Recruitment: When and how you can recruit this character

Weapon: The official name of the character's weapon

Physical Attack: Name of the character's attack (Range at which you can attack)

MV Rating: How far the character can move

(Insert character biography)

(Insert analysis of character in battle)

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^^^

(My translated name for the attack, used in the rest of the guide)

Japanese Name: Japanese name for the attack (Translation if in hiragana)

Level Learned: The level the Fraulein learns this attack

EP Cost: How much EP the attack costs to use

Range: How far away the attack can be targeted. For most attacks, this number will be 0, as the majority of the attacks in this game affect the area around the user and cannot actually be targeted. For an attack such as Yuna's "Wild Fire," however, which targets a cross of five squares anywhere within four spaces of Yuna, the range would be 4. I have also included range for linear attacks (attacks that target enemies in a straight line in front of the user,) since their range is often quite large and it can be difficult to tell how far they really go.

Formation: How this attack targets its, well, targets:

- O = Square targeted by the skill
- X = Square not targeted by the skill
- S = Square the user is standing on
- * = Square with a special affectation during the attack

4.0 Walkthrough

Ah, and so it begins. The meat and potatoes of any self-respecting walkthrough: the walkthrough itself. I am going to state in advance that my Japanese skills are "slim" and "none," and "slim" left town last week, so any analysis of plot (and I have a lot of that in here) may very well be barking up completely the wrong tree. Fortunately, I had Ditchdigger's excellent game script translation to help me out for the first four chapters of the game (located here, at: <http://www.angelfire.com/anime4/frauleinyuna/yuna3.html>) and a benevolent Japanese-speaking boyfriend to help me out with Chapter 5, so I think my summaries of game events and plot points should be fairly accurate. If it's not, please feel free to drop me a line informing me what I did wrong.

Anyway, enough of that. Without further ado, let us commence.

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+++++
+++++ 4.1 CHAPTER ONE +++++
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Following our brief introduction to Yuna (our heroine,) Yuuri (her sidekick,) and a certain object that those of you familiar with the OVA most likely recognize, a VEEERY distinctive voice calls out to Yuna, and you are offered the first of many choices in the game.

- CHOICE 1: Ignore Shiori. Scene where Yuna enjoys Yuuri's food.
- CHOICE 2: Turn around. Skip above scene.

Okay, so it's hardly a life-or-death kind of choice, but regardless. Shiori makes her lugubrious presence known just in time for the villain of our story - the sinister Kikaikakoutei, whom I shall refer to as the Mechanical Empress - to make her electrifying entrance. Elnor arrives, having sensed dark power as usual, and another choice commences:

- CHOICE 1: Fight right away. Skips three lines of dialogue.
- CHOICE 2: Get support from Yuuri. Adds three lines of dialogue.

I swear that soon, these choices will become a lot more interesting. For now, however, our first battle has begun.

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BATTLE 1-1: SAVE THE GIRL!
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Character Limit: 3
My Team: Yuna, Yuuri, Shiori
Enemies: Gray Gun Soldier Level 3 x3
Reinforcements: None
Guests: None
Recruits: None

Even as tutorial battles go, this is pretty easy. Use this as a simple chance to become familiar with the battle system (especially if you can't read much Japanese, like me >.>) Keep in mind that almost every object you see can be attacked (although I don't think there's much of a point to doing so) and that you get more experience the more damage you deal (i.e., try to attack from

behind whenever possible).

Gun Soldiers are your most common mooks in this game, and the Gray variety is the absolute least dangerous. Yuna, Yuuri, and Shiori are strong enough to kill everything with physical attacks in a matter of minutes, so no particular strategy is needed here. Nothing to worry about.

=====

You may save the game now.

CHOICE 1: Head toward school. Skip Battle 1-2. Later, fight Battle 1-6A.

CHOICE 2: Head toward Yuna's house. Fight Battle 1-2. Fight Battle 1-6B.

See? Now that's an important choice, isn't it? Obviously, fighting Battle 1-2 gives you the chance at extra experience and money, but doing so provokes Battle 1-6B at the end of the chapter, which is significantly harder than Battle 1-6A. The choice is yours. Either way, you will access the Travel screen for the first time and Ryudia will make contact with you, offering to sell you items. An Onigiri (healing item) or two would not go amiss, especially if you decided to head to Yuna's neighborhood.

=====

BATTLE 1-2: PROTECT MAMA AND PAPA!

Character Limit: 3

My Team: Yuna, Yuuri, Shiori

Enemies: Gray Gun Soldier Level 3 x4

Reinforcements: None

Guests: None

Recruits: None

This is another very simple battle. Three Gun Soldiers threaten Mama and Papa, and destroying them ends the map. But wait! Down at the opposite end of the street, Haruna and Taro-chan (the little girl and her dog from the OVA) are being held captive by a fourth Gun Soldier.

Send Yuna (who is the fastest of your characters and will likely get there first) toward Haruna while Yuuri and Shiori take out two of the three robots on the main street. The Gun Soldiers do very little damage, so you can easily stall while Yuna gets to Haruna. Defeat the Gun Soldier threatening her and she gives you (although it looks more like she turns into!) an Onigiri. With that done, wipe out the last Gun Soldier to end the fight.

Although they are completely oblivious to the truth of the situation, thinking that Yuna is just filming a movie instead of fighting off robots with murderous intentions, Mama does give Yuna another restorative Onigiri, which is something to be thankful for, right?

=====

Whether you fought or skipped Battle 1-2, you'll eventually end up at Shiraokadai Girls' High School, where Mai of Roppongi and Erika Kousaka are fighting off robots. Of course, Yuna leaps to their defense!

=====

BATTLE 1-3: AID MAI AND ERIKA!

Character Limit: 3

My Team: Yuna, Yuuri, Shiori

Enemies: Gray Gun Soldier Level 4 x4

Gray Mecha Level 4 x3

Reinforcements: None

Guests: Mai

Erika

Recruits: None

Place Shiori on the upper-right-hand box at the start of the battle and she can attack the closest Gray Gun Soldier on her first turn. Since Shiori is a little bit overpowered in terms of raw damage, she may very well be one-shotting your enemies by this point, which obviously makes things easier.

Mai and Erika hold the door at the front of the school, being automatically controlled by the computer. Your goal is to let Erika (who will NOT be joining you after this battle, meaning that any experience she gains here will go to waste) steal as few kills as possible, so rush to their aid with all speed. If Mai or Erika dies, then it is an automatic Game Over, but since both are rather powerful warriors, this shouldn't be a concern.

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Mai does some typical Mai-style boasting after the battle, which causes first Erika and then Elnor to respond with some serious pwnage, which is pretty hilarious.

You may save the game now.

CHOICE 1: Agree with Erika. Skip below scene.

CHOICE 2: Hold Erika back. Scene where Erika convinces Yuna not to worry.

Erika leaves to go find the Erika Seven, and right after she does so, Miki of the Silver Screen appears on TV, fighting off robots at the TV station. Mai joins the party and the girls head to the TV station, only to walk into a trap! A mysterious purple-haired, red-armored girl with big, ribbon-like claws on her back summons a group of Machine Soldiers to finish Yuna off.

=====

BATTLE 1-4: SAVE MIKI!

Character Limit: 4

My Team: Yuna, Yuuri, Shiori, Mai

Enemies: Gray Gun Soldier Level 5 x6

Gray Mecha Level 5 x2

Gray Bomber Level 5 x1

Reinforcements: None

Guests: None

Recruits: Miki (after killing three enemies)

Polylina (after killing three enemies)

You start this battle in the middle of the stage, surrounded by mechs. This actually isn't as bad as it seems, because all of these mechs - even the snazzy

long-ranged Bomber unit - are quite weak and easy to handle. You can easily split into groups to deal with your opponents from all sides.

Shiori probably does the most physical damage out of all of your characters, so put her at one corner of the stage and let her kill something every time her turn comes up. Mai isn't as strong as Shiori, but she has way more HP and defense, so send her to another corner to wreck some havoc. Yuna and Yuuri should stick together, as they lack Shiori's damage capabilities and Mai's high defenses. This also means Yuuri can heal Yuna if needed; since the game is over if Yuna dies, it's good to keep Yuuri close for that reason alone.

After you kill three enemies, enemy soldiers appear, holding Miki captive. This is the cue for the Masked Maiden Polylyna to make a dramatic entrance! Yuna of course loses her mind in happiness, but Polylyna makes her snap out of it in time to rejoin the battle.

Miki and Polylyna make this already easy battle even easier. Polylyna has crazy range (though not as much as Shiori) and can teleport; Miki's Special Attack, "Illumination Laser," is costly but powerful. The battle should be over sooner than you can recite Polylyna's entry speech.

=====

You may save the game now.

This is where this game starts to get pretty awesome. Yuna starts writhing around having naughty Polylyna fantasies, Elner nags, Yuuri complains about the serious lack of dinner-making going on right now, Mai starts pontificating, and poor Polylyna has to get them all back on track. Which is naturally when the Mechanical Empress drops a GIGANTAMONGOUS bomb called the "Teimfou" onto Earth and taunts Yuna to try and stop it from exploding.

This cues one of my favorite scenes in the entire game: instead of "examining" Teimfou as Elner suggests, Mai chucks a rock at it, causing an alarm to go off and enemy soldiers to pop up everywhere. Everyone yells at Mai, Shiori decides the Teimfou is a god and must have jinxed Mai for being annoying, Yuuri thinks this is her cue to eat something, and Elner yells at them all to stop getting off track and go fight already. God, I love this game :)

=====

BATTLE 1-5: MAI IS AN IDIOT!

Character Limit: 6

My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polylyna

Enemies: Gray Gun Soldier Level 6 x3

Gray Mecha Level 6 x3

Gray Bomber Level 6 x1

Pink Healbot Level 6 x1

Reinforcements: Gray Gun Soldier Level x1 (after killing three enemies)

Guests: None

Recruits: Remi (after killing three enemies)

For the penultimate battle of the chapter, this fight sure is lame. Its only real feature of note is the introduction of one of the more annoying enemies in the game: the curative Healbots, which usually use their turn to recover the HP of their closest ally. Fortunately, they don't seem to heal themselves and their defense is extremely low, making them easy to kill. Always take out these

little buggers first, no matter what!

After killing three enemies, two Gray Gun Soldiers show up as reinforcements, but one of them gets diced to pieces by the surprisingly high-voiced Remi of China, who joins the party immediately. Remi is pretty strong, but she starts out rather lower-leveled than the rest of your party, which will make her a liability in the next battle. Try to have her kill an enemy or two before you finish this map; she could really use the experience.

=====

You may save the game now.

The mysterious red-armored girl from the TV station makes another appearance, this time introducing herself as Jui-Faa of the Six Flowers of War. She's got a control chip that could apparently stop the detonation of Teimfou, but she's not going to give it up without a fight.

The path of the game splits here depending on your earlier decision of which location to check on the safety of first. If you went to Shiraokanai School, then you will return to the World Map, allowing you to buy items, save, and/ or visit the nearby training ground, the first of several you will encounter in the game. Refresh yourself and head to Yuna's house to fight Battle 1-6A.

=====

BATTLE 1-6A: BOSS BATTLE - JUI-FAA!

Character Limit: 7

My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polylna, Remi

Enemies: Jui-Faa Level 7

Gray Gun Soldier Level 7 x1

Blue Gun Soldier Level 7 x2

Blue Mecha Level 7 x2

Blue Bomber Level 7 x2

Pink Healbot Level 7 x1

Reinforcements: Gray Gun Soldier Level 7 xInfinite (Monster Generator)

Guests: None

Recruits: None

The first boss of the game! And boy, she is not a pushover. Jui-Faa has strong defense and high evade, and damn, does she pack a punch. She'll start the fight by using her "Dark Beam" Special, which does decent damage and may reduce its target's Attack by 25% for a turn or two. She'll cast this until she runs out of EP (three times) and then switch to her normal attack, which does upwards of 70 damage (!) It doesn't help that Yuna and Yuuri are separated from the rest of their allies, which puts you in great danger of a dead-Yuna-induced Game Over.

The blue enemies are stronger versions of the gray ones, so handle them with care (i.e. keep Miki away from them). Teleport Polylna to Yuna and Yuuri ASAP and have the trio fight their way back to the rest of the group before you even think about taking on Jui-Faa. Make sure to keep everybody well-healed; Jui-Faa does a huge amount of damage and doesn't take much in return, so you'll need all of your team's combined strength to overcome her. Take out all of the blue enemies (ignore the gray ones, as the Monster Generator will continuously spawn more) and then focus all of your power on Jui-Faa.

On a side note, if you can handle Jui-Faa's attacks for a few turns (unlikely, but possible,) then consider fighting as many Gray Gun Soldiers as you can stomach for the extra money and experience. This is a great way to get a jump-start on leveling for Chapter 2; just be sure not to use up all your strength on the Gun Soldiers, or you'll have none left to finish the fight with Jui-Faa!

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If you went to Yuna's neighborhood, then you will fight Battle 1-6B directly after Battle 1-5, with no chance to train, restock, or save.

=====

BATTLE 1-6B: BOSS BATTLE - JUI-FAA!

Character Limit: 7

My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polyлина, Remi

Enemies: Jui-Faa Level 8

Gray Gun Soldier Level x4

Blue Bomber Level x4

Pink Healbot Level x1

Reinforcements: None

Guests: None

Recruits: None

The first boss of the game! And boy, she is not a pushover. Jui-Faa has strong defense and high evade, and damn, does she pack a punch. She'll start the fight by using her "Dark Beam" Special, which does decent damage and may reduce its target's Attack by 25% for a turn or two. She'll cast this until she runs out of EP (three times) and then switch to her normal attack, which does upwards of 70 damage (!) To make things even worse, one of those gigantic cannons on the side of the Teimfou will charge up and fire every turn, blasting a three-square-wide column of the field for immense damage each time.

You have a long period of time between the charge-up of the cannon and the actual firing, so attempt to move all of your characters the hell out of the way. This is unfortunately easier said than done, as the line of fire does NOT correspond exactly to the position of the cannon. Wherever you think the cannon is firing, it's probably firing two or three spaces to the side. Either try to account for this in your cannon calculations, or just move everybody who might possibly in any way be somewhat close to the line of fire FAR, FAR AWAY. The cannons can deal between 40 and 60 damage (more, if your back is turned,) so evading them is critical to your survival!

Don't go out of your way to fight the other enemies in the battle. Take them out if Jui-Faa isn't in range, but otherwise, focus all your power on the big flowery baddie herself (after taking out her Healbot support, of course). You cannot afford to waste time in this battle; Jui-Faa plus cannons is a recipe for certain death. Corner Jui-Faa with Mai while your other characters add in support fire and Yuuri keeps Mai healed, and just let loose with everything you have.

Keep in mind that the Teimfou cannons are not picky, and will annihilate enemy units (including Jui-Faa!) as easily as they will you. If you're particularly good at judging the line of cannonfire, try to lure enemies into the firing paths so that Teimfou does your work for you.

=====

Well, Yuna being Yuna, she attempts to help Jui-Faa (who is sparking all over and just looking quite the mess,) but Jui-Faa refuses her, shatters the control chip so that you cannot stop the bomb, and self-destructs. I have to say, for Galaxy Fraulein Yuna, that's not normal O_o

So all hope is lost... or is it? Elnor points out that the Teimfou had to be fired from some galactic bombing base, and if you can find it, then maybe you can defuse the bomb yet. Polylina volunteers the use of her newest spaceship, which Yuna christens the Element Fairy, and Shiori decides to take a nap. In a hammock. That she hangs inside of the Fairy against all laws of physics. I love Shiori :)

++++
++++ 4.2 CHAPTER TWO ++++
++++

Whoo! We're in Chapter Two! Feels good, doesn't it? As a side note, I really love the weird techno-pop Chapter Two has going on in the background. It makes me want to dance.

- CHOICE 1: View Misaki on the main screen. Misaki says she is in danger.
- CHOICE 2: Turn Misaki off. Yuna SEES that Misaki is in danger.

At any rate, Chapter Two opens with a disaster as Misaki Ichijouin of the Galaxy Alliance appears, pursued by enemy robots. The girls immediately take to space to assist her (although how they can breathe in space is anyone's guess).

=====
BATTLE 2-1: SAVE MISAKI!

- Character Limit: 7
- My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polylina, Remi
- Enemies: Gray Gun Soldier Level 7 x3
 - Gray Mecha Level 8 x2
 - Gray Bomber Level 8 x2
 - Pink Healbot Level 8 x1
 - Blue Gun Soldier Level 9 x2
- Reinforcements: Blue Gun Soldier Level 8 x2 (destroy three enemies)
- Guests: None
- Recruits: None

Misaki's ship lies way on the northern side of the screen. The Element Fairy (and ergo all of your girls) are way down on the southern side of the screen. And between you and the ship is a massive minefield of monsters intent on mauling Misaki into mincemeat.

Resist the urge to "Teleport" Polylina directly to the ship's side; she will get overwhelmed and slaughtered by the huge amount of monsters around the ship. The ship is a hardy little craft with many different parts, all with their own separate HP totals, and it can take quite a beating; be warned, however, that if the body of the ship reaches 0 HP, then it's Game Over. Fortunately, the monsters only focus on the ship's body after destroying all the other parts, so you have ample time to maneuver.

Move forward as quickly as possible. Worry less about destroying monsters and more about maximizing your movement usage. The monsters focus on the cruiser until you get within attack range, so the idea is to get there as soon as possible without actually dying from said attacks. Keep several Onigiri on hand and try to keep Yuuri in a central position so she can rush to the "Healing Hands" aid of anyone who needs it.

Once Polylina has Misaki's ship within "Teleport" range, heal her to full and warp her over. Polylina is strong enough to handle several robots on her own for a while, but she'll still need help eventually. Moving her normally along with everyone else until she can reach the ship in one jump gives her about two turns with no help (which is well within her abilities to handle) without putting Misaki in any serious danger. For the record, I finished this battle with the wings and tail of Misaki's ship destroyed, and the nose almost so, and had no adverse effects because of it.

=====

Surprise surprise, Misaki has bad news. The Mechanical Empress is not only attacking Earth, but almost every planet in the Galaxy Alliance, and Misaki is here to beseech Yuna for her assistance before the Empress can dominate the universe. Misaki also shares the history of the Mechanical Empress: once she was known as the Black Empress, a great destructive force sealed away many centuries ago by the holy White Empress. Of course, the tale gets everybody up in arms, and the decision to fight the Black/ Mechanical Empress is made.

Being the practical and resourceful galaxy policewoman that she is, Misaki also managed to decode the location of the Mechanical Empress' hidden base before Galaxy Alliance Headquarters went supernova (for what, the third time in the Yuna series?) so we now "have our heading," as Jack Sparrow would say. There are two ways to head toward the base: the Element Fairy can travel by way of the food-covered planet Oishiiya or the tropical resort planet of Uraraka. This is an extremely important choice!!! The planet you choose will not only affect the locations and events of the next part of the game, but will also affect the characters you recruit during Chapter Two.

If you travel via Oishiiya (the bottom-most of the two planets, shaped somewhat like an ice cream cone,) you will recruit Yoshika of Tea.

If you travel via Uraraka (the spherical planet at the top of the screen,) you will recruit Mari of Flowers.

I will cover the Oishiiya route first, in Battle 2-2A. The Uraraka section follows it, in Battle 2-2B. Use the "Find" function to locate your choice and let's continue the journey!

=====

BATTLE 2-2A: BOSS BATTLE - IN-FAA!

Character Limit: 7

My Team: Yuna, Shiori, Mai, Miki, Polylina, Remi, Misaki

Enemies: In-Faa Level 10

Blue Gun Soldier Level 9 x3

Blue Bomber Level 9 x3

Pink Healbot Level 9 x1

Reinforcements: ?????? Level 9 (when Yoshika appears)

Blue Bomber Level x2 (when ?????? is destroyed)

Guests: None

Recruits: Yoshika (Yuuri eats four candies)

Oishiiya is a delicious planet covered in sweets! A river of orange juice flows through a landscape of jell-o, bonbons, creampuffs, and odango. The ground is made up of vanilla cookies and chocolate squares. Slender clusters of pocky bridge the sparkling orange river. What could possibly be wrong in such an idyllic place?

Well, In-Faa of the Six Flowers of War is a pretty big wrong. Standing loftily atop a gingerbread house on the opposite map, she laughingly condemns your Frauleins to death. Yuuri, distracted by giant candy drops, wanders across a pocky bridge - and In-Faa detonates it behind her! This whole place is a trap!

The biggest problem with this map is the time limit. If Yuuri eats her way to In-Faa's gingerbread house at the opposite side of the field, then the map is over in a most unpleasant way. It will take Yuuri nine turns to reach In-Faa, however, so you have plenty of time; just don't take things too lightly.

Move in concert toward the enemies. As mentioned, you have plenty of time, so teleporting Polylina and Misaki is not necessary, although you may find it a useful tactic nonetheless. The enemies do not put up much of a fight, but take careful note of the way their movement is reduced when they move through the melted chocolate squares. This will happen to you as well if you move through such squares, and such movement-reducing terrain will soon become commonplace, meaning you'd better get used to it sooner rather than later.

Once Yuuri finishes devouring her fourth candy, Yoshika of Tea leaps into the fray! Being a miko, Yoshika's inner eye is well-trained and allows her to see through the "illusion" of this place; she points out a previously invisible device, labeled ??????, and claims that without it, In-Faa's spell on this place will fall apart! As she appears right next to said machine, use the awesome firepower of her "Tea Whisk Missiles" attack to...

...wipe the landscape clean of its happy, cheerful mirage of food, revealing it to be, in fact, a barren, rocky wasteland.

Yuuri is VERY depressed.

With her little trick ruined, In-Faa is now forced to get her own hands dirty. Like Jui-Faa, In-Faa will hang back to use her long-range "Eternal Sleep" Special until she runs out of EP (two turns) and then switches to her much more powerful "Sakura Sword" physical. Use the awesome range of Yoshika's "Tea Whisk Missiles" and Shiori's lasers to pelt In-Faa from afar while Remi and Mai engage her at close range. Despite In-Faa's high defenses, she is so greatly outnumbered at this point that she should easily be trounced.

Yuna tells Yuuri off for diving impetuously ahead without thinking, although we all know she's REALLY just mad that she didn't get to try any of that candy for herself before Yoshika blasted it all away. Remi says as much as she tosses Milky about in the air.

The story merges with the Uraraka path at the point where you are given a choice about how to continue this conversation. Please scroll down past Battle 2-2B in order to continue with the story.

=====

If you chose to travel via Uraraka, your story picks up here.

=====

BATTLE 2-2B: BOSS BATTLE - IN-FAA!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polylina, Remi, Misaki

Enemies: In-Faa Level 10

Blue Gun Soldier Level x3

Blue Bomber Level x3

Pink Healbot Level x2

Reinforcements: None

Guests: None

Recruits: Mari (reach In-Faa's giant flower, OR destroy four enemies)

Uraraka is a warm, country-ish planet with flowers that are bigger than our heroines. The soporific atmosphere puts all the girls (except for Misaki) into a comfortable slumber until the cackle of a new foe snaps them out of it. This is In-Faa, another of the Six Flowers of War, and she intends to make you sleep... FOREVER! (Insert maniacal laugh here.)

This stage isn't actually that difficult, just aggravating. In-Faa starts out on top of her giant flower, which makes her untargetable, but as she doesn't do anything yet, that's not a problem. The blue robots are in no way too much for you to handle; the only problem is getting to them. Not only does the terrain vastly decrease your movement range, and not only is it filled with obstacles that you must make long detours around, but the pink flowers that are growing on stalks out from In-Faa's main flower will put you to sleep if you get within two spaces of them! Although Remi's "Cleansing Spirit Fist" can remove this status ailment, it is still highly annoying.

Polylina and Misaki are your go-to girls for this map, as their "Teleport" is not restricted by the terrain. Warp them to the back of the map as quickly as possible so that they can take out those two aggravating Healbots, and then bring them forward to crush the blue robots from behind while the other girls rush up to them from the front. Plan your moves carefully so as not to get stuck on the wrong side of a stalk, and avoid the sand and grass patches as much as possible.

Once you move up next to In-Faa's flower - or once you've destroyed four foes - In-Faa mocks you, as the flower is too big for you to reach her. This is soon remedied, however, as Mari Teshigawara of Flowers leaps in and destroys the giant flower with one powerful kick!

Mari and In-Faa now join the battle on their respective sides. Mari is long-ranged, but extremely delicate, and In-Faa's close-ranged "Sakura Sword" is extremely powerful. Do not let In-Faa get close to Mari, or Mari is a goner for sure. Like Jui-Faa, In-Faa hangs back to use her long-range "Eternal Sleep" Special until she runs out of EP (two turns) and then switches to her much more powerful "Sakura Sword" physical. Once she joins the battle, focus all of your

strength on taking her out immediately (difficult, as she starts out on a large patch of sand, meaning it takes a while to reach her).

Once In-Faa has been beaten into submission, it's a simple matter of wiping up the rest of the robots to finish the battle. No problem!

=====

The story paths merge here.

CHOICE 1: Ask about the trap. AWESOME scene: Mai hits Yuna with a harisen.

CHOICE 2: Talk to Misaki. Skip above scene.

ALERT! ALERT! There's an incoming missile barrage, and Yuna has to steer out of their way! (Shouldn't Misaki or Polylina be doing this?) At any rate, this is kind of like a mini-game: missiles will come at you in different directions from the front of the screen, and you have to "steer" away from them using the directional buttons. Dodge ten missiles (not as bad as it sounds, just a little nerve-racking) to proceed.

Apparently the missiles were fired from the nearby planet of Tsubetei, so that is our next destination - much to Yuna's displeasure, as Tsubetei is completely covered in ice. When you reach the planet's surface and Shiori actually freezes solid, however, it becomes obvious that something more sinister is afoot than just subzero temperatures, which cues the entrance of Ran-Faa the Flower of War (who, incidentally, doesn't actually seem to have feet at all).

=====

BATTLE 2-3: BOSS BATTLE - RAN-FAA!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polylina, Misaki, Mari/ Yoshika

Enemies: Ran-Faa Level 11

Blue Gun Soldier Level x5

Blue Bomber Level x4

Reinforcements: None

Guests: None

Recruits: Luminaev (free her from her ice prison next to Ran-Faa)

Ran-Faa is definitely the toughest Flower of War so far. Fortunately, she spends the first part of the battle laughing at you from atop her giant icicle, which allows you to deal with all of her cronies before worrying about her.

Your forces are split in half, with four characters on one side of the icy chasm and four on the other. It's a good idea to place Misaki, Polylina, and Shiori on the right side of the chasm; Polylina and Misaki can teleport to the other side after they finish up the enemies on their side, and Shiori can fire her lasers over the chasm without even noticing that it's there. Since Ran-Faa generally seems to go down the left side of the battlefield, placing the transportable characters on the right is advised. The last space can either be filled by Miki - if she is level 10 and has learned her awesome "Crown Queen" Special Attack - or Mari/ Yoshika, both of whom are long-ranged and fragile enough that having the chasm between them and Ran-Faa might be a good idea.

(Yes, Yoshika isn't technically long-ranged, but her amazing "Tea Whisk Missiles" are! And since you should be abusing those in every situation in which you deploy the tea-drinking shrine maiden, she counts as long-ranged to

me.)

Fight your way up both sides of the field, keeping your allies close together to minimize casualties. The enemies come in waves, so having lots of targets for them is definitely recommended over allowing them to focus on one character at a time. Remember that your long-ranged characters can take potshots over the abyss to assist one another if necessary! Once you reach a certain point on the field, Elner points out the frozen block next to Ran-Faa's icicle and cries that someone seems to be trapped in it.

DO NOT - I repeat, DO NOT - attack the ice block and free Ran-Faa's prisoner until after you have defeated every other enemy present. Ran-Faa is a toughie, and you do not need to have spare robots crawling down your throat while you're trying to deal with her.

Once the field is clear of foes, bring everyone up somewhat close to Ran-Faa's platform and attack the ice crystal, freeing Luminaev de Krosovski of Class, Good Breeding, and PAIN!!!! Luminaev shatters Ran-Faa's icicle with a single punch, forcing Ran-Faa to fight for her life.

And boy, does she ever fight. Ran-Faa has a physical attack where she smacks you with her fan, but chances are you'll never see it. Her favored attack is her devastating (and hilarious) "Evil Butterflies" attack (I AM NOT KIDDING,) which quite literally summons plasmatic butterflies to come and do dark deeds of unspeakable evil to your characters, somehow dealing a crapton of damage and occasionally restoring Ran-Faa's EP by an amount equal to the damage she dealt with the attack. Which obviously sucks.

Keep Luminaev away from Ran-Faa at all costs. While Luminaev is a very powerful Fraulein, her Skill Defense is very low, which makes her very vulnerable to the "Evil Butterflies." Which is a bad thing. Close the distance with characters such as Yuna and Miki and let Ran-Faa have it with a faceful of everything you've got. If you did as I instructed and took out all of the other enemies before freeing Luminaev, then having nine characters focus on Ran-Faa should bring even her considerable power quickly to an end.

=====

Luminaev informs Yuna that Erika, Ako, and Mako have gone ahead to the planet Chichena, which the group rushes to via the Element Fairy immediately. This planet turns out to be a weird, barren sort of landscape with chasms everywhere. Unfortunately, the Mechanical Empress was a step ahead of you! Her holographic image appears and sucks everybody into a dimensional rift, laughing diabolically as she does so.

You may save the game now.

Around this time, Miki might be hitting level 10 (if you've been using her a lot). On level 10, the Fraulein of the Silver Screen learns the amazing skill "Crown Queen," which allows her to copy the appearance and movesets of any other allied Fraulein on the battlefield! This skill has a whole myriad of uses and should be abused without qualm whenever Miki is on the field.

Anyway, back to the story...

Yuna and her friends wake up inside of what Elner identifies as the Sargasso Dimension. It appears to be a kind of "dead space" between dimensions, where ships that get lost during warping end up. Definitely not a good place to be.

Suddenly, Milky leaps out of Polylyna's arms and runs off! Polylyna becomes understandably frantic, but Milky's mews can be heard drifting back through the darkness. Another mini-game begins, where Milky meows and you must move in the direction that corresponds to her meow. The meows are all played for you in order - first the "straight ahead" mew, then the "left" mew, then the "right" mew - and then you may listen to them again:

CHOICE 1: Replay Milky's mews.

CHOICE 2: Start the mini-game.

Milky will give out one of her three meows, and a choice box pops up, asking you which direction to move in. The choices are "Straight," "Left," and "Right" in that order. The directions are randomized each time, so I can't give you a list of which choices to pick, but the meows are pretty easy to differentiate between, so you should have little trouble finding Milky again.

Milky has led you to a specific crashed spaceship, which gives Yuna the creeps.

CHOICE 1: Go inside. Skip below scene.

CHOICE 2: Have Polylyna go first. Everyone decides to go in at once anyway.

Milky rejoins the party just in time to run into some old friends that aren't acting so friendly...

=====
BATTLE 2-4: SAVE ERIKA, AKO, AND MAKO...AND YOURSELVES!

Character Limit: 8

My Team: Yuna, Yuuri, Mai, Miki, Polylyna, Misaki, Mari/ Yoshika, Luminaev

Enemies: Blue Gun Soldier Level x3

Big Red Level x3

Reinforcements: None

Guests: Erika (violent)

Ako (violent)

Mako (violent)

Mystery Girl

Recruits: None

This map introduces the "Big" class of enemies: large, intimidating-looking robots that release status-ailment-inducing gases from their joints. The flavor of the day is Poison, so you may want to bring Remi for the purification of her Cleansing Spirit Fist (however, I didn't, and I had no problems without her, so the choice is yours).

The name of the game for this map is endurance. Kill Erika, Ako, or Mako, and you lose the game. Free the mysterious snail-shelled girl being held in the lower-left corner of the room and help her reach the button in the upper-right corner unmolested, and you win. This is easier said than done, however; the snail-shelled girl may have 5 MV, but that button is a LONG way away and the entire time she is moving, Erika, Ako, and Mako are beating you without mercy.

Polylyna and Misaki (and Miki, if she has "Crown Queen") should "Teleport" themselves out of the Erika Seven members' range immediately and get to work destroying that robot holding the snail-shelled girl prisoner. Set up Yuuri, Mai, Remi, and Luminaev - your hardier characters - as a human wall barring entrance to the left part of the room. Place Yuna behind them to keep her out of harm's way, and use her to distribute items and keep the Fraulein-wall's HP high. Ako and Mako only attack physically, but Erika uses her "Psychic Pieces"

technique to toss trash at you, which can put the serious hurt on Luminaev and Remi if you're not careful.

Meanwhile, your teleporters should have freed the snail-shelled girl, who calls your attention to the button in the upper-right corner of the room. She claims pressing it will break the brainwashing on Erika and the twins, and being a girl of action, she immediately runs to push it. Move your teleporters ahead of her and shoot everything in her way to pieces - granted, the enemies do not seem to attack her, but if you don't take care of them yourself, they might head down to the Fraulein-wall and THAT is an unlovely problem you really don't need. Warp to the next group of enemies whenever you can and don't be afraid to use an EP-restoration item on Miki to refresh her "Crown Queen" imitation. The MV and attack range it grants her is definitely worth it.

An alternate strategy to the Fraulein-wall involves using Mari's "Flower Mist" to put Erika, Ako, and/ or Mako to sleep, granting you a few turns' reprieve. If you're lucky, this will save you money on healing items, but often the sleep status will not last more than a turn or two, making the Fraulein-wall the safer, more reliable option.

Once the snail-shelled girl reaches the button on the wall at long last, she shuts it off, dispelling Erika, Ako, and Mako's brainwashing. Now why exactly couldn't we teleport Polylna over there to push the same button seven turns sooner?!

=====

The mystery girl, Paishan, has just saved your collective bacon, and Elner manages to figure out how to use the ship's warp capabilities to zap you back to the Element Fairy. To make things even better, Erika, Ako, Mako, AND Paishan all join your party! Yep, life is good...except Elner is suspicious of Paishan, thinking that she might be a spy.

CHOICE 1: Think twice about Mechanizans. Scene where Yuna remembers Ayako.

CHOICE 2: Disagree straight out. Skip above scene.

Either way, Yuna forces her allies to accept Paishan as a friend (not all that unusual for the Yuna world, I'm sure you'll agree) just in time for a MASSIVE battleship to come out of warp right in front of the Element Fairy. Paishan recognizes it and says that there is only one person on board: Tenreii Riorii of the "Four Heavenly Avatars," the Mechanical Empress' most brutal warriors. Riorii manages to outboast Mai, which is impressive, but more worrisomely, she also has High-Speed Serika captive at Chichena. There's obviously no other choice than to fight her for Serika's life.

All other locations on the map are blocked out now; you may save and purchase items (which you SHOULD!! This next battle is a doozy!) but the only place to go is Chichena.

CHOICE 1: Express indignation. Extra two lines.

CHOICE 2: Accept Riorii's challenge. Skip the above lines.

=====

BATTLE 2-5: BOSS BATTLE - RIORII!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Mai, Miki, Polylna, Luminaev, Paishan

Enemies: Riorii Level 14
Red Gun Soldier Level x4
Red Mecha Level x5

Reinforcements: None

Guests: None

Recruits: None

This map is the culmination of two chapters of training and learning, and it is going to put every last bit of it to the test. For a start, the terrain is pure trouble: the reddish-tinted zones will drastically lower your speed, like the sand on Uraraka or the melted chocolate on Oishiiya, and there are large pits littered across the field, making your route even more difficult to traverse. The enemies are all "red" versions, which unlike blue versions are actually a significant upgrade over their gray-leveled selves; the Red Gun Soldiers can actually take a hit now, and the Red Mechas have range equal to Shiori's!!! Just to top it all off, there's Riorii herself, who is extremely hardy, irritatingly evasive, and absolutely worst of all, DRAINS YOUR HP with every physical attack she makes, refilling her own.

Ye faint of heart, do not attempt.

If you feel the temptation to split your Frauleins into two groups in order to go after both introductory groups of enemies simultaneously, squash it. DO NOT SPLIT UP. Keep everyone close together to give the enemies more targets, and be sure to prioritize healing over everything else. The Red Mechas have a tendency to gang up on one girl every turn (usually Yuna,) and since there are five of them, this can easily mean instant death. Send everyone straight up the middle of the field into the larger group of foes - "Teleport" Polylina and Misaki only once ALL of your Frauleins are in range - and get to work destroying 'bots with all speed. Healers are at an absolute premium; "Crown Queen" Miki into Polylina and use her, Yuuri, the real Polylina, and Paishan with abandon. Don't skimp on the HP- or EP-refilling items: losing characters this early on is the worst possible thing that could happen.

Once the enemies in the middle of the map are destroyed, warp Polylina, Misaki, and Miki over to the enemies on the right and back them up with support fire from Shiori's lasers, Yoshika's tea, and Luminaev's fan. While they focus on eliminating those foes, bring Yuna, Yuuri, Mai, and all of your other close-ranged characters up to the entrance to Riorii's little island. DO NOT GET TOO CLOSE AND ANTAGONIZE RIORII!! Keep your distance - just make it through the last of the red so that your characters can move at full speed once the time is right.

As soon as every robot not on Riorii's island has been destroyed, bring your teleporters up to to join the others in front. Heal up and recharge that EP, because the hard part is just about to begin.

When you go for Riorii, go for her hard and fast. Her first several actions will be her nasty "Black Shot" Special Attack, which hits several Frauleins and can cause status effects such as Poison and Seal (which prevents you from using Special Attacks O_O). Remi's "Cleansing Spirit Fist" is obviously valuable at this point. Weather the Black Shots as best you can by trying to keep everyone spread out - difficult, as the bridge onto the island is quite narrow and most of the island is covered in red, but essential to your survival.

As soon as Riorii runs out of EP, she begins to lay into you with her spear, which is where the real trouble begins. Every time Riorii attacks, half of the damage she does is restored to her as HP. If she attacks a Fraulein from behind she is likely to deal over 90 damage, which translates into her gaining 45 HP. A critical hit on her MIGHT deal 40.

The numbers are against you.

Fortunately, at this point, Riorii should be outnumbered, which is the only way you're ever going to defeat her. Take out that Gun Soldier she's got with her ASAP (and the Mecha as well if you can, but since there's more red between you and it, only go after it if you can spare a teleporter) and try to box her in; if you can get a Fraulein on every side of her, she won't be able to attack anyone from behind anymore, which will cut down on the healing she can receive. Keep YOUR healing at maximum setting. If anybody (particularly Yuna or a weaker Fraulein like Yoshika or Mari!) is not at full HP, make it so. Riorii will evade more than her fair share of your hits, but if you can just keep chipping away at her, she will eventually go down.

=====

YES! Victory! Riorii explodes, and Serika joins your party. Chapter Two is at an end! On to Chapter Three!

+++++
+++++ 4.3 CHAPTER THREE +++++
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Chapter Three is the longest chapter in the entire game, and all of it takes place within the enormous dungeon Tensei. At the beginning of this chapter, two movement points open up: one toward Tensei - which you cannot leave once you've entered! - and one toward Tanren, a planet described in Section 7.0: Training Locations. Train at Tanren for a while if you like; once you're finished, however, advance toward Tensei.

Misaki explains the power of Tensei, the Mechanical Empress' mobile fortress, and Polylina, Elner, and Erika deduce that this may be the launch point for the Teimfou back on Earth. Mai suggests blowing the thing to bits, but Paishan has a goal she must accomplish first: freeing the Wise Machine Jinmin-sama, acolyte of the White Empress Yuifaa, whose power will be required in order to defeat the Mechanical Empress again. He is imprisoned inside of Tensei, and must be freed before the fortress is destroyed.

Yuna jumps at the chance to effect a rescue, Mai tries to protest but Ako and Mako clamp her mouth shut, and Polylina guides the Element Fairy into Tensei's orbit.

Erika comes up with the idea of dividing into two groups: one group that will create a diversion, and another group that will get to and release Jinmin. It is decided (much to Yuna's horror) that Yuna will lead one group and Polylina the other.

So, how best to divide your groups? Well, Yuna's group will fight three battles

(one of them optional and another depending entirely on speed and MV rating,) while Polylina's only fights two (and one of them is actually a Polylina-only battle, which barely counts). As a result, you should put your stronger girls with Yuna and your weaker characters with Polylina.

Yuuri: Healing is a plus; slow speed is a minus. Polylina.

Shiori: Her range is great for Polylina, and her slow speed is bad for Yuna.

Mai: Either side.

Miki: Put her wherever the Fraulein(s) you most want her to copy is going.

Remi: Either side.

Misaki: Put her with Yuna if Yuna has Miki. Otherwise, either side.

Yoshika: Either side.

Mari: Unless you really like status effects, send her with Polylina.

Luminaev: Either side, but NOT with Serika (both have low skill defense).

Erika: Either side.

Ako: Either side. Should be with Mako.

Mako: Either side. Should be with Ako.

Paishan: Valuable because she can heal. Yuna.

Serika: High MV makes her valuable for Yuna.

For your reference, my teams were:

Yuna, Mai, Miki, Misaki, Paishan, Ako, Mako, Serika

Polylina, Yuuri, Shiori, Remi, Mari, Luminaev, Erika

Yuna pines for Polylina's presence, as you probably expected, but is quickly distracted by the presence of defense satellites orbiting Tensei. As an unlucky robot soldier accidentally demonstrates, the satellites annihilate anything that gets close to them. This could be a problem.

=====
BATTLE 3-1: NAVIGATE THE MINEFIELD!

Character Limit: 8

My Team: Yuna, Mai, Miki, Misaki, Paishan, Ako, Mako, Serika

Enemies: None

Reinforcements: None

Guests: None

Recruits: None

There are no actual enemies on this stage. Your goal is to infiltrate Tensei by making it to the docking bay on the other side of the screen, avoiding the shifting screen of defense satellites in your way. If you end your turn within two squares of a satellite, the satellite will attack with an electrical discharge that does between 20 and 50 damage to anyone within range. Should any character perish on this stage, it's Game Over and you must restart.

If you have less than 5 MV, I'm pretty sure you can't make it to the docking bay without taking damage from at least one satellite. However, one satellite wouldn't even kill Mari, so as long as you demonstrate caution, you shouldn't have a problem getting everyone to the docking bay. There is an ESP barrier blocking teleportation in the area, so hoof it the old-fashioned way until everyone has made it to the other side and may continue on.

=====

Using Misaki's cruiser, Polylina and company have managed to blast their way into Tensei's main entrance.

=====
BATTLE 3-2: BULL YOUR WAY IN!

Character Limit: 7

My Team: Polylina, Yuuri, Shiori, Remi, Mari/ Yoshika, Luminaev, Erika

Enemies: Blue Gun Soldier Level x4

Blue Bomber Level x6

Blue Healbot Level x1

Big Green Level x1

Reinforcements: Gray Gun Soldier Level xInfinite (Monster Generator)

Guests: None

Recruits: None

The girls get swarmed in this battle by a large amount of Blue Bombers and a nonstop stream of Gray Gun Soldiers from a monster generator. Jump right into the thick of the melee with all characters and take out as many robots as you can in your first couple turns. It is integral that at least five characters make it through the first wave of foes, or else completing this map becomes insanely difficult.

Amongst all of the enemies milling about on this map are a series of four orange panels on the ground. When there is a unit - any unit, friendly or not - upon all four of these panels, then the energy field at the opposite end of the field opens, which is essential to completing this mission. The idea is to kill all of the enemies, place four characters (preferably your weaker characters) onto the squares to open the energy field, and send your three remaining allies through the newly-opened entrance in order to take out Big Green and flip the remaining switch, thereby opening the door and finishing the map.

The enemies aren't really all that difficult; they simply come in large numbers and are thus annoying. Multi-target skills such as Erika's "Psychic Pieces" can be very handy here, as the enemies have a tendency to bunch up to get at your Frauleins. Shiori is worth her weight in gold here, as the quarters are rather cramped and she can attack enemies from almost any point of the map.

Now if, by some horrible mischance, four of your Frauleins perish before you can open the energy field and get through it, then place Polylina on one of the squares closest to the door; open it with your other Frauleins; and then "Teleport" Polylina through the door, allowing her to get through before the field returns and cuts her off. She will have to take on Big Green by herself, but since she is quite powerful and can heal herself - and since Big Green prefers to slap status effects on Polylina rather than attack - she should be able to manage.

What if Polylina is one of the fallen? Yeesh... well, Misaki can perform the "Teleport" trick as well, but if you didn't bring her, you can lure Gray Gun Soldiers from the generator onto the orange squares and then put them to sleep there using Mari's "Flower Mist." Fill up the squares with sleeping foes and get your Frauleins through quickly before they wake up and move off the squares, and you can still finish the map.

If you don't have Mari or Misaki AND four Frauleins including Polylina die, then I don't know what to tell you other than, "Tough luck. Restart time!"

=====

Yuna has made it to a massive hangar, where she can communicate with Ryudia via a computer terminal in order to save or buy items. At this point, there are three doors Yuna can access: in order from right to left, the first door leads to a training room; the second, to a treasure room; and the third advances the story.

Upon entering the treasure room, Yuna discovers that it is filled with robots that are protecting a second small room with three treasure chests in it. With treasure at stake, Yuna is fired-up to go!

=====
BATTLE 3-3: BEAT UP THE TREASURE BOTS!

Character Limit: 8
My Team: Yuna, Mai, Miki, Misaki, Paishan, Ako, Mako, Serika
Enemies: Red Gun Soldier Level x10
Reinforcements: None
Guests: None
Recruits: None

Red robots, as we know, are pretty powerful, which makes facing down ten of them at once a daunting prospect. However, as the enemies are all Gun Soldiers, you don't have anything to worry about.

I found the best strategy to be deploying my girls as one large, back-to-back group and keeping them that way, with my healer (Paishan for me, but Yuuri does an equally good job) in the center for easy access. While the enemies advance, take potshots with long-ranged characters - Shiori, Misaki, or a Crown-Queened Miki - to soften them up until they reach your front line of Yuna, Mai, Serika, Luminaev, etc. The robots will bottleneck attempting to reach your characters, which allows much usage of "Wild Fire" and other multi-target skills (not to mention Luminaev and Paishan's linear physical attacks!)

The straightforwardness of this battle is most refreshing after the complicated terrain of the last several fights. Use this as an easy chance to rack up some experience for your weaker characters before the tougher battles ahead.

=====

When you finally take that lower-left door, you enter a room filled with dead Mechanizans - the massacred people of the Mechanical Empress. Evidently she doesn't think much of the word "loyalty." Creepily, this is the site of your next battle....

=====
BATTLE 3-4: FIGHT YOURSELF!

Character Limit: 8
My Team: Yuna, Mai, Miki, Misaki, Paishan, Ako, Mako, Serika
Enemies: Yuna Copy Level 13 x2
 Yuuri Copy Level 13 x2
 Polylina Copy Level 13 x2
Reinforcements: None
Guests: None
Recruits: None

The most irritating thing about these enemies is the enormous amount of healing power they possess between them. The Yuuri Copies and the Polylina Copies can both heal, the Yuuris with "Healing Hands" and the Polylinas of course with "ESP Healing". This is both a curse and, unexpectedly, a blessing; the copies will all heal each other if not at full HP, which is teeth-gnashingly annoying, but at least if they're healing, they're not using their powerful attacks against you instead.

The Yuuris are the biggest threat, because their "Spiral Punch" Special is by far the most dangerous attack used in the battle. The Yunas have no healing and thus will be attacking non-stop, making them the next priority. The Polylinas are annoying, but their low HP and defense makes them easy to eliminate; use your EP to take out the Yunas and Yuuris, then pin down the Polylinas with regular physical attacks.

=====

On the other side of that room is another Ryudia-accessing terminal, so you may save your game again now. There is also a bridge with a barrier of energy blocking the way onward.

CHOICE 1: Wait for Polylina. Switch to Polylina's point of view.

CHOICE 2: Look around some more. You may train, save, buy items, etc.

The game advances once you sit down to wait for Polylina.

Polylina has found a giant room where, apparently, thousands more Teimfou are being manufactured. She also has three doors she may enter: here, the lower left door leads to a room with treasure chests to open. The middle left door leads to a training room very similar to the one Yuna encountered (this next battle will feature Polylina solo, so be sure you're comfortable with her level of strength!) The upper door leads to the next battle.

=====

BATTLE 3-5: POLYLINA SOLO!

Character Limit: 1

My Team: Polylina (duh)

Enemies: Blue Bomber Level x3

Red Gun Soldier Level x2

Blue Healbot Level x1

Reinforcements: None

Guests: None

Recruits: Hime (after reaching the last "room" of the field)

The idea of confronting an entire map with Polylina solo might be intimidating, but to be honest, this map is so easy that you probably could have taken it on in Chapter One and still emerged victorious. The enemies are divided up into three rooms: the first contains one Red Gun Soldier; the second contains one Blue Bomber; and the last holds the remaining Red Gun Soldier, two Bombers, and the Blue Healbot.

As long as Polylina has "ESP Healing" (and I can't really imagine that you made it this far without it,) you can handle this map. Normal attacks will take the first two robots apart, possibly without even taking a hit in return. That last room, with its four enemies, might have been cause for momentary concern;

however, upon entering it, Hime of Rock warps into the room, takes out the Blue Healbot with her mighty chain-'o-doom, and joins the melee.

Being as Polylina and Hime are both ridiculously overpowered characters to begin with, and adding in the fact that these enemies are severely outclassed, the only way you cannot win this battle at this point is by pulling the power cord on your PS1.

=====

You may save your game at a computer in the next hallway, and then Polylina comes out in the bridged room Yuna is stuck in. The scene of Polylina and Yuna "reuniting" is just adorable.

CHOICE 1: Flip the switch to drop the barrier. Advance the story.

CHOICE 2: Look around some more. You may train, save, buy items, etc.

When you do flip the switch...

...the bridge falls into the abyss. Naturally.

=====

BATTLE 3-6: OUT OF THE GARBAGE CHUTE!

Character Limit: 8

My Team: Yuna, Shiori, Mai, Miki, Polylina, Misaki, Luminaev, Hime

Enemies: Red Gun Soldier Level 14 x3

Red Bomber Level 14 x3

Big Red Level 14 x3

Reinforcements: None

Guests: None

Recruits: None

This battle is hardly difficult; it is mostly just annoying. Your goal is to make it to the opposite side of the room, where there is a switch that unlocks the nearby door and ends the battle. Unfortunately, the massive garbage chute behind you will periodically open, sucking all characters - both allies and enemies - toward it about three squares. The fence in front of the chute stops anybody from getting sucked out into space, so no worries there - it just makes everything take a lot more time, as your progress keeps getting reversed by the chute.

The enemies are not particularly powerful, especially if you did some leveling in the Tensei training grounds. High-MV characters are helpful, but not a necessity, as there's no time limit; the suction of the trash chute will bring the enemies to you quite quickly, however, so be careful not to get overwhelmed by their numbers. I recommend defeating all of the enemies first, then moving to the door switch at your leisure thereafter.

=====

Whew, that was close. Anyway, there is apparently some kind of shield blocking Jinmin-sama's energy signature, so Paishan can't locate him, which means we're stuck with the old-fashioned "comb the place from top to bottom" plan. Sigh.

It's another three-door-exit room with a Ryudia computer. The lower door leads

to a training room, and the top door won't open yet, but through the upper left door we find none other than Mami of the Fighting Spirits and Striker Rui, who are fighting bravely but futilely against the Flower of War known as Chun-Faa.

=====
BATTLE 3-7: BOSS BATTLE: CHUN-FAA!

Character Limit: 8
My Team: Yuna, Mai, Miki, Polylina, Misaki, Luminaev, Paishan, Hime
Enemies: Chun-Faa Level 15
 Red Gun Soldier Level 15 x5
 Big Green Level 15 x3
 Black Bomber Level 15 x3
Reinforcements: None
Guests: None
Recruits: Mami
 Rui

Mami and Rui are marooned on opposite sides of the room, cornered by robots. Chun-Faa awaits on the center platform, guarded by Black Bombers and a tiny bridge similar to the one in the fight against Riorii way back at the end of Chapter Two. The structure of this stage definitely works against you.

The teleporters - Polylina, Misaki, and Miki - should split up to go to Mami and Rui's aid. Send Polylina toward Mami and Misaki and Miki toward Rui to make quick work of the Gun Soldiers before they can make quick work of the two Erika Seven members. Keeping Mami and Rui alive will give you an advantage numbers-wise over Chun-Faa, which you might very well need to defeat her.

Once Mami and Rui are safe, it's time to storm Chun-Faa's platform. Try to use up the Bombers' EP by luring them into using their Special Attack on a group of high-Skill-Defense characters, such as Yuna and Paishan, and then advance with your fighters, such as Mai and Luminaev. Hime's damage-boosting skills are worth their weight in gold here. Chun-Faa's Special Attack, "Oil Rain," is so expensive that she can only use it once, but it does substantial damage and may lower your Frauleins' speed, which is highly inconvenient. Pincer-attack Chun-Faa from three sides: Rui, Misaki, and Miki from the left; Mami and Polylina from the right; and Yuna and the rest of your characters from the front. Keep Yuna away from the frontlines, as Chun-Faa's spear really packs a punch!

=====

Apparently, Ryudia found Mami and Rui and tried to teleport them to Yuna and/or Polylina, but her aim was a little off. Well, as Miki says in the Yuna OVA, "The important thing to keep in mind is that they're not dead."

Leaving Chun-Faa's room, Yuna suddenly hears a very familiar voice....

=====
BATTLE 3-8: BOSS BATTLE: THE APPARITION SISTERS!

Character Limit: 8
My Team: Yuna, Yuuri, Mai, Polylina, Misaki, Luminaev, Paishan, Rui
Enemies: Kyoka Level 16
 Genmu Level 16

Red Gun Soldier Level 16 x4

Red Bomber Level 16 x4

Reinforcements: None

Guests: None

Recruits: None

This battle would be exceedingly difficult if the victory conditions weren't so lenient. All you have to do to win is reduce either Genmu or Kyoka to less than 1/2 maximum HP; at that point, the two sisters will warp away and the battle will end. This is much easier said than done. There are a lot of enemies, all spread out, and they will swarm you from all sides. All of these robots pale in comparison to the Apparition Sisters, however. Ayako mans the array of cannons on the far side of the room; at the start of every turn, she will call out a character's name, and at the end of the turn, she will fire a cannon off at them, damaging them and everybody in line with them. (This is very similar to the cannons used in battle 1-6-B against Jui Faa.) Kyoka moves very quickly and has a nasty skill called "Fusion," which is a linear attack with a range of 5. And Genmu, the nastiest of all three, will pretty unconditionally kill whoever it is she targets, either physically or Specially.

KEEP YUNA AWAY FROM THE ACTION. As the battle is over if she dies, you do NOT want her going anywhere near Genmu. Let her snipe at the other robots with "Wild Fire," or, even better, the "Mirage Cannon," while your other Frauleins go for Kyoka's throat. (Kyoka, having lower HP and defense than Genmu, is the Sister you'll want to target for this battle.) Spread out as best you can in order to minimize casualties from "Fusion" and "Metal Blade," and be CERTAIN to move whoever is being targeted by Ayako FAR AWAY from everybody else until the cannon for this turn has gone off.

There are a lot of things to keep in mind for this battle: you must keep on top of the normal enemies, watch Ayako's targeting, pay attention to the HP of all your Frauleins, and keep Genmu away from Yuna all at the same time. Keep your cool and dispense healing items generously. Don't be afraid to use EP-restoring items on Yuna in order to call the "Mirage Cannon" more than once; this uber-powerful skill can really help you out!

=====

Kyoka and Genmu teleport away, leaving Ayako, who begins to look more confused than deranged. Yuna tries desperately to reach out to her, but Ayako escapes back to the outside room and leaps into a teleporter. Follow her and take first the blue teleporter, then the purple, then red, then green to reach the ground level of the Teimfou-manufacturing room Polylina was in earlier.

At the other end of the ledge you teleport onto is a Ryudia computer and a door that leads to what can best be described as a giant throne room. Waiting for you within are Ayako, Kyoka, Genmu, and an enormous, gold-winged woman: Tensyouin Shanshan, one of the Four Heavenly Avatars. The main computer for the Teimfou threatening Earth is in this room, but naturally, Shanshan isn't going to let you just walk up and stop it. Genmu orders Ayako to start the massacre of Yuna and her allies, but Yuna FINALLY seems to make some headway in breaking Ayako's brainwashing. Of course, seeing their chances of success begin to change, Shanshan hits Ayako from behind with a bolt of lightning and initiates the battle herself.

=====

BATTLE 3-9: BOSS BATTLE: SHANSHAN!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Mai, Polylina, Luminaev, Erika, Hime

Enemies: Shanshan Level 17

Kyoka Level 17

Genmu Level 17

Red Gun Soldier Level 16 x2

Red Mecha Level 16 x2

Reinforcements: None

Guests: None

Recruits: None

This is by far the most difficult battle yet. Ayako and her cannons may be out of the picture, but they have been replaced by Shanshan, who is in every way more dangerous than Ayako ever was. The Heavenly Avatar will start the battle by using her target-all poison skill, which will instantly damage everybody and likely poison half of the team to boot. (Countering these disadvantages with Yuuri's "Healing Hands" and Remi's "Cleansing Spirit Fist"/ Paishan's "Refresh" is a very good idea.) This poison skill is infinitely preferable compared to Shanshan's other attack, however: her physical, Confusion Arrow, is very long-ranged, deals lots of damage, and worst of all, sets Confusion, the most dangerous status effect in the game. Confusion is curable with the use of an item (although I don't know which one,) but as long as it is in effect, the confused Fraulein will attack her allies or heal her enemies!! Polylina might restore Shanshan to full health! Hime might give her a 200% damage boost! Mari might put everyone to sleep!

Yeah. Confusion is bad.

There aren't many normal robots in this battle, but you only have two turns to get rid of them before Genmu and Kyoka will be upon you, and they are even more powerful than they were in the last battle. Fortunately, reducing either sister to half HP will once again cause both to abandon the battle; this is obviously your first priority.

As before, Kyoka should be your first target in this fight. Leave one or two powerful (and preferably long-ranged) Frauleins to dance with the generic 'bots while the rest of your characters go straight for Kyoka. If you can take her down before Genmu reaches you, you're in good shape for Shanshan. If not, you may be in trouble.

Shanshan will reach you a turn or two after the Apparition Sisters do. If the Sisters aren't gone by then, you have a serious problem on your hands and probably won't win without "Mirage Cannon" spamming. If they are gone, though, you can start duking it out. The best characters to confront Shanshan with are strong fighters with no tricky Special Attacks, because if they get confused, bad things could happen. Luminaev, Shiori, Remi, and Erika all fit the bill fairly well.

Interestingly, if Miki gets Confused, there is a small chance she might use her "Crown Queen" on Shanshan. Meaning she turns herself into Shanshan. Meaning, if you can cancel out the confusion with an item, you could have Shanshan fighting against Shanshan! Of course, if you can't get rid of the confusion fast enough, then you could have two Confusion-Arrow-ers to contend with in one turn, which will mean a slow and painful death. So I wouldn't recommend trying to have it happen; it's just an interesting thing that might occur in your game.

=====

Yuna immediately tends to the fallen Ayako. Polylna handily disables the Teimfou computer with her whip, stopping at least one of the many immediate threats to all of our lives. With Shanshan dead and the computer mainframe destroyed, the shield surrounding Jinmin vanishes and Paishan feels his presence in a formerly-locked room, where he is trapped inside of a giant sphere of energy.

Jinmin-sama turns out to be a pretty sexy guy in blue armor and a long flowing cape, who is, as Yuuri says, rather like the "star of a history drama." This point is driven further home when Shanshan bursts into the room, beat-up and damaged, and gets into one of those "leap-through-the-air, one-strike, one-of-them-died-but-we-don't-know-which-until-the-bad-guy-explodes" duels with him, which, as you probably expected, ends with her exploding. Unfortunately, Tensei kinda does the same, and the Element Fairy has to do some fancy flying to get all of the girls out in one piece. But get out it does, and with Jinmin-sama safely aboard! Things are looking up!

Shiori puts Ayako, who is practically unconscious, to bed and reports such to Yuna while Misaki and Polylna plan out the Frauleins' next move. Meanwhile, Jinmin and Paishan converse about Ayako and, more importantly, Yuna....

+++++
+++++ 4.4 CHAPTER FOUR +++++
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In a scene very similar to the end of the first OVA, Chapter Four begins with Yuna and Yuuri coming to visit Ayako in her room. The major difference is that Yuuri has brought Ayako ice cream instead of a basket of fruit. Following a cute and tender scene where Ayako tries ice cream for the first time, Elnor calls Yuna up to the cockpit.

Jinmin explains to the assembled Frauleins that before storming the Mechanical Empress, the second Wise Machine - Chunfon - needs to be rescued. As Jinmin was imprisoned in Tensei, Chunfon was sealed away in Gokokuheki, the remains of a planet that was annihilated during the great war between the Black and White Empresses. Mai has to go ahead and open her big mouth, suggesting that maybe Chunfon's not that necessary, but Remi smashes her with a giant hammer and Ako and Mako drag her off (probably to put her through their Practice From Hell...>.>)

Anyway, Ayako is in her room, reminiscing about various scenes from the second OVA (namely: when Yuna defended her against the other Frauleins, who were "treating her like a criminal," to quote the dub; when Yuna defended her against Misaki, who wanted to eliminate her for being one of the Apparition Sisters; Ayako's death scene, which literally made me cry the first time I saw the OVA; and the scene where Ayako's spirit helped Yuna pull El-Line's trigger) as she stares out into space. Abruptly, the room fills with darkness and the Flower of War Tau-Faa appears, entreating Ayako to come home to the Mechanical Empire and her big sisters. Ayako refuses, insisting that she will stay with

Yuna forever... so Tau-Faa resorts to Plan B: abduction.

On the bridge, Yuna has a sudden premonition.

CHOICE 1: Ask Elnor. Two lines of dialogue where Elnor is confused.

CHOICE 2: Look around. Skip above dialogue.

=====

BATTLE 4-1: BOSS BATTLE: TAU-FAA!

Character Limit: 8

My Team: Yuna, Mai, Miki, Polylina, Paishan, Serika, Hime, Jinmin

Enemies: Tau-Faa Level 20

Red Healbot Level 20 x2

Big Blue Level 20 x2

Big Red Level 20 x2

Big Green Level 20 x2

Reinforcements: None

Guests: None

Recruits: None

This is a pretty weird battle. Ayako is trapped on the opposite side of the map in a giant blue energy ball. Beside her is a glittering gold warp point. If Tau-Faa reaches the warp point, then you lose. Your goal is to get a character to the far side of the map so that she can stand on the warp point, thus preventing Tau-Faa from getting into it.

The battle is odd because Tau-Faa doesn't actually do ANYTHING other than move toward said warp point. Once you get a Fraulein to the point, you've won; Tau-Faa never attacks or does anything else other than move around, fruitlessly trying to get past your Fraulein into the warp. As a result, once you make it to the warp point, the battle has basically ended.

Serika is highly recommended for this map. Use "Agitation" to boost her speed even further and go straight for that point. Tau-Faa does have a head start, so you can't slack off until that point is in your possession. The rest of your characters can focus on the other robots without concern while Serika and Tau-Faa have their race; as long as Serika gets there first, which she should with plenty of time to spare, you don't need to worry about her thereafter.

The enemy robots are primarily Big Bots, which, as you probably know by now, prefer to inflict status ailments instead of attacking. Bring along Paishan or Remi to keep the ailment count low, and you should have no problems eliminating the enemy force. With that done, all that's left to do is surround and beat on Tau-Faa until she gives up and explodes.

=====

You may save the game now.

With the death of Tau-Faa, Ayako and Yuna are again reunited, this time (hopefully!) for good. This, of course, provokes the requisite discussion about the beauty of friendship between the Frauleins (wonder what Hime thinks about that?) until it is interrupted by an alarm.

Miki broadcasts a transmission from the nearby planet of Mieneeya, which is being ravaged by the final Flower of War, Tsuu-Yan-Faa. Just as Yuna is about

to rush to the rescue, however, another alarm goes off and Princess Mirage contacts the ship, warning that the Eternal Princess is in danger!

This is the first issue that almost turns the Frauleins against each other, as sides are immediately taken over which disaster to address first: Mieneeya, or the Princess. Misaki and Erika very nearly come to blows over it, but thank goodness, cooler heads prevail: Polylina suggests splitting into two groups to hopefully handle both threats simultaneously. Ayako even volunteers to help, so now you can have her in your party!

This is very different from the assault on Tensei. You will not fight battles from both teams' perspective, only from Yuna's (so put all your power Frauleins on Yuna's team,) and there is only one battle to be fought regardless of which threat you decide to address. On the other hand, this DOES influence the final story-recruited character you get in your party! If you go to Mieneeya, then Midori of Ice will join you during the assault on Gokokuhei. If you decide to save the Eternal Princess, then Noble Sayuka will join you there instead. Both are very powerful characters; the choice is entirely yours.

But who to bring with you on your rescue mission? As Polylina advises, you will need to bring characters with a high movement speed, as both maps have time limits. In other words, bringing Shiori is not a good idea. Characters who ARE a good idea are:

Mai: She's pretty fast and very strong, but her lack of range hurts her.

Misaki: Of course, as she is ranged and can teleport.

Miki: Really only advised if you bring Misaki, so she may teleport as well.

Serika: At the risk of sounding redundant.

Hime: Her ability to increase your damage output is very helpful.

Ayako: She is very quick and moves quite far, which is handy.

Of course, these are SUGGESTED characters, not required ones. If you made it through Tensei, just about any combination of characters should suffice for the battle you are about to fight.

CHOICE 1: Head to Mieneeya.

CHOICE 2: Head to the Eternal Princess.

If you go to Mieneeya, ??

=====
BATTLE 4-2-A: BOSS BATTLE: TSUU-YAN-FAA!

Character Limit: 8

My Team: Yuna,

Enemies: Tsuu-Yan-Faa Level

??

Reinforcements: None

Guests: None

Recruits: None

(Insert strategy)

=====

If you go to the Eternal Princess, then you enter the cargo bay only to find it filled with beeping, rotating bombs. Before you can get to the process of

disarming them, however, Tsuu-Yan-Faa and a legion of robots appear!! The distress signal from Mieneeya was faked!

=====
BATTLE 4-2-B: BOSS BATTLE: TSUU-YAN-FAA!

Character Limit: 8

My Team: Yuna, Yuuri, Misaki, Mari, Luminaev, Ako, Mako, Serika

Enemies: Tsuu-Yan-Faa Level 21

Red Gun Soldier Level 21 x3

Bomb Level 21 x5

Reinforcements: Red Gun Soldier Level 20 xInfinite (Monster Generator)

Guests: None

Recruits: None

You have five turns to take out all of the bombs before they explode and take the Eternal Princess with them - bombs that, for the record, will be moving away from you every turn and doing their best not to get caught. Meanwhile, in between you and the bombs is a monster generator spawning Gun Soldiers and the definitely-not-over-hyped Tsuu-Yan-Faa, who wants to play jump-rope with your intestines and is more than capable of ripping them out to do so.

Yep. This is a pretty nasty map.

Serika and Misaki are perfect candidates for bomb-hunting duty. Serika's high MV and Misaki's "Teleport" allow them to close in on the bombs faster than the bombs can get away, which is vital to eliminating them all within the five-turn time limit. Miki is of course another viable option. It is interesting to note that the bombs have a very low Defense stat and a very high Skill Defense stat; even Mari of Flowers can take out a bomb in one physical hit, but Misaki's "Rapid Fire" will barely scratch it. In short, stick to physical attacks when eliminating the bombs.

The Red Gun Soldiers will be swarming you at great speed, but try your best to ignore them. When you defeat Tsuu-Yan-Faa, the battle ends, so wasting your time and energy on her infinitely-respawning minions is not advised (unless you're farming them for experience, and I highly recommend saving that for the training grounds. That's what they're there for!) Focus on the big purple gal herself.

Tsuu-Yan-Faa can only use her "Acid Rain" Special Attack once, but it's a doozy; it affects a large area and can lower the targeted Frauleins' Defense and Skill Defense, which is an unlovely problem you really don't need. MP depleted, she begins to resort to her "Rainbow Sword" physical attack, which is sadly non-rainbow-y, but plenty painful. Keep Remi, Hime, and/ or Luminaev out of the way of her opening "Acid Rain," then bring them right to the frontlines so they can absorb the damage of the "Rainbow Sword" with their high HP and Defense. Use the large boxes scattered around the area as cover for longer-ranged Frauleins such as Mari, Yoshika, and Erika, and use their skills to try and keep the Gun Soldier population under control, either by killing them or by putting them to Sleep.

This is definitely a tough battle. A lot of the stress goes out of it once you get rid of all the bombs; until then, you're not only fighting with a time limit, but at least two characters are going to be stuck on Bomb Duty, so you are facing Tsuu-Yan-Faa with only a six-person party. Things get many times easier once you can bring Serika and Misaki back to the main action, but don't let your guard down. Tsuu-Yan-Faa is definitely the toughest of the Six Flowers

of War.

=====

Either way, Polylina has taken care of the situation at the other location (of course she did, Tsuu-Yan-Faa was where we were!) and the Frauleins reunite on the Element Fairy.

Now that you have defeated Tsuu-Yan-Faa, there is an optional battle ALLLL the way back on Earth you can trigger that results in the recruitment of one of the three "secret" Frauleins! This event does not expire, so you can certainly advance the story some more before undertaking it, but Kaede is a fantastically powerful party member and it is well worth your while to gain her services now.

=====

SECRET BATTLE 1: THE T.V. STATION AGAIN!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Misaki, Mari, Erika, Mako, Ayako

Enemies: Red Gun Soldier Level 21 x5

Red Mecha Level 21 x3

Pink Healbot Level 21 x2

Reinforcements: None

Guests: None

Recruits: None

This is a pathetically easy battle, especially after the nightmare that was Tsuu-Yan-Faa. The enemies are certainly not weak, but neither are they hiding any special tricks or devastating powers. The terrain is flat and open, and there is no boss to contend with; just go to town with your favorite Frauleins and abilities. At this point in time, your Frauleins are probably nearing/hitting level 20, at which point several learn their third and final abilities; use this battle to test some of them out!

At the end of the battle, Kaede the Idol appears and agrees to join up with the others, much to Yuna's delight.

=====

Mai is sick of fighting off the Empress' minions (something which I certainly can't argue with!) and just wants to get to the point and get things over with. Shockingly, Jinmin-sama actually defends the Empress, telling the part of the story Misaki doesn't know: the Mechanical Empress was actually at one time a hero, a pioneer in the field of science. She was the creatrix of untold numbers of sentient androids, including the Flowers of War, the Heaven Machines, and even the Apparition Sisters - she is more or less Ayako's mother. It was the desire for ever more power and control for her "children" that caused her to turn to the darkness and fight her former partner and beloved friend, the White Empress, Yuifaa.

Elnor announces the warp-out of the Element Fairy in Gokokuheki. The past must wait; the present is at hand.

=====

BATTLE 4-3: FREE CHUNFON!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Mai, Erika, Hime, Mami, Kaede

Enemies: Red Bomber Level 22 x3

Big Blue Level 22 x6

Big Green Level 22 x3

Reinforcements: None

Guests: None

Recruits: Midori (if Yuna went to Mieneeya) (destroy four enemies)

Sayuka (if Yuna went to the Eternal Princess) (destroy four enemies)

This map is rather interesting because no matter how hard you try, using the "Mirage Cannon" or "101-Yuuri Stampede" or "Stun All," you cannot affect those three robots at the end of the map in front of the massive rune-covered pillar. This obviously makes sense on a technical level, as it wouldn't do for you to kill all of the enemies and then plod through the teleporters to reach the end, but is a bit odd on a mechanics level. Ah well.

The setup of this map is also interesting. Essentially, the map is a series of large asteroids connected by teleporters, with various robots grouped on the different asteroids. The goal is to reach the final episode in order to free the Wise Machine Chunfon.

I definitely recommend using high-speed, high-MV, long-ranged characters here. None of the enemies are particularly powerful; your real task is moving to the end, and since it can take two turns to cross a single asteroid, the time involved with doing so quickly becomes interminable. If you really wanted to, you could just "Mirage Cannon" all of the enemies except the final three to death from the starting asteroid and just focus on moving, but that takes a lot of the fun out of this stage and I don't recommend it. Instead, jump several Frauleins through a teleporter at a time and overwhelm the enemies on the other side. It's really much more satisfying that way.

After destroying several enemies, the last story-recruited Fraulein - Midori of Ice or Noble Sayuka - will appear and join your team. Midori is ?? Sayuka is a versatile close-ranged character with a killer attitude.

Once you've reached the final asteroid and defeated the robots thereon, this battle has reached an end.

=====

Chunfon-sama turns out to be a substantially less bishie guy in giant red armor (although his speech is just as complex as Jinmin's, which confuses Yuuri to no end). Paishan is ecstatic - now, if only the White Empress herself can be found and freed, the Mechanical Empress can be stopped!

So obviously, what better time for Genmu and Kyoka to warp in and spoil the party than now?

Contrary to what you might expect, the two sisters do not bring hordes of back-up soldiers, try to brainwash Ayako, or attempt to murder anybody. No, this time, they come to propose a duel: Yuna and Polyline versus the two of them, the loser obligated to halt their participation in this battle against the Empress.

Misaki immediately says that it's a trap. Mai agrees, which is cause enough for concern right there (I think this is the first fight Mai has ever tried to back

down from). However, Yuna has made up her mind: she's going.

CHOICE 1: Yuna assures Ayako she will talk Genmu and Kyoka into defecting.

CHOICE 2: Yuna talks to the group as a whole. Skip the above scene.

Polylina supports Yuna's decision, which is about as weird as Mai being willing to back down, and the planet Arehate becomes available on the Travel screen. However, before going there, take a jaunt back to the ruins of Tensei. A familiar face is waiting there: Emily of Education, who is so engrossed in studying the fortress that she doesn't even notice Yuna's arrival. In the long-established tradition of all RPGs, your mere arrival summons a squadron of straggling robot soldiers to exact payment for their defiled citadel. Ho-hum, conspicuous again.

=====

SECRET BATTLE 2: THE RUINS OF TENSEI!

Character Limit: 8

My Team: Yuuri, Shiori, Miki, Polylina, Misaki, Serika, Hime, Kaede

Enemies: Red Gun Soldier Level 24 x5

Red Mecha Level 24 x3

Red Healbot Level 24 x2

Reinforcements: None

Guests: None

Recruits: None

This is basically the same as the first secret battle at the TV station. The enemies are nothing special, but their level is high, which makes this an excellent place to send in some weaker Frauleins for training. If you bring Kaede along, she can make this already easy battle easier than you'd believe possible by using "Stun All" to paralyze all of the Mechas and Gun Soldiers (it doesn't seem to work on the Healbots, probably because of their high Skill Defense). Otherwise, just do the regular: stay together, heal often, and hit hard. This fight'll be over before you know it.

At the end of the battle, Emily will finally deign to join your party. Well, thank you EVER so much, Your Royal Obliviousness!

=====

Now that Emily, aka "ANNIHILATION," has joined your party, it's time to end things once and for all with the Apparition Sisters. Save your game, stock well on items in Ryudia's shop, and return to Arehate.

=====

BATTLE 4-4: DUEL TO THE DEATH!

Character Limit: 6

My Team (Required): Yuna, Polylina, Ayako, Paishan, Jinmin, Chunfon

Enemies: Kyoka Level 23

Genmu Level 23

Reinforcements: Red Healbot Level 22 x2

Black Healbot Level 22 x2

Big Green Level 22 x4

Big Gold Level 22 x2

Guests: None

Recruits: None

Genmu and Kyoka are waiting for you, bloodlust glinting in their eyes. True to her word, Yuna pleads with the two to break free of the Mechanical Empress' commands and follow their own hearts, as Ayako has done; this actually seems to have an impact on Genmu (O_O) but Kyoka is unconvinced, and Genmu's moment of temporary insanity doesn't last long. The duel begins!

Of course, after one round, Ayako teleports in, begging her sisters not to fight with Yuna. She tried this before, as most of you probably remember, and that didn't exactly turn out well for her, so in my opinion, this is pretty damn brave of her. Kyoka calls in the robotic backup that you just knew was hiding somewhere, planning on overwhelming you with strength of numbers, but Paishan, Jinmin, and Chunfon warp in as well, swearing not to let Yuna die.

NOW the "duel" really begins, and boy - unless you've overleveled, it is a nightmare. Even with Polyline, Ayako, Jinmin, and Chunfon on your side, each of which is more overpowered than the other, it's going to be a ferocious fight. Kyoka and Genmu are even stronger than you remember, and this time you actually have to knock both of them down to 0 HP to win; not an easy goal when you consider the incredible power of their skills. It doesn't help that you're seriously outnumbered even with your reinforcements, all of the enemies have high Skill Defense so the "Mirage Cannon" isn't all that useful, and the Big Golds have the ability to CONFUSE your characters. Basically, this stage is everything murderous put into a big cauldron and spilled right on your lap, and you have to deal with it two Frauleins short of a full party.

The main advantage you have in this fight is actually the terrain. Arehate is split into four small islands surrounded by purple sand rivers. When you step in a sand river, the character is sucked down into the center of the stage and shot up into the air by a whirlwind to land on a different shore.

If you step in the northeast river, you will land on the southern shore.

If you step in the southeast river, you will land on the northern shore.

If you step in the southwest river, you will land on the eastern shore.

If you step in the northwest river, you will land on the western shore.

As far as I know, the enemies will NEVER step in the sand rivers themselves, and thus will always stay on the shore they start the fight upon. This means that about half of the enemies in the battle - including one of the dreaded Big Golds - can be completely ignored, which puts you on a much more even footing with Genmu and Kyoka. Simply move everybody into the northeast river at the start of the fight to get whisked straight to Kyoka and Genmu on the southern shore and bypass the other enemies entirely.

Kyoka and Genmu's high speed and MV mean that they will probably reach you well ahead of the other enemies. This is a very, very good thing, since those other enemies include a Red Healbot (full HP recovery,) a Black Healbot (partial EP recovery,) and a Big Gold (CONFUSION AURA OF DOOM). Spread out if possible, although as your back will be against some rocks and the other enemies will be coming in from another side, there's only so much you can really do on this score, and use top-level techniques with abandon. Yuna's "Light Slash" can make the difference between victory and defeat all on its own, so use and abuse it! Heal your way through Kyoka and Genmu's devastating attacks and beat on them with everything you've got and hopefully, in the end, you'll make it out alive.

You may decide to be clever by sitting on the initial island - as there are no enemies on it - and feeding Yuna 200-EP-recovery items while she "Mirage Cannon"s everything on the field to death, however long it might take. This

will NOT work due to the combination of Red and Black Healbot on the southern island; the Red Healbot will heal everybody back to full no matter how many times you use the cannon, and the Black Healbot will keep it supplied with EP so that it can do so indefinitely. In fact, I would recommend not using the "Mirage Cannon" at all, as its overall effect will be too minor to warrant the cost. Save Yuna's EP for "Light Slash"ing instead.

=====

Yuna extends her hand to Genmu and Kyoka for the third and final time. At long last, it seems that Genmu might finally accept that hand, bringing herself out of the darkness and into the light...and both she and Kyoka explode, the Mechanical Empress presumably having implemented a self-destruct mechanism into the two sisters in case they attempted to betray her as Ayako did.

The screen fades to black.

Despite efforts to cheer her up made by Mai, Erika, Polylina, and Rui, Yuna is (understandably) crushed by her failure to save Ayako's sisters. Ayako herself enters, however, and she is resolute in her belief that Yuna managed to free her sisters from their darkness before their deaths. She insists that she will be happy that her sisters could reach out to Yuna at the last moment, despite their destruction, and wants Yuna to be happy for the same reason!

It's time to take the battle to the Mechanical Empress herself on her home base: the mechanized planet of Kikaikasei. However, there is one last thing to do before this can be done: the security system for Kikaikasei must first be disabled. Oddly enough, instead of being safely inside of the security perimeter, it is on a small planet located relatively close by. Maybe the system's energy flow will be blocked if it tries to place its shields around itself? Who knows....

Before heading to this security planet, however, you may want to put in the effort to recruit the last secret Fraulein of the game. Youko Mizuno will put in an appearance and join your party - much against her will, mind you! She's only doing this because Ryudia-sama ordered her to! - if you fight three battles in a row at Jikkuri, the training planet directly north of Arehate. Since you could definitely use the experience, go ahead and train for a little while; it certainly couldn't hurt matters. Use this as an opportunity to begin picking out your favorite Frauleins that you intend to bring to the final battle of the game; it's going to be a tough slog, after all. You only want the best in the battles ahead.

Once Youko's joined the team and you feel ready to storm the Mechanical Empress' bastion, head east off the right side of the screen to reach the security planet.

Unfortunately, there is one problem: the codes for the system have been changed since Jinmin and Chunfon were last here, and must be cracked in order to access and shut down the system itself. The code panel takes the shape of a huge yin-yang surrounded by symbols, and in order to unlock it, a specific combination of people must stand upon it in a certain order:

Chunfon: Front symbol (wave)

Jinmin: Back symbol (star)

Paishan: Left symbol (moon)

Yuna: Right symbol (sun)

Polylina, Mai, Misaki, Erika: Middle, on the yin-yang

Why would the two Empresses have set up their security system so that it could only be accessed by two of the three Wise Machines, the Savior of the Light, and some random girl with a snail shell on her back? I have no idea. Let's move on.

By "move on," I mean noticing that after the security system is accessible, a giant robot woman whose lower body consists of four giant golden spider legs appears, laughing sinisterly. She is Tenkiin Meikui, third of the Four Heavenly Avatars, and when Jinmin and Chunfon attempt to challenge her...

She absorbs them into a black hole.

Now, notice please: not a dimensional rift, as the Mechanical Empress created back in Chapter Two. This is an all-consuming, all-destroying black hole. Fraulein D wanted to fire Yuna into one of these in the anime for a reason: if you go in, you are NOT coming back out.

But Meikui is just getting started. The Erika Seven leap to defend Erika, and Meikui devours them all next. Yuuri and Ayako attempt to attack Meikui, but she blasts them into Shiori, Remi, Misaki, and Misaki, swallowing them whole. All that's left is Yuna, Polyлина, and Mai, and Meikui opens one last black hole, sucking the three girls off the ground. Yuna just manages to grab hold of a pillar and Polyлина's hand; Polyлина just manages to grab hold of Mai; and the three dangle there, the black hole inhaling leaves, rocks, and pillars with an inexorable hunger.

There is clearly only one chance left, and Polyлина takes it. She lets go of Yuna's hand, allowing herself to be sucked into the hole, closing it with her body. Mai gets off one parting shot - "You better not lose, or I'll haunt you!" - before the hole closes.

Meikui has unleashed forces the power of which she cannot comprehend. Black Yuna has taken the stage.

=====

BATTLE 4-5: BLACK YUNA

Character Limit: 1

Enemies: Meikui Level 23

Reinforcements: None

Guests: None

Recruits: None

This is not a battle. Meikui unleashes her most powerful spatial attack - Supernova - against Yuna, certain that it will mean the young girl's doom. In normal circumstances, she would be right. But she has opened Pandora's Box, and Black Yuna is her opponent.

When you attack...

Yuna: "THIS IS FOR YUURI!!"

WHAM!

Meikui: "Ugh?!"

Supernova. No effect

Yuna: "THIS IS FOR POLYLINA!!"

WHAM!

Meikui: "What?!"

Supernova. No effect

Yuna: "AND THIS IS FOR MAI!!"

WHAM!

Meikui: "Why?! This power--?!"

Supernova (from behind, no less). No effect

Yuna: "THIS IS FOR AYAKO!!"

WHAM!

Meikui: "S...strong...too strong..."

Yuna: "GIVE THEM BACK!!!"

Meikui: "Uwaaaaaaaaa~!"

The battle ends with Meikui exploding.

=====

...Okay. I'm done pretending to be nice and dramatic, and I'm just going to admit the truth: this whole section on the security system planet makes NO SENSE. Why is the security system completely vulnerable on an unshielded planet outside of Kikaikasei's reach? Why would the Mechanical Empress leave ONE robot there to guard it? Why do they bother opening the system up instead of just calling Mirage to blow the thing to splintereens? Why does it take Paishan and Yuna to open the system anyway? Why didn't the Mechanical Empress replace the system with a new one that the Three Wise Machines were NOT key parts for? Why does Meikui wait until the system has been opened to attack? Why does Polyline decide to let go of Yuna instead of weathering the storm, hoping that Meikui will run out of juice before Yuna loses her grip? Why does Meikui decide to fight Yuna normally instead of just black holing her as well? Considering that most of the Yuna series is actually pretty logical, and that most things that aren't are made fun of, this whole section is pretty out-of-character.

However, by far the weirdest, most random, illogical part of the whole thing is the way it ends: actually, nobody is dead at all. Princess Mirage SOMEHOW managed to scoop them up into the Eternal Princess, and here she is to deliver them back, safe and sound. I MIGHT buy that from Ryudia - I mean, she's a powerful sorceress, an ex-Savior of the Light, super-technologically advanced, ancient and powerful, etc. etc. - but why does Mirage just HAPPEN to have some kind of black-hole-fishing-net and just HAPPEN to use it right then to trawl the other Frauleins out of danger in time to save them from squishy death???

Sorry. Had to vent for a moment there. IMO, this whole part was inserted at the last minute because the creators really, really wanted to stick Black Yuna in this game, and in the rush to program the actual battle, the insertion of the event into the story got screwed over. Unfortunate, but there you go.

Anyway, so yes, Mirage has saved the day, and yes, our girls are all back safe and sound, and as they reunite and Yuna assures herself that they really are all okay, Jinmin, Chunfon, and Paishan (so, everyone knows who Paishan is by now, right?) are standing back, talking quietly amongst themselves. Chunfon is astounded that Yuna actually managed to touch the hearts of the Apparition Sisters, but Paishan claims she is unsurprised: that it is the power of Yuna's "unconditional love." Jinmin believes Yuna may indeed be the one capable of ending the conflict with the Black Empress, and he and Chunfon swear their swords to her in fealty.

A rainbow shoots up from their swords and arcs across the Princess' decks, symbolic of their hope for the end of this long-fought war....

+++++
+++++ 4.5 CHAPTER FIVE +++++
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All other obstacles have been taken out the way. The Six Flowers of War have been defeated. The Apparition Sisters are, one way or another, no longer a threat. Three of the Four Heavenly Avatars have been eliminated. The security system protecting Kikaikasei from attack has been disabled, and Tensei - the Empress' most powerful weapon - has been destroyed. It's finally time to bring the conflict to the Empress herself. Next destination: Kikaikasei!!

Kikaikasei turns out to be a huge, dark, foreboding planet surrounded by two thin rings of debris. As Polylina guides the Element Fairy in for a landing, Paishan happily informs Yuna that the planet should look familiar to her: the White Empress, Yui-Faa, used to love watching Earth television broadcasts, and as a result had most of the architecture for the planet modeled after, of all things, Neo-Tokyo! What a small universe it is, huh?

However, upon landing, things aren't quite as Paishan remembered. Instead of glittering silver skyscrapers, the planet is a network of sullen black towers connected by winding tentacular roads (the overall effect really is pretty creepy). Even more unusual, there is nobody to be seen - at least, until a sobbing robot child appears, begging for help! The child's parents were taken captive by the Mechanical Empress, and a group of her soldiers are out even now in search of the poor child.

=====

BATTLE 5-1: SAVE THE ROBOT CHILD!

Character Limit: 8

My Team: Yuna, Polylina, Luminaev, Hime, Kaede, Sayuka, Emily, Youko

Enemies: Red Bomber Level ?? x2

Black Healbot Level ?? x2

Big Blue Level ?? x2

Big Red Level ?? x2

Reinforcements: None

Guests: None

Recruits: None

Little about this battle is difficult. In fact, with a party containing Yuna, Yuuri, and Emily on level 25 or higher, it can be ended in the first turn. However, if your party composition doesn't contain these three characters, it's going to be a long, boring slog.

The enemies won't put up much of a fight, especially if you load your party with high-Skill-Defense Frauleins such as Miki and Polylina. The likelihood of an enemy reaching the robot child - which will precipitate your loss - is slim to none, as the child is behind your starting position and the enemies are not difficult to kill. Your biggest opponent in this stage is going to be the stage itself, which is depressingly huge. Without the ability of the "Mirage Cannon,"

the "101-Yuuri Stampede," and "One Fell Sweep" to attack all enemies at once regardless of position, you will be spending the next month slogging across the stage to get the battle started.

If spamming the "Mirage Cannon" or "One Fell Swoop" seems cheap to you - and it usually is, but in this case I believe to be justified - then bring along Miki, Misaki, and Polylyna and begin the teleporting. Leave at least one powerful Fraulein with her third attack unlocked behind to protect the robot child, just in case, and send everybody else out across the map. You'll get there in the end, I'm sure.

=====

No sooner has the battle ended than a circle of robot soldiers spring up around the robot child. As Yuna and Polylyna ready themselves for a new battle, even more soldiers materialize around them, taking all of our heroines captive!

You may save the game now.

The story glides to the Mechanical Empress' castle, a queerly gothic edifice with huge crooked towers situated at the edge of a gloomy cliff. The girls are separated and thrown into various cell blocks, to be kept far apart from one another: not a bad move on the Empress' part.

Of course, what WAS a bad move was sticking Misaki and Polylyna - THE TWO GIRLS WHO CAN TELEPORT - inside four walls and expecting them to stay there.

=====

BATTLE 5-2: BREAK OUT OF JAIL! POLYLINA'S PIECE

Character Limit: 2
My Team: Polylyna, Misaki
Enemies: Red Gun Soldier Level 23 x2
 Red Mecha Level 23 x2
Reinforcements: None
Guests: None
Recruits: None

To be perfectly frank, these hunks of scrap metal don't stand a chance against Polylyna's healing and Misaki's firepower. Keep the girls together to minimize back attacks just in case and let loose with normal physicals; this "battle" should be over before you know it.

=====

Polylyna uses the nearby console to free the nearby Frauleins, consisting of Yoshika or Mari, Luminaev, Midori or Sayuka, and Hime. The break-out begins!

Meanwhile, Ayako's truly formidable ire has been invoked. The Mechanical Empress has killed her sisters and taken Yuna away from her. The time for vengeance is at hand.

=====

BATTLE 5-3: BREAK OUT OF JAIL! AYAKO'S ARIA

Character Limit: 1
My Team: Ayako
Enemies: Red Gun Soldier Level 23 x4
Reinforcements: None
Guests: None
Recruits: None

Ayako will have to play defensively against these robots if you intend to win with her alone. Fortunately, she isn't here alone; Paishan, Jinmin, Chunfon, and the three Secret Frauleins (Kaede, Emily, and Youko) are here as well, imprisoned in nearby cells. Ayako can use her physical attack (it MUST be Ayako; Youko's sword, for example, will not work) on the locks of the cells to bust them open, allowing the captives within to join the battle. Head straight across first to free Jinmin and Kaede; these two can now hold the robots alone while Ayako frees Paishan, Youko, Chunfon, and Emily.

=====

With the sentries destroyed, Ayako is ready to go blow up everything else that stands between her and Yuna, but Jinmin takes a moment to psychically read the memories of one of the Gun Soldiers, thereby ascertaining the way out, which is a pretty good idea. Valuable information gathered, Ayako and company leave the jail cells.

Cut to the Erika Seven and possibly my favorite scene in this game, as Erika throws a two-year-old's temper tantrum that Yuna has been taken away from her. Fortunately for Erika, Mami has the perfect solution: a time bomb. Yes, Mami has a time bomb. The SOFTBALL PLAYER has a time bomb. WHY does the softball player have a time bomb? Because it's Yuna and things are awesome like that.

Anyway, Erika's all set to make like a banana and split when a robot hares off to sound the alarm that the Erika Seven have escaped. Of course, Erika being Erika, she's more than happy to kick some robot butt on her way to cutting "THE ONLY ONE ALLOWED TO PUT YUNA IN HANDCUFFS IS ME" into the Mechanical Empress' forehead. So the fight is on.

=====

BATTLE 5-4: BREAK OUT OF JAIL! ERIKA'S EXERCISE

Character Limit: 7
My Team: Erika, Mami, Miki, Serika, Ako, Mako, Rui
Enemies: Red Gun Soldier Level 23 x6
 Red Healbot Level 23 x2
Reinforcements: None
Guests: None
Recruits: None

Despite being stuck with Rui, this battle should not prove a challenge. The map is a honeycomb of dark passages with large walls standing between you and the opposition that will block many long-ranged attacks, but since the majority of the Erika Seven are close-ranged fighters anyway, this shouldn't inconvenience you. Use Mami, Serika, and Rui to protect Erika while Ako and Mako unleash devastation with "Twin Practice From Hell" and "Double Robot Ping-Pong." The additional firepower from Erika's "Psychic Pieces" and Miki's "Illumination Laser," Crown-Queened "Robot Ping-Pong," or, if you have it, "Spotlight Laser" should provide more than enough punch to secure victory.

=====

One satisfying "Ohohoho!" from Erika later, we join Yuna, Yuuri, Remi, Mai, and Shiori, despondent in their lone, combined cell. Mai pulls an Erika, screaming that she refuses to be stuck in here, and decides to go at the bars with a nail file, a trick she presumably saw in the movies. Remi is skeptical, Shiori is no help, and Yuna is frantically attempting to devise a course of action when - I swear to God, I couldn't make this up if I tried - Mai ACTUALLY MANAGES TO OPEN THE DOOR. I refuse to believe that a nail file could do this; I am quite sure that the door became sick of her yammering and decided to let her out just to get rid of her. Mai, of course, cannot appreciate this distinction and goes off on a patented exaltation of her own greatness, which is clearly the sign that it's time to get going.

Before leaving, check the cells opposite your own to both the right and the left. Each cell contains a single sparkling tile that you should step on in order to pick up a random item.

The exit door leads to a long hallway through which none other than Polylina is creeping. Yuna has a Polylina-fangirl moment and then the group reunites.

You, as the player, undoubtedly recognize the next room as the room Ayako blew up to escape, but Yuna only knows that a row of jail cells are melted to the ground and her friends are nowhere to be seen. Driven to distraction by her concern for them, Yuna is only brought back to the moment by Yuuri, who picks this moment to remind Yuna that they haven't eaten yet, goddammit! Yuna, who is at the end of her rope, tells Yuuri off, and Yuuri throws a Yuuri-style temper tantrum and starts running around in circles screaming "FOOD! FOOD!" (DEAD SERIOUS, YOU GUYS.) Purely by accident, the starving young android runs into a wall - and as the OVA has proven, any situation involving Yuuri plus wall results in an inevitable subtraction of "wall" from the equation. In short, Yuuri breaks the wall with her face while screaming for food, thereby opening the way to a new corridor containing a Ryudia-contacting computer like the ones in Tensei back in Chapter Three. Overjoyed, Yuna promises Yuuri some onigiri to tide her over, and the search for your friends can continue.

Use the Ryudia computer to save and restock, then continue on into the next room, which features a long line of angelic statues in flowing robes along the rightmost wall. As Yuna begins to cross this long room, Polylina suddenly senses danger, and a fan streaks out of nowhere and bites into the ground next to her! All around you appear none other than the Six Flowers of War, eyes glowing with power!

=====

BATTLE 5-5: BOSS BATTLE - THE SIX FLOWERS OF WAR!

Character Limit: 8

My Team: Yuna, Yuuri, Shiori, Polylina, Remi, Misaki, Luminaev, Sayuka

Enemies: Jui-Faa Level 23

In-Faa Level 23

Ran-Faa Level 23

Chun-Faa Level 23

Tau-Faa Level 23

Tsuu-Yan-Faa Level 23

Reinforcements: None

Guests: None

Recruits: None

This battle is plain-out horrific. The Six Flowers of War were each quite powerful enough the first time you fought them, and that was when they were all separated and at least two levels lower. Now they have you surrounded on all sides, and to make things even better, about half of your Frauleins are gone, severely limiting your party choices.

Let's take a step back and analyze each boss' capabilities. Jui-Faa can attack from afar and reduce your attack power. In-Faa is fragile (in comparison to her allies, anyway) and close-ranged, but can cause Sleep. Ran-Faa is very long-ranged and can attack your EP. Chun-Faa can lower your speed, but she can only do this once. Tau-Faa can attack from quite a distance, and her "Eden" Special Attack (which you never got to see in the last battle with her) Confuses all Frauleins in a huge area; thankfully, she can only use it once. Tsuu-Yan-Faa attacks at close-range for enormous damage, and her Special Attack will lower your defensive capabilities.

Obviously, Tau-Faa is the most dangerous of the six. Unfortunately, she's also the farthest away, and unless you are very high-leveled, you probably won't reach her - let alone kill her - before she can reel off the confusion dust of "Eden." Don't even try. Position all of your Frauleins as far away from each other as you can, then use their first turns to move farther away. The first turn is the most difficult, as all six Flowers will be releasing their Special Attacks at the same time. Expect to end up with several Frauleins incapacitated by In-Faa and Tau-Faa, and the rest severely weakened by the other four.

Use your second turn to recover. Toss around healing items like they're going out of style. Sayuka can heal several Frauleins at once with "Light Healing" and cancel out the defense-loss of Tsuu-Yan-Faa's Special with her own "Beam Coating," making her invaluable to this battle. Remi is even more valuable, as she can remove Confusion and Sleep with her "Cleansing Spirit Fist"; as Paishan is currently MIA, don't enter this battle without her!! This is also a great chance for Luminaev to use "Call Me Queen," Hime to play some "Heavy Metal," and Yuna to call in the "Mirage Cannon."

If you've survived to the third turn, it's time to go all out. In-Faa should be your first target, as she is unquestionably the easiest Flower to take out; it should only take two or three third-level Special Attacks to fell her. I advise making Jui-Faa your next target, just because she's probably close and she is also easy to take down due to her low HP.

Tau-Faa, Chun-Faa, and Tsuu-Yan-Faa are now all at equal level of priority. Of the three, Chun-Faa has the least HP, but Tsuu-Yan-Faa does the most damage. The optimal solution is to trick the two into lining up and then letting loose with Misaki's "Uber Ray" or Polylina's "Milky Attack," but if you can't quite swing this, focus on Chun-Faa first. Ran-Faa is incredibly annoying due to her ability to drain your EP, but does less damage overall than her companions, so leave her for last. Once you've defeated three out of the six Flowers, you can probably scrape out a victory, but don't get cocky! A critical hit from any of these robots can easily relieve a Fraulein of three-quarters of her HP.

Remember to keep Yuna protected at all costs!! I once lost on this stage with only Tau-Faa and Ran-Faa left to defeat because Tau-Faa scored a critical hit on Yuna after I had just decided not to heal her. Prioritize healing up until the very end of this difficult fight, or else you will regret it.

=====

As the Six Flowers of War spark in defeat once more, Paishan appears. At once she rushes, distraught, to Tsuu-Yan-Faa's side. Surprisingly, Tsuu-Yan-Faa has lost her driving rage, and speaks quite sorrowfully to Paishan, bemoaning the turn of events that sent her and her friends down this path of darkness. Paishan admits that in the past she was quite jealous of the Six Flowers for always having each other to rely on, and Tsuu-Yan-Faa wonders when she first began to detest the word "friend." The scene is surprisingly poignant, and ends with the Six Flowers disappearing quietly into thin air.

Paishan, Jinmin, Chunfon, Ayako, and the secret Frauleins (if you recruited them) rejoin your party, and Jinmin explains that there is a secret passage in this room that they should use to escape. To find the passage, head over to the statues and stand on the differently-colored panel located directly in front of a statue approximately halfway up the room. The statues slide apart to reveal the passage, which takes you to the elevator Jinmin saw in that Gun Soldier's memories.

Although Jinmin will not let you return to the Ryudia-computer hallway or enter the new hallway on the opposite side of the room until you find this secret passage, feel free to leave the secret room without taking the elevator. Saving after that difficult boss fight would be a good idea, and if you're not feeling too confident about your party's strength against the upcoming challenges, you can take the new hall on the far side of the Flowers of War room to find the last training area in the game! Use it wisely!

When you feel prepared, enter the secret passage and move in front of the elevator to board it.

The perspective now switches back to Erika. Leave the jail cell via the door in front of you and access the Ryudia computer if necessary. You can use the door down the hall to your right to access the training grounds, but to advance the story, take the door just past the Ryudia computer to your left.

Erika finds herself in a room with an elevator very similar to the one Yuna found (although of course, she doesn't know that). This particular elevator has a switch that needs to be activated in order to make it run, but the switch is blocked behind a wall of translucent material. No worries; Mami the Explosive has another time bomb ready, and with it, she blows up the wall. Unfortunately, she also accidentally alerts the Robot Generators lined around the walls, causing them to activate and begin spewing out Gun Soldiers!

=====
BATTLE 5-6: DESTROY THE GENERATORS!

Character Limit: 7

My Team: Erika, Mami, Miki, Serika, Ako, Mako, Rui

Enemies: Red Gun Soldier Level 25 x4

Generator Level 20 x4

Reinforcements: Red Gun Soldier Level 25 xInfinite (Monster Generator x4)

Guests: None

Recruits: None

The condition for victory on this map is the destruction of the four Generators spread around the sides of the stage. The Generators have very low defense and can be one- or two-shotted by anyone who isn't Rui, so this is hardly a very difficult requirement to fulfill.

Send Serika over to the northwest, right into the middle of the trio of

Generators. Her high HP and Defense will protect her sufficiently for her to get close enough to "Backfire" into the mouth of a Generator within about two turns; it should only take one, MAYBE two, "Backfire"s to destroy a Generator. Use Ako and Mako to "Cyclone Cut" the closest Generator and its attending Gun Soldier; as with Serika, one or two Cuts should be more than enough to destroy both targets. Use Miki, Erika, and Mami to destroy the marauding Gun Soldiers while Serika and the twins continue to focus on the Generators; Rui, due to her low damage capabilities, is best off dispensing items as necessary.

All in all, this is a very simple battle. Its main purpose is giving the Erika Seven some easy experience before they join up again with Yuna.

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Miki tells Mami off for acting without thinking, and you regain control. Move Erika over in front of the switch to activate the elevator and rise to the next level of the Mechanical Empress' manor.

By great good fortune, Yuna's elevator and Erika's elevator meet at the same place: a hugely elegant room with a massive red-and-gold carpet covered with intricate designs. The girls are ecstatic to see one another again, and at last the entire party is reunited!

Northeast door: Locked
Southeast door: Training room
Southwest door: Locked
Northwest door: Story continues

=====

BATTLE 5-7: BOSS BATTLE - RINMAO!

Character Limit: 8
My Team: Yuna, Yuuri, Miki, Polylina, Luminaev, Paishan, Jinmin, Sayuka
Enemies: Rinmao Level 26
 Black Healbot Level 22 x2
 Blue Beast Level 24 x3
 Red Beast Level 24 x3
Reinforcements: None
Guests: None
Recruits: None

If you thought nothing could be worse than fighting the Six Flowers of War simultaneously... well, you'd be right, but this battle would be at least as bad if not worse if you didn't just have to kill Rinmao to end it. The map is enormous, but the enemies move so quickly that they'll be upon you within two or three turns. The Blue Beasts can cause the "Fat" status ailment with their physical attack, preventing the use of items; the Red Beasts can attack a line of seven allies at once. Rinmao herself is even more beastly than her Beasts; her Special Attack, "Black Strike," hits all allies on the field for a not inconsequential amount of damage, and with two Black Healbots around to restore her EP, she can use it indefinitely. However, she likely won't; she's much more fond of getting up in your face and unleashing her "Soul Crusher" against you. A critical strike from this attack can cause over 300 points of damage, and any Fraulein that survives is likely to be stricken by Insanity.

Insanity is kind of like Confusion's hardier big brother. Unlike Confusion, there is no item that can cure it. It is therefore VITAL that you bring Remi,

Kaede, or Paishan to this battle, as they are the only characters able to cure this lethal status.

So how do you combat this overwhelming force? There's really only one way, and it's with third-tier attacks. Level 20 - preferably 25 - and up characters only from here on out; anybody without their third attack is just going to be dead weight in this fight. You NEED third-tier attacks to combat Rinmao's insane damage-dealing capabilities. Bring your strongest characters and don't hold anything back! Use Hime to increase your damage. Let Mari confuse the Beasts into turning on Rinmao. Defend with Sayuka's "Beam Coating." "Teleport" behind Rinmao and strike from behind with "Milky Attack" and "Uber Ray." Pull out all the stops and use everything you've got. The faster Rinmao goes down, the less time she has to kill you.

There is only one tool you should NOT take advantage of in this battle. Yuna's "Light Slash," although powerful, puts her in far too much danger; you should NOT use it unless you KNOW that you can get Yuna safely away afterward. Stick to "Wild Fire" and "Mirage Cannon," even item-tossing; anything it takes to keep her away from the "Soul Crusher."

=====

5.0 The Characters

#####

5.1 Yuna Kagurazaka

#####

Full Name: Yuna Kagurazaka
Affiliation: Savior of the Light
Voice Actress: Yokoyama Chisa
Recruitment: Beginning of the game

Weapon: Matrix Divider Plus

Physical Attack: Matrix Divider Plus (Gun Mode: long, 4)
(Sword Mode: short)

LEVEL 25 STATISTICS

HP: 285 MP: 342
Attack: 249 Defense: 258
Skill Attack: 306 Skill Defense: 300
MV: 5 Speed: 375

The kind-hearted but unconscionably ditzy heroine of Galaxy Fraulein Yuna (as if you couldn't tell, since her name is in the title!) Yuna is a funny, chaotic kind of airhead, but the scary part is, amidst all of the crazies she hangs out with, she usually comes off sounding like the normal one. As the Savior of the Light (she inherited the title by winning an idol singer contest...WTF?) it is her duty to protect peace and goodness in the universe, which she strives for with all her might (although not in ways most superheroes would). She is always accompanied by her best friend Yuuri, her adoring fan Princess Mirage, and Elnor, the Matrix of the Light, who serves as her guardian and advisor.

As the main character, Yuna is pretty much awesome at anything you need her to do. She's strong, hardy, and excellent at both close- and long-ranged combat; her Mirage Cannon is pretty much the most powerful attack in the game, and the Light Slash is a guaranteed centerpiece for any boss battle. Unfortunately, if she happens to die, then the game is over, so ALWAYS keep her well away from danger to prevent such a tragedy from occurring.

SPECIAL ATTACKS

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WILD FIRE

Japanese Name: Midare Uchi (Disorderly Shooting)

Level Learned: 5

Targets: Enemies within range

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 30	EP Cost: 45	EP Cost: 60
Range: 4	Range: 4	Range: 4
X	X	X
XXX	XXX	XXX
Formation: X	Formation: X	Formation: X
Skill Level 4	Skill Level 5	
EP Cost: 75	EP Cost: 90	
Range: 4	Range: 4	
X	X	
XXX	XXX	
Formation: X	Formation: X	

MIRAGE CANNON

Japanese Name: Miraajyu Kyanon

Level Learned: 15

Targets: Enemies within range

Notes: Damage is cumulative; fewer foes means more damage

Skill Level 1
EP Cost: 210
Range: All Enemies
Formation: X

LIGHT SLASH

Japanese Name: Raito Surasyu

Level Learned: 25

Targets: One enemy
Skill Level 1
EP Cost: 75
Range: 1
Formation: SX

5.2 Yuuri Cuubu
#####

Full Name: Yuuri Cuubu
Affiliation: Food
Voice Actress: Takahashi Miki
Recruitment: Beginning of the game
Weapon: Twin Dragon Fangs
Physical Attack: Twin Dragon Fangs (Gun Mode: long, 4)
(Sword Mode: short)

LEVEL 25 STATISTICS

HP: 360 MP: 259
Attack: 308 Defense: 255
Skill Attack: 265 Skill Defense: 229
MV: 5 Speed: 310

A mysterious guardian android Yuna discovered in an ancient ruin on the moon. Her intense (and excessive!!!) love of food is ONLY surpassed by her loyalty to Yuna, whom she adores. The continuity on Yuuri is rather iffy; in the second Yuna game, she has extensive knowledge of the Eternal Princess (which is on its way to destroy the Earth) and helps Yuna to trick, dissuade, and finally win over Princess Mirage. In the OVAs, she uses food to transform into her battle outfit and fights using a large shieldlike bashing implement and the hilarious "Yuuri Tornado Attack." In this game, she plays little role in the plot and has mostly been assimilated into the role of Yuna's comic-relief-sidekick that the first OVA provided for her. (Not that that's a bad thing; just wait until you see her strategy for breaking out of jail.)

Yuuri is simply an outstanding character. She is one of the highest sources of damage in the game thanks to her amazing "Spiral Punch," which will likely be the most powerful attack available to you until Frauleins start learning their third-tier skills, and the "101 Yuuri Stampede," which is basically a weaker version of Yuna's "Mirage Cannon." Her HP is very high and she can heal, which makes her even more valuable. Her crushing weakness is her very low Speed stat (third lowest in the game, superior only to Emily and Shiori,) which will sadly hinder her quite a bit; despite this, however, she is definitely worth using.

SPECIAL ATTACKS

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HEALING HANDS

Japanese Name: Hando Hiiringu
Level Learned: 5

Targets: Allies within range (self included)

Notes: Restores HP

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 50	EP Cost: 80	EP Cost:
Range: 0	Range: 0	Range: 0
0	000	0
OSO	OSO	000
Formation: 0	Formation: 000	OOS00
		000
		Formation: 0

SPIRAL PUNCH

Japanese Name: Kuru Kuru Panchi (kuru-kuru being the sound effect for twirling)

Level Learned: 10

Targets: One enemy

Skill Level 1

EP Cost: 75

Range: 1

Formation: X

101 YUURI STAMPEDE

Japanese Name: Yuuri to 101 Pukidaikoushin

Level Learned: 25

Targets: All enemies

Skill Level 1

EP Cost: 200

Range: All Enemies

Formation: X

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5.3 Ojousama Kamen Polylna

#####

Full Name: Liavelt von Neuestein (Lia)

Affiliation: Thirteen Frauleins of Darkness

Voice Actress: Touma Yumi

Recruitment: After Battle 1-4

Weapon: Milky

Physical Attack: Bakkin Bow (Boomerang Mode: long, 6)

Bakkin Byuu (Whip Mode: linear)

LEVEL 25 STATISTICS

HP: 313 MP: 417

Attack: 300 Defense: 306

Skill Attack: 340 Skill Defense: 339

MV: 6 Speed: 430

Formerly the leader of the Thirteen Frauleins of Darkness, Lia was won over by Yuna's pure heart and has decided to dedicate her life to promoting love and justice in the universe. She aids Yuna not-so-secretly as the Masked Maiden Polylna, the heroine from Yuna's favorite TV show, which she stars in during

her spare time. Yuna is COMPLETELY infatuated with Polylyna, to the point where she won't even question why Lia has walked around the corner and Polylyna has come back two seconds later. The Sailor Moon parallel is blatant and hilarious.

Polylyna is godly powerful. She has top-tier EP, Defense, Skill Defense, and Speed, and just barely misses out on being in the top tier for Attack and Skill Attack as well. Her physical attack has crazy range, she can teleport up to ten squares in any direction, she can heal at a truly ridiculous distance for a paltry 40 EP, and her third-tier attack is both adorable and effective. She may not have the insane statistics of Jinmin and Chunfon, but her great range and versatility make her even more useful. Use her well.

SPECIAL ATTACKS

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TELEPORT

Japanese Name: Terepooto

Level Learned: 5

Targets: Self

Notes: Moves Polylyna to the selected square

Skill Level 1

EP Cost: 50

Range: 10 (!)

Formation: 0

ESP HEALING

Japanese Name: ESP Hiiringu

Level Learned: 10

Targets: One ally (self possible)

Notes: Restores HP

Skill Level 1

EP Cost: 40

Range: 8

Formation: 0

MILKY ATTACK

Japanese Name: Mirukii Ataaku

Level Learned: 25

Targets: Enemies in range

Skill Level 4

Skill Level 5

EP Cost: 90

EP Cost: 80

Range: 8

Range: 8

Formation: SXXXXXXXX

Formation: SXXXXXXXX

#####

5.4 Mai of Roppongi

#####

Full Name: Mai Tokudaiji

Affiliation: Thirteen Frauleins of Darkness

Voice Actress: Hara Aya

Recruitment: After Battle 1-3

Weapon: Iron Golf Club, Detonation Ball

Physical Attack: Iron Golf Club (short)

LEVEL 25 STATISTICS

HP: 374

MP: 234

Attack: 284

Defense: 250

Skill Attack: 273

Skill Defense: 206

MV: 6

Speed: 402

There really is only one way to describe Mai, and oddly enough, it's to watch her introduce Misaki Ichijouin in the English dub of the Yuna OVA:

"Let me tell you a little about her! As you can see, she's very good-looking and unconditionally loved by every man who sees her, and her family is also super-galaxy-size rich and...oh, dear, I've been talking about me! OHOHOO!"

Yep. That's Mai!

Despite her prissiness, Mai is actually a pretty strong and relentless fighter. She functions best as a tank; she has naturally high HP and defense, a nice wild-trump-card in "Caddy Call," and a killer physical attack. Her weaknesses are the lowest EP in the game and very limited range; although her third-tier attack, "Hole in One," helps address the range issue, its EP cost is a little too high for Mai to use it as often as she would like. Despite these flaws, if you need some physical power in a fight, you can't go wrong with Mai. ("But of course! OHOHOO!")

SPECIAL ATTACKS

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DETONATION BALL

Japanese Name: Bakkou Kyuu (Exploding Light Ball)

Level Learned: 5

Targets: Enemies in range

Notes: May cause "Paralyze" status effect

Skill Level 1

Skill Level 2

EP Cost: 60

EP Cost: 90

Range: 0

Range: 0

X

XXX

XSX

XSX

Formation: X

Formation: XXX

CADDY CALL

Japanese Name: Kiipu-kun Syoukan (Keeper-kun Summons)

Level Learned: 15

Targets: Self

Notes: Random effect; may restore HP, restore EP, or increase one parameter

EP Cost: 60

Range: 0

Formation: S

HOLE IN ONE

Japanese Name: Hooru in Wan

Level Learned: 20

Targets: One enemy

Skill Level 1

EP Cost: 75

Range: 8

Formation: X

5.5 Shiori of Ootori
#####

Full Name: Shiori Jinguuji
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Kouda Mariko
Recruitment: Before Battle 1-1
Weapon: Ootori Beam
Physical Attack: Ootori Beam (long, 8) (!)

LEVEL 25 STATISTICS

HP: 193 MP: 283
Attack: 354 Defense: 253
Skill Attack: 290 Skill Defense: 340
MV: 5 Speed: 281

Shiori might be the most eccentric character in all of Yuna, and that's saying a lot. Her main characteristic is her incredibly slow speed; she moves slowly, she talks slowly, she thinks slowly, and even when she does think, she's likely to come to entirely the wrong conclusion. She seems completely incapable of answering questions and her short-term memory is basically nonexistent. She drives the rest of the Frauleins crazy in the best ways possible.

Incidentally, "ootori" means "big birds." What Shiori has to do with birds, I have no idea.

As you might expect, Shiori is staggeringly powerful. She functions as a long-ranged fighter, raining lasers down from afar (with the longest-ranged physical attack and the fourth-highest Attack stat in the game, no less!) but unlike most Attack-based characters, she actually has the Skill Defense to survive a retaliatory Special Attack. Her low HP and passable Defense are evened out by her ability to contribute to the battle while staying far away from physical attacks; she is particularly well-suited to combating Bombers, as her lasers take advantage of their low Defense while her high Skill Defense blocks their return salvos. Although it is anything but surprising, Shiori is unfortunate enough to possess the lowest Speed in the game, which is a debilitating flaw in a game where Speed is so important, but her sheer power makes her a valuable party member despite this weakness.

SPECIAL ATTACKS

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SLOW MOVE

Japanese Name: Suroo Muuvu
Level Learned: 5
Targets: Enemies in range
Notes: No damage; lowers enemies' speed

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 50	EP Cost: 75	EP Cost: 100

Range: 0	Range: 0	Range: 0
X	XXX	X
XSX	XSX	XXX
Formation: X	Formation: XXX	XXSXX
		XXX
		Formation: X

SLOW HEALING

Japanese Name: Suroo Hiiringu
 Level Learned: 15
 Targets: One ally
 Notes: Restores HP; restores HP again every turn for a few turns
 Skill Level 1
 EP Cost: 50
 Range: 1
 Formation: SO

OOTORI LASER

Japanese Name: Ootori Reezaa
 Level Learned: 20
 Targets: Enemies in range
 Skill Level 5
 EP Cost: 80
 Range: 7
 Formation: SXXXXXXXX

 5.6 Mari of Flowers
 #####

Full Name: Mari Teshigawara
 Affiliation: Thirteen Frauleins of Darkness
 Voice Actress: Nanbara Chieko
 Recruitment: During Battle 2-2B (Uraraka)
 Weapon: Roses
 Physical Attack: Rose Tip (long, 5)

LEVEL 25 STATISTICS

HP: 169 MP: 442
 Attack: 205 Defense: 247
 Skill Attack: 340 Skill Defense: 324
 MV: 5 Speed: 421

Mari is one of the "variable" characters in this game; if you decide to head to the planet Uraraka instead of the planet Oishiiya, Mari will join your party. As one of the Thirteen Frauleins of Darkness, she fought against Yuna in the first Galaxy Fraulein Yuna game, but, like Lia, was won over to Yuna's side and now fights for good instead of evil. She is delicate, refined, poetic, and a great lover of flowers (what a surprise,) but is also a bit of a hypocrite; she gets angry at Yuna for standing on flowers without noticing that she is on top of a few herself.

Like the flowers she loves so much, Mari is a fragile creature. Her low HP and defense make her a liability in close combat, where most enemies can smash her like a bug. Her attack is ranged, but weak; however, her Special Attacks are quite useful, being one of the few ways to inflict status effects on enemies. Although her skills are costly, the damage of Poison; the high success rate of Sleep; and the pure nastiness of Confusion are all well worth the EP. Confusion really is the nastiest status effect in this game, and throwing it around can make battles PHENOMENALLY easy...

SPECIAL ATTACKS

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POISON NEEDLE

Japanese Name: Poizun Nidoru

Level Learned: 5

Targets: Enemies in range

Notes: May cause "Poison" status effect

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 25	EP Cost: 90	EP Cost: 120
Range: 5	Range: 5	Range: 5
	X	XXX
	XXX	XXX
Formation: X	Formation: X	Formation: XXX

Skill Level 4

EP Cost: 160

Range: 5

X

XXX

XXXXX

XXX

Formation: X

FLOWER MIST

Japanese Name: Furawaa Misuto

Level Learned: 10

Targets: Enemies in range

Notes: No damage; causes Sleep

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 30	EP Cost: 60	EP Cost: 90
Range: 5	Range: 5	Range: 5
	X	XXX
	XXX	XXX
Formation: X	Formation: X	Formation: XXX

Skill Level 4

EP Cost: 120

Range: 5

X

XXX

XXXXX

XXX

Formation: X

DANGEROUS POWDER

Japanese Name: Denjuurusu Padaa

Level Learned: 20

Targets: Enemies in range

Notes: No damage; causes Confusion

Skill Level 4

EP Cost: 120

Range: 5

X

XXX

XXXXX

XXX

Formation: X

#####

5.7 Remi of China

#####

Full Name: Remi Huan

Affiliation: Thirteen Frauleins of Darkness

Voice Actress: Iwatsuba Rie

Recruitment: During Battle 1-5

Weapon: Senkuu Spear

Physical Attack: Senkuu Spear (linear)

LEVEL 25 STATISTICS

HP: 360

MP: 275

Attack: 339

Defense: 274

Skill Attack: 221

Skill Defense: 207

MV: 6

Speed: 390

Remi is the only character to show up in Chapter One who had no lines in the Yuna OVAS. As such, there isn't a whole lot to say about her; her family owns some kind of shop, although what kind exactly is not mentioned in this game, and she is Chinese (although if you couldn't figure that out on your own, stop reading this guide right now). She comes across as down-to-earth and practical, but simultaneously very traditional and superstitious (she calls the Machine Empire "demons" throughout most of the game, although whether this has to do with her upbringing or her limited Japanese vocabulary is up for debate).

In battle, Remi is exactly what her armor advertises her to be: a ridiculously solid tank with a big frickin' spear. She sports top-tier HP and Attack, and having the lowest Skill Attack in the game hurts her not a whit as she doesn't have a single attack that uses that stat. Her ability to cure status ailments is always good to have around, and her "Gathering Spirit Fist" catapults her to the top of the list of "Good Physical Fighters to Have Around." Her Speed and Skill Defense aren't great, but could be worse, and her "Five Animal Kung Fu" means instant death for anything around her. She really only has one flaw, and that is her very limited range, which will become rather aggravating in the endgame due to several mind-bogglingly big maps; however, as flaws go, that's a pretty minor one to have. Although I prefer Mai, I will be the first to admit that Remi is a demon on the battlefield and always a good deployment choice.

SPECIAL ATTACKS

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CLEANSING SPIRIT FIST

Japanese Name: Jyo-ki-ken (Clean Spirit Fist)

Level Learned: 5

Targets: Allies in range

Notes: Cures status ailments

Skill Level 1

Skill Level 2

Skill Level 3

EP Cost: 25

EP Cost: 75

EP Cost: 100

Range: 0

Range: 0

Range: 0

0

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0

OSO

OSO

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Formation: 0

Formation: 000

OOSOO

000

Formation: 0

GATHERING SPIRIT FIST

Japanese Name: Syu-ki-ken (Collection Spirit Fist)

Level Learned: 15

Targets: Self

Notes: Raises own attack by 200% for one turn

Skill Level 1

EP Cost: 40

Range: 0

Formation: S

FIVE ANIMAL KUNG FU

Japanese Name: Fuaibu Animaru Kan Fuu

Level Learned: 25

Targets: Enemies in range

Skill Level 1

EP Cost: 85

Range: 0

XXX

XSX

Formation: XXX

5.8 Luminaev of Class and Good Breeding
#####

Full Name: Luminaev du Krosovski
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Nagashima Yuuko
Recruitment: During Battle 2-3B (Tsubetei)
Weapon: Muchi (her whip,) Iron Fan
Physical Attack: Jyou-ou-sama no Muchi (Mistress' Muchi) (linear)

LEVEL 25 STATISTICS

HP: 285

MP: 272

Attack: 364

Defense: 299

Skill Attack: 240

Skill Defense: 149

MV: 5

Speed: 353

Luminaev is probably one of my favorite characters. She spends her normal everyday life going around in a fabulously frilly pink ball gown with a red butterfly mask, confusing the meaning of "ojousama" as "mistress" instead of "Fraulein" and doing the "OHOHOHO!" laugh a lot. Then, when she gets mad (which happens at the drop of a pin,) she throws off the ball gown to reveal her black leather ensemble, whips everything in sight, and starts laughing even more. For a Fraulein whose title is "Class," she sure isn't afraid to get her hands dirty.

When you have more Attack than a giant blue android with a crystal lightsaber, you know you've got it made. Luminaev dishes out damage so high that it makes Mari's head spin, and with top-tier Defense to complement that Attack stat, you might be tempted to play her as a front-line tank. If you do so, she will die. High Defense does not make up for mediocre HP and the second-lowest Skill Defense in the game. Luminaev is very much a glass cannon; with her staggering Attack stat, the incredible range of her "Iron Fan," and the further damage increase offered by "Call Me Queen," she can bring the pain like nobody else, but if a boss or a Bomber takes just one look at her, she's likely to get one-shotted. As long as you can keep her protected, however, rest assured that Luminaev will rule the battlefield with an iron fist...or fan, as the case may be.

SPECIAL ATTACKS

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IRON FAN

Japanese Name: Tessen (Iron Fan)

Level Learned: 5

Targets:

Skill Level 1

EP Cost: 50

Range: 8

Formation: X

WILD ECSTASY DANCE

Japanese Name: Kyouki Ranbu (Ecstasy Boisterous Dance)

Level Learned: 15

Targets: One enemy

Skill Level 1

EP Cost: 20

Range: 1

Formation: SX

Skill Level 2

EP Cost: 40

Range: 1

Formation: SX

CALL ME QUEEN!

Japanese Name: Kooru Mii Kuiin

Level Learned: 20

Targets: Self

Notes: Luminaev deals 150% damage next turn and 200% the turn after.

Skill Level 1

EP Cost: 75

Range: 0

Formation: S

#####

5.9 Hime of Rock

#####

Full Name: Hime Ayakawa
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Hazamori Junko
Recruitment: During Battle 3-5
Weapon: Microphone, Chain
Physical Attack: Chain (linear)

LEVEL 25 STATISTICS

HP: 302 MP: 392
Attack: 364 Defense: 315
Skill Attack: 273 Skill Defense: 174
MV: 6 Speed: 317

A curt, antisocial kind of Fraulein, Hime is a woman of few words. She has the shortest introductory speech of any of the Frauleins, and her second line (out of two) criticizes the use of "needless noise." She doesn't hesitate to fight, but other than that, little can be said about her, as she gets very little characterization in the games.

She sure is a powerful fighter, though. Her Special Attacks are all buffs that increase the amount of damage her allies deal, which makes her insanely useful both for tough boss battles and for everyday leveling (as experience is based on how much damage you do). Her Chain is linear and VERY powerful, and her HP and defense stats are high, making her an ideal tank; she also moves quickly and far, which is handy on stages where time is a factor. Regardless of your team, Hime will always be able to benefit it.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

PUNK ROCK

Japanese Name: Panku Roku
Level Learned: 5

Targets: Allies within range (self included)
Notes: Targeted allies will deal 150% damage for the next two turns

Skill Level 1 Skill Level 2 Skill Level 3
EP Cost: 50 EP Cost: 75 EP Cost: 100
Range: 0 Range: 0 Range: 0
Formation: O OOO O
OSO OSO OOO
Formation: O OOO OOO
Formation: O

HARD ROCK

Japanese Name: Haado Roku
Level Learned: 15

Targets: Allies within range (self included)
Notes: Targeted allies will deal 200% damage next turn

Skill Level 1 Skill Level 2 Skill Level 3
EP Cost: 50 EP Cost: 75 EP Cost: 100
Range: 0 Range: 0 Range: 0
Formation: O OOO O
OSO OSO OOO

Formation: 0

Formation: 000

00S00

000

Formation: 0

HEAVY METAL

Japanese Name: Hevii Metaru

Level Learned: 20

Targets: One ally (self possible)

Notes: Affected character deals 150% damage next turn and 200% the turn after.

Skill Level 1

EP Cost: 50

Range: 1

Formation: SO

#####

5.10 Yoshika of Tea

#####

Full Name: Yoshika Saehara

Affiliation: Thirteen Frauleins of Darkness

Voice Actress: Nakamura Naoko

Recruitment: During Battle 2-2A (Oishiiya)

Weapon: Hisyaku (a sort of ladle or scoop for tea)

Weapon: Hisyaku (short)

MV Rating: 4

LEVEL 25 STATISTICS

HP: ??? MP: ???

Attack: ??? Defense: ???

Skill Attack: ??? Skill Defense: ???

MV: 4 Speed: ???

Yoshika is one of the "variable" characters in this game; if you decide to head to the planet Oishiiya instead of the planet Uraraka, Yoshika will join your party. As one of the Thirteen Frauleins of Darkness, she fought against Yuna in the first Galaxy Fraulein Yuna game, but, like Lia, was won over to Yuna's side and now fights for good instead of evil. In her non-Fraulein life, she is a miko at a shrine, and due to her upbringing she is extremely blunt and ascetic. She does not believe in beating around the bush and has a very strict air about her, always cutting straight to the heart of the matter. Her miko training has also refined her inner eye, allowing her to see and sense things that others cannot, as she demonstrates on Oishiiya by revealing In-Faa's hidden holograph projector.

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SPECIAL ATTACKS

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TEA WHISK MISSILES

Japanese Name: Chasen Misairu (Tea-Whisk Missile)

Level Learned: 5
Targets: One enemy
Skill Level 1
EP Cost: 50
Range: 8
Formation: X

TEAKETTLE ATTACK

Japanese Name: Chagama Ataaku (Teakettle Attack)
Level Learned: 10
Targets: One enemy
Skill Level 1
EP Cost: 75
Range: 1
Formation: SX

FRESH GREEN TEA

Japanese Name: Ochatate (Green Tea Freshly Made)
Level Learned:
Targets: Allies within range
Notes: Fully restores EP
Skill Level 1
EP Cost:
Range: 0
O
OSO
Formation: O

5.11 Emily of Education
#####

Full Name: Emily Fairchild
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Suzuki Saori
Recruitment: Return to Tensei after Chunfon joins the party
Weapon: "Intelligence, Come" Encyclopedia
Physical Attack: Intelligence Laser (linear)

LEVEL 25 STATISTICS

HP: 193 MP: 470
Attack: 228 Defense: 240
Skill Attack: 404 Skill Defense: 404
MV: 5 Speed: 292

Emily is one of the secret Frauleins in the game, "secret" as in she does not join the team automatically. To recruit her, return to Tensei any time after recruiting Chunfon in Chapter Four. You'll find Emily there, blissfully studying the construction of the formerly top-secret base; she refuses to join you until she's finished her research, but fortunately some robots show up to keep you entertained in the meanwhile. This gives you a pretty good idea of

Emily's personality: the traditional absentminded professor, throwing herself wholeheartedly into the pursuit of knowledge but veeeeery much lacking any practical kind of instincts.

Until Emily makes it to level 25, you'll probably be rather disappointed in her as a character. Her statistics are geared to make her a cookie-cutter RPG mage, with top-notch EP, Skill Attack, and Skill Defense, but her normal attack is stultifyingly short-ranged and "Every Which Way," although powerful, still puts her far too close to the action for her own good. "United We Stand" is a quirky little skill that can be a real lifesaver if several Frauleins are severely injured at the same time, but Emily's freakishly low HP often renders it a double-edged sword. On level 25, however, Emily learns "One Fell Swoop," which is like the "Mirage Cannon" on steroids. For whatever reason - programming error, balance issues, Emily broke physics, take your pick - "One Fell Swoop" does about three times as much damage as the "Mirage Cannon" to a map full of enemies, although it does not become stronger when there are fewer enemies remaining. A blast or two of this attack and even the toughest enemies will fall like flies before you.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^

EVERY WHICH WAY

Japanese Name: Jyuuou Mujin (Every Direction Inexhaustibility; as one pleases)
Level Learned: 5

Targets: Enemies within range

Skill Level 2	Skill Level 3
EP Cost: 120	EP Cost: 160
Range: 3	Range: 3
X	X
X	X
X	X
XXXSXXX	XXXSXXX
X	X
X	X
Formation: X	Formation: X

UNITED WE STAND

Japanese Name: Manjyouicchi (Enough Locations; unanimous)
Level Learned: 15
Targets: All allies
Notes: Sets all allies' current HP equal to Emily's current HP
Skill Level 1
EP Cost: 100
Range: All allies
Formation: 0

ONE FELL SWOOP

Japanese Name: Ichimoudajin (Catching the whole herd with one throw)
Level Learned: 25
Targets: All enemies
Skill Level 1
EP Cost: 200
Range: All enemies
Formation: X

5.12 Youko the Auditioning Fraulein
#####

Full Name: Youko Mizuno
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Touma Yumi
Recruitment: Fight three battles in a row at Jikkuri after defeating Kyoka and Genmu on Arehate
Weapon: Lightsaber, Plasma Rigger
Physical Attack: Lightsaber (short)

LEVEL 25 STATISTICS

HP: 335 MP: 283
Attack: 190 Defense: 286
Skill Attack: 315 Skill Defense: 190
MV: 6 Speed: 321

Youko is one of the secret Frauleins in the game, "secret" as in she does not join the team automatically. To recruit her, fight one battle on any difficulty setting at the training grounds Jikkuri any time after defeating Kyoka and Genmu on Arehate in Chapter Four. Youko's claims to fame are her scrappiness and her bad luck. In the first Yuna game, she is the first person to challenge Yuna to a fight after she becomes the Savior of the Light; unfortunately for Youko, Yuna blows up Youko (and her neighborhood) by trying to turn on the Matrix Divider Plus. Thus, Youko is out of commission for the rest of the game, and it's not until now that we really get to see anything about her. She seems to harbor quite a grudge against Yuna for the whole "blowing me up" thing (not that you can really blame her...) and the only reason she actually comes to help out is because Ryudia told her to. She also seems to be very emotional, and cries easily.

In roughly as dubious an honor as being Yuna's first ever punching bag, Youko is notable for having the lowest Attack in the game. (How she can do less damage with a lightsaber than Mari can do THROWING ROSE PETALS is beyond me.) In fact, NONE of her statistics are all that stellar; her HP and Defense are certainly above average, and she's not lacking in Skill Attack, but average Speed and dangerously low Skill Defense are a hindrance. Fortunately for Youko, she does have useful skills; "Energy Shield" is a single-target version of Sayuka's "Beam Coating," and "Plasma Rigger" pairs nicely with her front-row HP and Defense. "Rising Dragon" is quite powerful, in the manner of third-tier skills, but its short range is inconvenient, especially with Youko's middling MV and Speed. In the end, Youko is something of a mixed bag; keep her supplied with EP and she'll serve you well on the frontlines, but bring her into a boss fight and you'll be hard-pressed to keep her alive.

SPECIAL ATTACKS

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ENERGY SHIELD

Japanese Name: Enerugii Shiirudo
Level Learned: 5
Targets: One ally (self possible)
Notes: Raises Defense and Skill Defense
Skill Level 1

EP Cost: 40
Range: 1
Formation: SO

PLASMA RIGGER

Japanese Name: Purazuma Riigaa
Level Learned: 15
Targets: Enemies in range
Skill Level 3
EP Cost: 120
Range: 0

X
XXX
XXSXX
XXX

Formation: X

RISING DRAGON

Japanese Name: Raijingu Doragon
Level Learned: 25
Targets: One enemy
Skill Level 1
EP Cost: 75
Range: 1
Formation: SX

5.13 Kaede the Idol
#####

Full Name: Kaede Yumioka
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Suzuki Saori
Recruitment: Return to the Earth TV Station after defeating Tsuu-Yan-Fa
Weapon: Stun Sword
Physical Attack: Stun Sword (short)

LEVEL 25 STATISTICS

HP: 235 MP: 342
Attack: 290 Defense: 265
Skill Attack: 290 Skill Defense: 265
MV: 6 Speed: 321

Kaede is one of the secret Frauleins in the game, "secret" as in she does not join the team automatically. To recruit her, return to the TV Station on Earth any time after defeating Tsuu-Yan-Faa in Chapter Four. Her appearance here makes sense, as, like Yuna, Kaede is an idol singer; she debuted in America and lives and sings there now, quite far from the other Frauleins. She is very much the epitome of a Japanese idol singer, being rich, elegant, soft-spoken, and charismatic; however, she does tend to come off as a little too perfect.

To put it bluntly, Kaede is sickeningly overpowered. Her very first Special Attack will paralyze EVERY ENEMY ON THE FIELD with ridiculously high accuracy, her second removes all status effects from all allies regardless of location, and "Electron Break" has the widest range of any "targetable" attack not used by Mari of Flowers. Her stats are not particularly high, but they are rather comfortably average all around, which - aside from nicely fitting her mild personality - leaves her without weaknesses. In my personal estimation, even in a game filled with teleporters, giant androids with lightsabers, and the "Mirage Cannon," Kaede stands out as the most overpowered character in the group.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

STUN ALL

Japanese Name: Sutan Ooru

Level Learned: 5

Targets: All enemies

Notes: No damage; causes Paralysis

Skill Level 1

EP Cost: 130

Range: All enemies

Formation: X

CLEAR ALL

Japanese Name: Kuria Ooru

Level Learned: 20

Targets: All allies

Notes: Cures status ailments

Skill Level 1

EP Cost: 100

Range: All allies

Formation: O

ELECTRON BREAK

Japanese Name: Erektoron Bureiku

Level Learned: 25

Targets: Enemies in range

Skill Level 4

EP Cost: 160

Range: 5

X

XXX

XXXXX

XXX

Formation: X

Full Name: Alephtina Mikhalkov
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Hazamori Junko
Recruitment: During Battle 2-3A (Achiya)
Weapon: Violin
Physical Attack: Violin Bow (linear)
MV Rating: 4

LEVEL 25 STATISTICS

HP: ??? MP: ???
Attack: ??? Defense: ???
Skill Attack: ??? Skill Defense: ???
MV: 4 Speed: ???

Alephtina is ??

As one of the Thirteen Frauleins of Darkness, she fought against Yuna in the first Galaxy Fraulein Yuna game, but, like Lia, was won over to Yuna's side and now fights for good instead of evil.

??

SPECIAL ATTACKS

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LULLABY

Japanese Name: Komoriuta (lullaby)

Level Learned: 5

Targets: Enemies within range

Notes: No damage; causes Sleep

Skill Level 1

EP Cost:

Range:

X

XSX

Formation: X

REQUIEM

Japanese Name: Requiemu

Level Learned:

Targets: Enemies within range

Skill Level 1

EP Cost:

Range:

X

XSX

Formation: X

EASTER CELEBRATION

Japanese Name: Fuukatsusai (Restore lively celebration/ Easter)

Level Learned:

Targets: All allies

Notes: Reverses stat decreases (i.e. Speed down, Attack down, etc.)

Skill Level 1

EP Cost:

Range: All allies

Formation: O

5.15 Noble Sayuka
#####

Full Name: Sayuka Ayanokouji
Affiliation: Thirteen Frauleins of Darkness
Voice Actress: Kouda Mariko
Recruitment: During Battle 4-3B (Princess route)
Weapon: Aura Power
Physical Attack: Hyper Beam (linear)

LEVEL 25 STATISTICS

HP: 252 MP: 302
Attack: 240 Defense: 263
Skill Attack: 365 Skill Defense: 265
MV: 6 Speed: 325

Despite her (probably self-applied) title of The Noble, Sayuka is mostly just self-centered. She is a mistress of etiquette and is obsessed with manners, honor, and propriety (to the point where, in a situation where most people would swear their swords to Yuna's side, she swears her "world-renowned sense of etiquette" instead). Like Mai, she is quite perturbed that she doesn't get enough screentime, and would probably plot to overthrow Yuna as main character (rather as Erika did in the second Yuna game) if she wasn't constantly getting distracted by the other Frauleins' bad manners. I think she's hilarious :)

It doesn't hurt that she's super-useful in battle (she's not the "Fraulein of Frauleins" for nothing!) Statistically she's nothing to write home about, as her stats are mostly unimpressive aside from Skill Attack, but as Kaede has taught us, it's not what your stats are, it's what you can do with them. Sayuka can heal and increase the defenses of all allies in her area, talents that are invaluable if you plan on including characters such as Mari, Luminaev, or Serika in your team, and her third-tier attack - "Prismatic Hyper Beam" - takes that sky-high Skill Attack and rams it down the throat of every enemy within the largest range of any skill in the game. Her major weakness is her EP, which is high, but not quite high enough to handle the tall cost of her Special Attacks; however, if you keep a large stock of EP-restoring items on hand, then Noble Sayuka will perform most admirably.

SPECIAL ATTACKS

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BEAM COATING

Japanese Name: Biimu Kouchingu
Level Learned: 5
Targets: Allies within range (self included)
Notes: Raises Defense and Skill Defense by 200%
Skill Level 3
EP Cost: 100
Range: 0

0
000
00S00
000

Formation: 0

LIGHT HEALING

Japanese Name: Raito Hiiringu

Level Learned: 20

Targets: Allies within range (self included)

Notes: Restores HP

Skill Level 3

EP Cost: 110

Range: 0

0
000
00S00
000

Formation: 0

PRISMATIC HYPER BEAM

Japanese Name: Haipaa Kakusan Biimu (Hyper Beam diffused across the spectrum)

Level Learned: 25

Targets: Enemies within range

Skill Level 1

EP Cost: 200

Range: 7

XXXXX

Formation: SXXXXXXXX

XXXXX

#####

5.16 Erika Kousaka

#####

Full Name: Erika Kousaka

Affiliation: Herself

Voice Actress: Yajima Akiko

Recruitment: After Battle 2-4 (Chichena)

Weapon: Elegant Sword

Physical Attack: Elegant Sword (short)

LEVEL 25 STATISTICS

HP: 202

MP: 291

Attack: 223

Defense: 340

Skill Attack: 340

Skill Defense: 240

MV: 6

Speed: 393

Smart, saucy, and spoiled, Erika Kousaka was Yuna's self-proclaimed rival in the second Yuna game. After she missed the Galaxy Fraulein Idol Contest due to the flu, she devoted herself to finding, ousting, and usurping the winner, who was, of course, Yuna. After Yuna managed to save the Earth from destruction by the Eternal Princess battleship, Erika performed a complete 180 and fell madly in love with her, becoming one of her staunchest supporters from that point on.

Despite her massively cool armor and giant sword, Erika's not much of an in-your-face fighter. Her HP is too low, which makes the short range of her sword a serious inconvenience. However, her "Psychic Pieces" is a decently powerful ranged attack that gives her some flexibility, and "Elegant Dance" certainly packs a punch. Her defenses are quite good as well, so despite her low HP, she can usually stick around for a while. Use her as you please.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

PSYCHIC PIECES

Japanese Name: Saikiiku Piisu

Level Learned: 10

Targets: Enemies in range

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 30	EP Cost: 45	EP Cost: 60
Range: 4	Range: 4	Range: 4
X	X	X
XXX	XXX	XXX
Formation: X	Formation: X	Formation: X
Skill Level 4	Skill Level 5	
EP Cost: 75	EP Cost: 90	
Range: 4	Range: 4	
X	X	
XXX	XXX	
Formation: X	Formation: X	

MIRAGE BEAM

Japanese Name: Miraajyu Biimu

Level Learned: 15

Targets: Enemies in range

Notes: No damage; lowers ??

Skill Level 2	Skill Level 3
EP Cost: 75	EP Cost: 100
Range: 0	Range: 0
XXX	X
XSX	XXX
Formation: XXX	XXSXX
	XXX
	Formation: X

ELEGANT DANCE

Japanese Name: Ereganto Dansu

Level Learned: 20

Targets: One enemy

Skill Level 1	Skill Level 2
EP Cost: 20	EP Cost: 40
Range: 1	Range: 1
Formation: SX	Formation: SX

5.17 Mami of the Fighting Spirits
#####

Full Name: Mami Hoshiyama
Affiliation: Erika Seven
Voice Actress: Fujino Kaoru
Recruitment: During Battle 3-7
Weapon: Beam Bat, Big Region Shooter
Physical Attack: Beam Bat (short)

LEVEL 25 STATISTICS

HP: 344 MP: 284
Attack: 290 Defense: 221
Skill Attack: 291 Skill Defense: 174
MV: 5 Speed: 326

Mami is possibly the most loyal member of Erika Kousaka's personal guard, the Erika Seven. Surprisingly gentle and friendly despite her rough-and-tumble exterior, Mami is utterly devoted to Erika and always thinks of her safety and wellbeing before her own; in the second OVA, she fought against Ayako in order to give Erika time to escape from a crumbling hospital building, although it almost cost her her life.

Despite her high HP and respectable Attack, Mami is simply too weak defensively to be on the front lines. She actually has the lowest Defense in the game (yes, lower even than Mari!!) which is very inconvenient considering the short range of her physical attack. Mami's place on the battlefield is behind your front-row attackers (i.e. Mai, Remi, Luminaev,) guarding your long-ranged attackers (i.e. Shiori, Mari, Emily) from enemies that manage to make it through your front-row attackers' assault alive. Her "Miracle Ball" has great range, so keep her supplied with EP and use it well; "Double Header" is on par with "Elegant Dance" in terms of power, but due to Mami's vulnerability in close-range combat you'll rarely get to use it.

SPECIAL ATTACKS

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BIG LEAGUE SHOOTER

Japanese Name: Dai (Big) Riigun Shuutaa

Level Learned: 5

Targets: Enemies in range

Skill Level 2	Skill Level 3	Skill Level 4
EP Cost: 45	EP Cost: 60	EP Cost: 75
Range: 4	Range: 4	Range: 4
X	X	X
XXX	XXX	XXX
Formation: X	Formation: X	Formation: X

Skill Level 5

EP Cost: 90

Range: 4

X
XXX
Formation: X

MIRACLE BALL

Japanese Name: Makyuu (Magic/ Miracle Baseball)

Level Learned: 15

Targets: One enemy

Skill Level 1

EP Cost: 75
Range: 8
Formation: X

DOUBLE HEADER

Japanese Name: Daburu Heedaa
Level Learned: 25
Targets: One enemy
Skill Level 2
EP Cost: 40
Range: 1
Formation: SX

5.18 Miki of the Silver Screen
#####

Full Name: Miki Shiratori
Affiliation: Erika Seven
Voice Actress: Nishihara Chinami
Recruitment: After Battle 1-4
Weapon: Paraspo Cannon, Spot Gun
Physical Attack: Hassei Kougeki (Spoken Attack) (linear)

LEVEL 25 STATISTICS

HP: 224 EP: 380
Attack: 265 Defense: 245
Skill Attack: 456 Skill Defense: 336
MV: 5 Speed: 400

As the only member of the Erika Seven whose specialty does not have to do with a sport, the position of team tactician and diplomat falls to Miki. Polite and soft-spoken, she is nevertheless devious; in the second Yuna game, Yuna got amnesia and Miki pretended to be her sister so she could manipulate her to do evil deeds. Now, however, Miki has crossed to the side of good along with her leader, and lends her personal tranquility and intelligence to her friends to balance out their insanity.

Although she'll have a rocky time of it through the first part of the game, where her low HP and Defense combined with her short-range physical and Special attack makes a recipe for an early demise, Miki reaches the endgame as one of your most powerful characters, owing to high Speed, high EP, and far and away the highest Skill Attack statistic around. These killer statistics are paired with the single most versatile Special Attack in the game, "Crown Queen," which allows Miki to copy the appearance and moveset of any other character on the field (although not their statistics! This means that copying Shiori will not lower Miki's speed, but copying Remi will not raise her HP, either!) Once she hits level 25 and gains "Spotlight Laser" to take full advantage of her murderously high Skill Attack, you'll be hard-pressed to find a worthier ally.

Recommended Frauleins to copy with "Crown Queen" include:

Yuna: If you thought "Mirage Cannon" was broken, try two in one turn!
 Polylina: The increased physical attack range helps keep Miki alive; plus, it's always nice to have another teleporting healer.
 Shiori: Again, for keeping Miki out of harm's way. Her higher Skill Attack will result in a better "Ohtori Laser" than Shiori's, as well.
 Hime: Although you can't stack Hime's damage boosts on the same character, having two Himes around allows you to buff more characters per turn.
 Sayuka: Miki has the EP to handle Sayuka's costly Specials, and almost 100 more Skill Attack to power them. PRISMATIC HYPER BEAM!
 Misaki: Polylina is a better option as she can heal, but Misaki is another Teleporter with excellent range (longer than Polylina's, in fact).
 Paishan: Anyone could use more of Paishan's unparalleled healing capability.

SPECIAL ATTACKS

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ILLUMINATION LASER

Japanese Name: Irumineetsuun Reezaa

Level Learned: 5

Targets: Enemies in range

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 60	EP Cost: 90	EP Cost: 120
Range: 0	Range: 0	Range: 0
X	XXX	X
XSX	XSX	XXX
Formation: X	Formation: XXX	XXSXX
		XXX
		Formation: X

CROWN QUEEN

Japanese Name: Kuran Kuin

Level Learned: 10

Targets: Self

Notes: Miki temporarily obtains the selected character's sprite and all of their attacks. Her stats will remain the same. Lasts two turns. Will remove any buffs - i.e. Serika's "Agitation," Hime's "Punk Rock" - that Miki has both when she transforms and when she transforms back.

Skill Level 1

EP Cost: 50

Range: Any ally

Formation: 0

SPOTLIGHT BEAM

Japanese Name: Supootoraito Biimu

Level Learned: 25

Targets: Enemies in range

Skill Level 5

EP Cost: 80

Range: 7

Formation: SXXXXXXXX

5.19 High-Speed Serika
#####

Full Name: Serika Koromo
Affiliation: Erika Seven
Voice Actress: Takemasa Hiroko
Recruitment: After Battle 2-5
Weapon: Go-kart
Physical Attack: Bikku Hoiiru Supin (Big Hole Spin?) (short)

LEVEL 25 STATISTICS

HP: 424 MP: 280
Attack: 244 Defense: 378
Skill Attack: 300 Skill Defense: 128
MV: 8 Speed: 442

The punky but devoted friend of Erika Kousaka, High-Speed Serika is a racer and a loyal member of the Erika Seven. To judge by her voice-acting, she is a gruff, brash, rough-and-tumble kind of person who would as soon run you over as look at you if she doesn't consider you a comrade.

Serika is a character of extremes. She has the highest speed and MV in the game as well as insanely high defense and a ridiculously useful buff ("Agitation"). On the other hand, her attack strength is low, her HP is only mediocre, and her Skill Defense might as well be nonexistent for all the good it does her. You must exercise caution with Serika - taking full advantage of her high MV will usually end up isolating her from her allies, thereby causing her to get mobbed and killed. Instead, use her first few turns to speed her friends up, thereby allowing everyone to move forward at her pace and providing her with the backup she needs in order to perform.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

AGITATION

Japanese Name: Aoru (to agitate)

Level Learned: 5

Targets: Allies within range (self included)

Notes: Increases targets' speed and MV temporarily

Skill Level 1	Skill Level 2	Skill Level 3
EP Cost: 50	EP Cost: 75	EP Cost: 100
Range: 0	Range: 0	Range: 0
0	000	0
OSO	OSO	000
Formation: 0	Formation: 000	OOS00
		000
		Formation: 0

PASSING BEAM

Japanese Name: Paashingu Biimu

Level Learned: 15

Targets: Enemies in range

Notes: No damage; lowers enemies' attack power

Skill Level 1
EP Cost: 80
Range: 0
 00000
 000
 0

Formation: S

BACKFIRE

Japanese Name: Baakufaiyaa

Level Learned: 20

Targets: Enemies in range

Skill Level 4

EP Cost: 70

Range: 6

Formation: SXXXXXX

#####

5.20 Ako, the First

#####

After 2-4 (Chichena)

Full Name: Ako Hiwakawa

Affiliation: Erika Seven

Voice Actress: Sakuma Junko

Recruitment: After Battle 2-4 (Chichena)

Weapon: Power Racket

Physical Attack: Power Racket (short)

LEVEL 25 STATISTICS

HP: 219 MP: 367

Attack: 298 Defense: 248

Skill Attack: 298 Skill Defense: 224

MV: 6 Speed: 422

Ako and Mako are twin members of the Erika Seven. Ako (the pink-haired one) is a hyper ball of adorable energy who always speaks in sync with her sister Mako, often starting sentences that Mako will complete and taking part in everything Mako does. She is more cutesy than Mako and tends to speak with an upward inflection, ending her sentences at a higher tone than she began them.

On her own, Ako is a capable fighter with top-tier EP, mediocre defenses, and above-average damage capabilities. With Mako at her side, Ako is a powerhouse. Her Special Attacks pack quite the punch on their own, but when Mako stands in any square adjacent to Ako, their Special Attacks become Twin Special Attacks, which cover a tremendous range and dish out heaping helpings of pwnage. You may be tricked into thinking, from her tender age and powderpuff appearance, that Ako is just a gimmick character without much to bring to a battle. Use "Dual Cyclone Cut" sometime and let me know if you still think that.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^

PRACTICE FROM HELL

Japanese Name: Suburi Jigoku (Practice-swinging Hell)

Level Learned: 5

Targets: One enemy

Skill Level 1
EP Cost: 45
Range: 1
Formation: SX

ROBOT PING-PONG
Japanese Name: Robotto Pinpon
Level Learned: 15
Targets: One enemy
Skill Level 1
EP Cost: 60
Range: 5
Formation: X

CYCLONE CUT
Japanese Name: Saikuron Katto
Level Learned: 20
Targets: Enemies in range
Skill Level 1
EP Cost: 120
Range: 7
Formation: SXXXXXXXX

TWIN SPECIAL ATTACKS
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

TWIN PRACTICE FROM HELL
Japanese Name: Suburi Jigoku (Practice-swinging Hell)
Level Learned: 5
Targets: Enemies within range
Notes: Mako must be in an adjacent square
Skill Level 1
EP Cost: 45
Range: 0
X
XXX
XXSXX
XXX
Formation: X

DOUBLE ROBOT PING-PONG
Japanese Name: Robotto Pinpon
Level Learned: 15
Targets: Enemies in range
Notes: Mako must be in an adjacent square
Skill Level 1
EP Cost: 60
Range: 5
X
XXX
XXXXX
XXX
Formation: X

DUAL CYCLONE CUT
Japanese Name: Saikuron Katto
Level Learned: 20
Targets: Enemies in range
Notes: Mako must be in an adjacent square

Skill Level 1

EP Cost: 120

Range: 7 in all directions (!!)

X
X
X
X
X
X
X
X

XXXXXXXXXXXXXXXXXX

X
X
X
X
X
X
X

Formation:

X

#####

5.21 Mako, the Second

#####

After 2-4 (Chichena)

Full Name: Mako Hiwakawa

Affiliation: Erika Seven

Voice Actress: Asami Junko

Recruitment: After Battle 2-4 (Chichena)

Weapon: Power Racket

Physical Attack: Power Racket (short)

LEVEL 25 STATISTICS

HP: 219

MP: 367

Attack: 298

Defense: 248

Skill Attack: 298

Skill Defense: 224

MV: 6

Speed: 422

Mako and Ako are twin members of the Erika Seven. Mako (the blue-haired one) is a sweet ball of happy cuteness who always speaks in sync with her sister Ako, often finishing sentences that Ako will begin and taking part in everything Ako does. She is a little more reserved than Ako and tends to speak with a downward inflection, ending her sentences at a lower tone than she began them.

On her own, Mako is a capable fighter with top-tier EP, mediocre defenses, and above-average damage capabilities. With Ako at her side, Mako is a powerhouse. Her Special Attacks pack quite the punch on their own, but when Ako stands in any square adjacent to Mako, their Special Attacks become Twin Special Attacks, which cover a tremendous range and dish out heaping helpings of pwnage. You may be tricked into thinking, from her tender age and powderpuff appearance, that Mako is just a gimmick character without much to bring to a battle. Use "Dual Cyclone Cut" sometime and let me know if you still think that.

And yes, I did just copy-paste that from Ako's profile. So?

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

PRACTICE FROM HELL

Japanese Name: Suburi Jigoku (Practice-swinging Hell)

Level Learned: 5

Targets: One enemy

Skill Level 1

EP Cost: 45

Range: 1

Formation: SX

ROBOT PING-PONG

Japanese Name: Robotto Pinpon

Level Learned: 15

Targets: One enemy

Skill Level 1

EP Cost: 60

Range: 5

Formation: X

CYCLONE CUT

Japanese Name: Saikuron Katto

Level Learned: 20

Targets: Enemies in range

Skill Level 1

EP Cost: 120

Range: 7

Formation: SXXXXXXXX

TWIN SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

TWIN PRACTICE FROM HELL

Japanese Name: Suburi Jigoku (Practice-swinging Hell)

Level Learned: 5

Targets: Enemies within range

Notes: Ako must be in an adjacent square

Skill Level 1

EP Cost: 45

Range: 0

X

XXX

XXSXX

XXX

Formation: X

DOUBLE ROBOT PING-PONG

Japanese Name: Robotto Pinpon

Level Learned: 15

Targets: Enemies in range

Notes: Ako must be in an adjacent square

Skill Level 1

EP Cost: 60

Range: 5

X

XXX
XXXXX
XXX

Formation: X

DUAL CYCLONE CUT

Japanese Name: Saikuron Katto

Level Learned: 20

Targets: Enemies in range

Notes: Ako must be in an adjacent square

Skill Level 1

EP Cost: 120

Range: 7 (!!)

X
X
X
X
X
X
X
X

XXXXXXXXXXXXXXXXXXXX

X
X
X
X
X
X
X

Formation: X

5.22 Striker Rui
#####

Full Name: Rui Maria Marcy
Affiliation: Erika Seven
Voice Actress: Iwao Junko
Recruitment: During Battle 3-7
Weapon: Soccer Ball
Physical Attack: Soccer Ball Kick (short)

LEVEL 25 STATISTICS

HP: 335 MP: 284
Attack: 207 Defense: 247
Skill Attack: 292 Skill Defense: 232
MV: 6 Speed: 392

One of the members of the Erika Seven, Rui is loud, boisterous, and friendly. She is very much a team player and cares intensely for her friends, especially her fellow members of the Erika Seven. She doesn't get many lines, but she is often seen comforting Yuna by placing her hand reassuringly on her shoulder. In contrast to her quietness during story scenes, her battle lines are all

yelled at the top of her lungs. I get the impression that she's the type who's better at expressing her powerful emotions through punches rather than words.

I really hate to say it, but Rui is pretty much the worst character in this entire game, by a huge margin. Her gimmick is dealing more damage the more enemies she can target at one time, but she runs into quite a few problems with this. Take "Hurricane Shot," which does about 50 damage to one enemy and 70 to two at a time. If this trend continues, even at its best - with all six spaces filled by enemies - "Hurricane Shot" will only deal about 150 damage, which is about equal to Polylyna's "Milky Attack." Since such a situation will NEVER come about unless you spend several turns using Mari and Alephtina to put enemies to sleep in just the right formation, this means that "Hurricane Shot" will usually be stuck in the 50-70 damage range, which is pathetic for a third-tier attack. "Dynamite Throwing" has the same problem, and "Yellow Card" does mediocre damage half of the time and misses the other half. You can't even rely on Rui's physical attack; with an Attack stat so low that she only beats Mari by two points, she'll barely scratch enemies, while her average Defense and substandard Skill Defense allow counterattacks to rip her apart afterward. Rui really has nothing going for her. I can't recommend her deployment.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

YELLOW CARD

Japanese Name: Ierookaado (Yellow card in soccer)

Level Learned: 5

Targets: One enemy

Skill Level 1

EP Cost: 75

Range: 8

Formation: X

DYNAMITE THROWING

Japanese Name: Dainamaito Surooin

Level Learned: 15

Targets: One enemy

Notes: Hits enemies around targeted enemy for half damage. Notes: Deals more damage the more enemies it hits.

Skill Level 1

EP Cost: 100

Range: 6

X

Formation: ***

*Enemies on these squares will be hit as well, although they are not included in the targeting.

HURRICANE SHOT

Japanese Name: Harikeen Shuuto

Level Learned: 20

Targets: Enemies in range

Notes: Deals more damage the more enemies it hits

Skill Level 4

Skill Level 5

EP Cost: 70

EP Cost: 80

Range: 6

Range:

Formation: SXXXXXX

Formation:

5.23 Midori of Ice
#####

Full Name: Midori Sasaki
Affiliation: Erika Seven
Voice Actress: Neya Michiko
Recruitment: During Battle 4-3A (Planet route)
Weapon: Five-Hand (Faiba Hando)/ Funnel (Fanneru)
Physical Attack: Transcendant Zero-Point Icicle (??)
MV Rating: ??

LEVEL 25 STATISTICS

HP: ??? MP: ???
Attack: ??? Defense: ???
Skill Attack: ??? Skill Defense: ???
MV: ? Speed: ???

??

First off - dear GOD, her attack's name is long. The Japanese name for it is "Chouzetsu tai reido no tsurara," which literally translates to: "Transcending Opposition Absolute Zero Icicle." And what does she actually do for it? She fires lasers. What the hell? Why lasers? Why does she even NEED lasers? By the time she finished saying the name of the frelling attack, her enemies would be dead of old age.

But joking aside, Midori is ??

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

ICE SHIELD

Japanese Name: Aisu Shiirudo
Level Learned: 5
Targets: Allies within range
Notes: No damage; raises Defense
Skill Level 1
EP Cost:
Range:
 0
 000
 00S00
 000
Formation: 0

AURORA FUNNEL

Japanese Name: Oorora Fanneru
Level Learned: 15
Targets: Enemies within range
Skill Level 1
EP Cost:
Range: ??

X
XXX
Formation: X

TRIPLE AXLE

Japanese Name: Toripuru Akuseru
Level Learned: 25
Targets: Enemies within range
Skill Level 1
EP Cost:
Range: 0

X
XSX
Formation: X

5.24 Misaki Ichijouin
#####

Full Name: Misaki Ichijouin, Special Agent Selene
Affiliation: Galaxy Alliance Council
Voice Actress: Koorogi Satomi
Recruitment: After Battle 2-1
Weapon: Linear Railgun
Physical Attack: Linear Railgun (long, 7)

LEVEL 25 STATISTICS

HP: 252 MP: 367
Attack: 330 Defense: 262
Skill Attack: 365 Skill Defense: 240
MV: 6 Speed: 429

Special Agent Selene, aka Misaki, is one of the most trusted secret agents of the thousand-world Galactic Alliance. She was introduced in the first Yuna OVA, where she was investigating Yuna on allegations that Yuna was planning to take over the galaxy, but when she discovered evidence that Yuna was innocent, she came to the young girl's rescue and has been an invaluable ally to the Savior of the Light ever since. Forever cool, practical, and composed, you can always count on Misaki to crack the secret code, devise the perfect plan, and prepare for the worst eventuality with intelligence and aplomb. She is not without her flaws, however; she deals strictly by the Galaxy Alliance's book and has difficulty understanding Yuna, as Yuna's blithe optimism goes against Misaki's caution and groundedness in every way possible. She always acts for the greater good and is slow to trust people, which produces a rather strained relationship between her and Ayako; she was ready to arrest Ayako in the second OVA, and I don't think she's quite gotten used to letting her former enemy watch her back.

Misaki is a damage-dealer, pure and simple. She possesses top-tier EP, Attack, Skill Attack, and Speed, which gives her the ability to dive in and tear your enemies apart before they even get the chance to react. She can use "Teleport," she has a physical attack range surpassed only by Shiori, and although her

defenses aren't the best, they are solid enough that she can take a hit and keep on fighting. She loses out to Polylna in godliness because of her lack of a healing Special Attack, but easily surpasses most of the other Frauleins in the game in deadliness. Misaki was given the best training the Galaxy Alliance could buy, and it definitely shows.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

TELEPORT

Japanese Name: Terepooto

Level Learned: 5

Targets: Self

Skill Level 1

EP Cost: 50

Range: 10 (!)

Formation: O

RAPID FIRE

Japanese Name: Kousoku Rensya (High-speed Rapid Fire)

Level Learned: 15

Targets: Enemies in range

Skill Level 3

EP Cost: 60

Range: 4

X

XXX

Formation: X

UBER RAY

Japanese Name: Oobaarei

Level Learned: 20

Targets: Enemies in range

Skill Level 4

EP Cost: 70

Range: 6

Formation: SXXXXXX

#####

5.25 Paishan

#####

Full Name: Paishan

Affiliation: White Empress Yuifaa

Voice Actress: Minami Omi

Recruitment: After Battle 2-4

Weapon: Heaven-Willed Beam (Tenki Beam)

Physical Attack: Heaven-Willed Beam (linear)

LEVEL 25 STATISTICS

HP: 252

MP: 452

Attack: 248 Defense: 278
Skill Attack: 390 Skill Defense: 390
MV: 6 Speed: 334

??

Paishan has the distinction of being the ONLY character in the ENTIRE game that is capable of reviving fallen allies, and for this alone she would be worth her weight in gold. Add in an excellent healing skill, the ability to cure status effects, and a surprisingly capable physical attack, and Paishan starts quickly approaching Polylina-level. Her defenses are excellent (although her HP is not) and her EP is the second-highest in the game, two facts that make her the number-one choice for a healer in any boss battle. She may not be sparkly and flashy like Mai or Sayuka, but Paishan does her job magnificently regardless of the danger. Learn to love her.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

LIFE CHARGE

Japanese Name: Chaajiraifu

Level Learned: 5

Targets: One ally (self possible)

Notes: Restores HP

Skill Level 1	Skill Level 2
EP Cost: 50	EP Cost: ??
Range: 1	Range: 1
Formation: SO	Formation: SO

REFRESH

Japanese Name: Rifuesshu

Level Learned: 15

Targets: Allies within range (self included)

Notes: Cures status ailments

Skill Level 2	Skill Level 3
EP Cost: 75	EP Cost: 100
Range: 0	Range: 0
OOO	O
OSO	OOO
Formation: OOO	OOSOO
	OOO
	Formation: O

RESURRECTION

Japanese Name: Rizarekushon

Level Learned: 20

Targets: One defeated ally

Notes: Restores ally to the field with full HP and EP

Skill Level 1
EP Cost: 80
Range: 1
Formation: SO

5.26 The Right Acolyte, Jinmin
#####

Full Name: Jinmin
Affiliation: White Empress Yuifaa
Voice Actor: Furuta Nobuyuki
Recruitment: Before Battle 4-1
Weapon: Crystal Laser
Physical Attack: Crystal Laser (linear)

LEVEL 25 STATISTICS

HP: 410 MP: 402
Attack: 363 Defense: 286
Skill Attack: 390 Skill Defense: 415
MV: 6 Speed: 394

Jinmin is notable for being the first named male character in the Yuna games, even if he is a giant blue android with only half of a face. As the Right Acolyte of the White Empress Yuifaa, he was one of the three beings responsible for the sealing of the Black Empress Yujyo, and also helped to seal Yuifaa herself when she became too powerful for safety. Together with the Left Acolyte Chunfon, Jinmin ruled the mechanical planet Kikaikasei for years until the Black Empress broke free and used the people of Kikaikasei as hostages to take the two Acolytes captive. She imprisoned Jinmin in her mobile fortress, Tensei, and set the Heavenly Avatar Shanshan and the Flower of War Chun-Faa to guard him, but he is freed in Chapter Three by Yuna and Paishan. Jinmin has a rather bishonen appearance (what little you can see through his robes and armor); in fact, he's really rather handsome. He is very composed and benevolent, and although he appears younger than Chunfon, he often appears to be the calmer, more practical of the two. As Yuna and Yuuri point out a couple times in the story, he is very much the epitome of a samurai; he even engages in a cliched "leap-through-the-air, one-strike, one-of-them-died-but-we-don't-know-which-until-the-bad-guy-explodes" duel at the end of Chapter Three.

Jinmin is nothing short of godly. With top-tier statistics in everything except Speed (which is still super-high,) how could he not be? His Special Attacks are basically bigger and badder versions of each other; they don't have any special effects or added bonuses, they just do a crapton of damage. You really can't go wrong with Jinmin; just point him in the enemies' direction and watch them die.

SPECIAL ATTACKS

^^^^^^^^^^^^^^

?? BEAM

Japanese Name: ?? Biimu

Level Learned: 5

Targets: Enemies in range

Skill Level 3	Skill Level 4	Skill Level 5
EP Cost: 60	EP Cost: 70	EP Cost: 80
Range: 5	Range: 6	Range: 7
Formation: SXXXXX	Formation: SXXXXXX	Formation: SXXXXXXXX

REFLECT LASER

Japanese Name: Rifurekuto Reezaa

Level Learned: 20

Targets: Enemies in range

Skill Level 2 Skill Level 3

EP Cost: 120		EP Cost: 160
Range: 3		Range: 4
	X	X
	X	X
	X	X
	XXXSXXX	X
	X	XXXXSXXXX
	X	X
Formation:	X	X
		X
	Formation:	X

PLASMA JOLT BEAM

Japanese Name: Purazuma Jyutto Biimu

Level Learned: 25

Targets: Enemies in range

Skill Level 1

EP Cost: 200

Range: 7

XXXXX
SXXXXXXXX
Formation: XXXXX

5.27 The Left Acolyte, Chunfon
#####

Full Name: Chunfon
Affiliation: White Empress Yuifaa
Voice Actor: Horiuchi Kenyuu
Recruitment: During Battle 4-4
Weapon:
Physical Attack: (short)

LEVEL 25 STATISTICS
HP: 368 MP: 323
Attack: 451 Defense: 425
Skill Attack: 321 Skill Defense: 218
MV: 6 Speed: 434

Like Jinmin, Chunfon is one of the first actually important male characters in the Yuna games, which are notoriously all-female. As the Left Acolyte of the White Empress Yuifaa, he was one of the three beings responsible for sealing the Black Empress Yujyo, and also helped to seal Yuifaa herself when she became too powerful for safety. Together with Jinmin, the Right Acolyte, Chunfon ruled the mechanical planet Kikaikasei for years until the Black Empress broke free and used the people of Kikaikasei as hostages to take the two Acolytes captive. She imprisoned Chunfon in the site of his final battle against her, Gokokuheki, and set an army of robots to guard him, but he is freed in Chapter Four by Yuna and Paishan. Chunfon has the appearance of a weathered, seasoned veteran of battle, with a lined face and a deep voice; he seems rather old-fashioned, more

so even than Jinmin, and is often surprised by new objects (i.e. the changed security system on ??) and concepts (i.e. Yuna managing to win Ayako's friendship).

Although I prefer Jinmin for reasons of range, Chunfon is undeniably the best physical fighter in this entire game. With almost 100 more Attack and 50 more Defense than ANY other character (Luminaev being the next-highest in Attack and Serika in Defense,) it's pretty difficult to beat him. First-rate HP and Speed only exacerbate his usefulness, and his Special Attacks are just disgustingly powerful. His only real flaw is his mediocre Skill Defense, which can be a bit inconvenient during the endgame, although his high HP does help to compensate for this.

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

??

Japanese Name: ??

Level Learned: 5

Targets: One enemy

Skill Level 1

EP Cost: 20

Range: 0

Formation: SX

??

Japanese Name: ??

Level Learned: 15

Targets: Enemies in range

Skill Level 1

EP Cost: 80

Range: 0

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0

Formation: S

??

Japanese Name: ??

Level Learned: 25

Targets: Enemies in range

Skill Level 3

EP Cost: 120

Range:

Formation:

#####

5.28 Ayako

#####

Full Name: Ayako

Affiliation: Yuna
Voice Actress: Hikami Kyoko
Recruitment: After Battle 4-1
Weapon: Sword
Physical Attack: (short)

LEVEL 25 STATISTICS

HP: 335 MP: 317
Attack: 340 Defense: 286
Skill Attack: 390 Skill Defense: 287
MV: 7 Speed: 424

??

??

SPECIAL ATTACKS

^^^^^^^^^^^^^^^^^^

COMPUTER TENTACLES

Japanese Name: Konidosupia
Level Learned: 5
Targets: Enemies within range
Skill Level 4 Skill Level 5
EP Cost: 160 EP Cost:
Range: 5 Range: 5

	X		X
	XXX		XXX
	XXXXX		XXXXX
	XXX		XXX
Formation:	X	Formation:	X

??

Japanese Name: ??
Level Learned: 10
Targets: Enemies in range
Notes: No damage; causes Seal and Poison
Skill Level 3
EP Cost: 100
Range: 0

	X
	XXX
	XXSXX
	XXX
Formation:	X

MASSIVE ENERGY BALL OF DOOMZOR

Japanese Name: ??
Level Learned: 20
Targets: Enemies in range
Notes: May cause "Paralyze" status effect
Skill Level 3
EP Cost: 120
Range: 0

	X
	XXX
	XXSXX
	XXX
Formation:	X

5.29 Yuifaa
#####

5.30 El-Line
#####

6.0 Enemy Units

6.1 Jui-Faa

Map Fought: 1-6A/ 1-6B
Affiliation: The Six Flowers of War
Weapon: Claws mounted on her back

(Map 1-6A)
Level 7
HP: 144
EP: 136

Normal Attack: Cookie Cutter (Kuuki Kaataa) (Long-ranged)

Special Attack: Dark Beam

40 EP

Long-ranged (Single-target)

Notes: May reduce attack by 25%

(Map 1-6B)

Level 8

HP: 153

EP: 148

Normal Attack: Cookie Cutter (Kuuki Kaataa) (Long-ranged)

Special Attack: Dark Beam

40 EP

Long-ranged (Single-target)

Notes: May reduce attack by 25%

(Map 5-5)

Level 23

HP: 288

EP: 328

Normal Attack: Cookie Cutter (Kuuki Kaataa) (Long-ranged)

Special Attack: Dark Beam

160 EP

(X)

(XXX)

(XXXXX)

(XXX)

Long-ranged (X)

Notes: May reduce attack by 25%

#####

6.2 In-Faa

#####

Map Fought: 2-2A/ 2-2B

Affiliation: The Six Flowers of War

Weapon: Segmented pink sword

(Map 2-2A)

Level 10

HP: 260

EP: 162

Normal Attack: Sakura Sword (Close-ranged)

Special Attack: Eternal Sleep (Syunmin)

80 EP

(X)

(XXX)

Long-ranged (X)

Notes: May cause "Sleep" status effect

(Map 2-2B)

Level 10

HP: 260

EP: 162

Normal Attack: Sakura Sword (Close-ranged)

Special Attack: Eternal Sleep (Syunmin)

80 EP

(X)

(XXX)

Long-ranged (X)

Notes: May cause "Sleep" status effect

(Map 5-5)

Level 23

HP: 390

EP: 305

Normal Attack: Sakura Sword (Close-ranged)

Special Attack: Eternal Sleep (Syunmin)

160 EP

(X)

(XXX)

(XXXXX)

(XXX)

Long-ranged (X)

Notes: May cause "Sleep" status effect

#####

6.3 Ran-Faa

#####

Map Fought: 2-3A/ 2-3B

Affiliation: The Six Flowers of War

Weapon: Fan

(Map 2-3A)

Level

HP:

EP:

Normal Attack: Lady's Fan (Safujin no Sensu) (Long-ranged)

Special Attack: Evil Butterflies

80 EP

(X)

(XXX)

Long-ranged (X)

Notes: Damages both HP and EP. Restores EP to Ran-Faa equal to damage dealt.

(Map 2-3B)

Level 11

HP: 230

EP: 225

Normal Attack: Lady's Fan (Safujin no Sensu) (Long-ranged)

Special Attack: Evil Butterflies

80 EP

(X)

(XXX)

Long-ranged (X)

Notes: Damages both HP and EP. Restores EP to Ran-Faa equal to damage dealt.

(Map 5-5)

Level 23

HP: 326

EP: 381

Normal Attack: Lady's Fan (Safujin no Sensu) (Long-ranged)

Special Attack: Evil Butterflies

160 EP

(X)

(XXX)

(XXXXX)

(XXX)
Long-ranged (X)
Notes: Damages both HP and EP. Restores EP to Ran-Faa equal
to damage dealt.

#####

6.4 Tenreii Riorii

#####

Map Fought: 2-5

Affiliation: The Four Heavenly Avatars

Weapon: Long spear

Level 14

HP: 252

EP: 286

Normal Attack: ?? (Close-ranged) (Half of damage dealt is absorbed as HP)

Special Attack: Black Shot

80 EP

(X)

(XXX)

Long-ranged (X)

Notes: May cause Seal and/ or Poison

#####

6.5 Chun-Faa

#####

Map Fought: 3-7

Affiliation: The Six Flowers of War

Weapon: Spear

(Map 3-7)

Level 15

HP: 275

EP: 187

Normal Attack: Power Spear (linear)

Special Attack: Oil Rain

120 EP

(XXX)

(XXX)

Long-ranged (XXX)

Notes: May lower Speed and MV

(Map 5-5)

Level 23

HP: 379

EP: 259

Normal Attack: Power Spear (linear)

Special Attack: Oil Rain

160 EP

(X)

(XXX)

(XXXXX)

(XXX)

Long-ranged (X)
Notes: May lower Speed and MV

#####

6.6 Kyoka

#####

Map Fought: 3-8, 3-9, 4-4

Affiliation: The Apparition Sisters

Weapon: Sword

(Map 3-8)

Level 16

HP: 293

EP: 244

Normal Attack: ??

Special Attack: Fusion

120 EP

(X)

(X)

(X)

(XXXSXXX)

(X)

(X)

Linear (X)

(Map 3-9)

Level 17

HP: 308

EP: 256

Normal Attack:

Special Attack: Fusion

120 EP

(X)

(X)

(X)

(XXXSXXX)

(X)

(X)

Linear (X)

(Map 4-4)

Level 22

HP: 383

EP: 316

Normal Attack:

Special Attack: Fusion

120 EP

(X)

(X)

(X)

(XXXSXXX)

(X)

(X)

Linear (X)

#####

6.7 Genmu

#####

Map Fought: 3-8, 3-9, 4-4

Affiliation: The Apparition Sisters

Weapon: Needle wings

(Map 3-8)

Level 16

HP: 352

EP: 260

Normal Attack: ??

Special Attack: Metal Ball

75 EP

(X)

(XXX)

Long-ranged (X)

(Map 3-9)

Level 17

HP: 369

EP: 273

Normal Attack:

Special Attack: Metal Ball

75 EP

(X)

(XXX)

Long-ranged (X)

(Map 4-4)

Level 22

HP: 454

EP: 338

Normal Attack:

Special Attack: Metal Ball

75 EP

(X)

(XXX)

Long-ranged (X)

#####

6.8 Tensyouin Shanshan

#####

Map Fought: 3-9

Affiliation: The Six Flowers of War

Weapon: Golden bow

Level 17

HP: 321

EP: 300

Normal Attack: Confusion Arrow (Long-ranged) (May cause Confusion)

Special Attack: ??

200 EP

Targets all (X)

#####

6.9 Tau-Faa

#####

Map Fought: 4-1

Affiliation: The Six Flowers of War

Weapon: Mobile, peach-shaped bombs

(Map 4-1)

Level 20

HP: 360

EP: 252

Normal Attack: Peach Bomb (Long-ranged)

Special Attack: Eden (Tougenkyou)

120 EP

(XXX)

(XXX)

Long-ranged (XXX)

Notes: May cause Confusion

(Map 5-5)

Level 23

HP: 402

EP: 282

Normal Attack: Peach Bomb (Long-ranged)

Special Attack: Eden (Tougenkyou)

160 EP

(X)

(XXX)

(XXXXX)

(XXX)

Long-ranged (X)

Notes: May cause Confusion

#####

6.10 Tsuu-Yan-Faa

#####

Map Fought: 4-2A/ 4-2B

Affiliation: The Six Flowers of War

Weapon: Isoceles blade

(Map 4-2A)

Level

HP:

EP:

Normal Attack: Rainbow Sword (Close-ranged)

Special Attack: Acid Rain (Sanseiu)

160 EP

(X)

(XXX)

(XXXXX)
(XXX)
Long-ranged (X)
Notes: May lower defense and skill defense

(Map 4-2B)

Level 21
HP: 395
EP: 262
Normal Attack: Rainbow Sword (Close-ranged)
Special Attack: Acid Rain (Sanseiu)
160 EP

(X)
(XXX)
(XXXXX)
(XXX)
Long-ranged (X)
Notes: May lower defense and skill defense

(Map 5-5)

Level 23
HP: 425
EP: 282
Normal Attack: Rainbow Sword (Close-ranged)
Special Attack: Acid Rain (Sanseiu)
160 EP

(X)
(XXX)
(XXXXX)
(XXX)
Long-ranged (X)
Notes: May lower defense and skill defense

#####

6.11 Tenkiin Meikui

#####

Map Fought: 4-5
Affiliation: The Four Heavenly Avatars
Weapon: Trident

Level 23
HP: 514
EP: 361
Normal Attack: ??
Special Attack: Supernova
65 EP
Close-ranged
Notes: Looks nasty, but has no effect on Black Yuna...

#####

6.12 Tenmain Rinmao

#####

Map Fought: 5-7
Affiliation: The Four Heavenly Avatars

Weapon: Long sword

Level 26

HP: 575

EP: 452

Normal Attack: Soul Crusher (Close-ranged) (May cause Insanity)

Special Attack: Black Strike

300 EP

Targets all (X)

#####

6.?? Yujyo

#####

Map Fought: 5-?

Affiliation: Darkness

Weapon:

Level

HP:

EP:

Normal Attack:

Special Attack: ?

? EP

?

Notes:

7.0 The Training Areas

#####

7.1 Earth Training Ground

#####

=====

EASY, EASY <3

Enemies: Gray Gun Soldier Level 5 x5
 Gray Mecha Level 5 x3

Rewards: ?? yen

SORTA HARD!

Enemies: Grey Gun Soldier Level 7 x5
 Grey Bomber Level 7 x2
 Pink Healbot Level 7 x1

Rewards: 400 yen

ULTRA HARD!!

Enemies: Blue Gun Soldier Level 11 x4
 Blue Mecha Level 11 x4
 Pink Healbot Level 11 x2

Rewards: 660 yen

=====

#####

7.2 Tanren Training Ground

#####

=====

EASY, EASY <3

Enemies: Blue Gun Soldier Level 14 x5
 Big Red Level 14 x3
 Pink Healbot Level 14 x1

Rewards: 610 yen

SORTA HARD!

Enemies: Blue Gun Soldier Level 17 x5
 Blue Mecha Level 17 x4
 Pink Healbot Level 17 x1

Rewards: 680 yen

ULTRA HARD!!

Enemies: Red Gun Soldier Level 21 x5

Red Mecha Level 21 x4
Pink Healbot Level 21 x1

Rewards: 1400 yen

=====

7.3 Tensei Training Ground
#####

=====

EASY, EASY <3

Enemies: Gray Gun Soldier Level 9 x5
 Gray Bomber Level 9 x3
 Pink Healbot Level 9 x2
Rewards: 500 yen

SORTA HARD!

Enemies: Blue Gun Soldier Level 12 x5
 Blue Bomber Level 12 x3
 Pink Healbot Level 12 x2
Rewards: 660 yen

ULTRA HARD!!

Enemies: Red Gun Soldier Level 16 x3
 Red Bomber Level 16 x3
 Pink Healbot Level 16 x2
 Big Green Level 16 x2
Rewards: 1140 yen

=====

7.4 Jikkuri Training Ground
#####

=====

EASY, EASY <3

Enemies: Blue Gun Soldier Level 18 x5
Red Mecha Level 18 x4
Red Healbot Level 18 x1
Rewards: 1100 yen

SORTA HARD!

Enemies: Red Gun Soldier LV 23 x4
Red Mecha LV 23 x4
Red Healbot LV 23 x2
Rewards: 1500 yen

ULTRA HARD!!

Enemies: Red Gun Soldier LV 27 x4
Red Healbot LV 27 x2
Big Green LV 27 x4
Rewards: ?? yen
=====

7.5 Kikaikasei Training Ground
#####

=====

EASY, EASY <3

Enemies: Red Gun Soldier Level 24 x5
Black Bomber Level 24 x5
Red Healbot Level 24 x1
Rewards: 1650 yen

SORTA HARD!

Enemies: ??
Rewards: ?? yen

ULTRA HARD!!

Enemies: ??
Rewards: ?? yen
=====

8.0 Frequently Asked Questions

."Why don't you have a monster list in here?"

There are really only six kinds of enemies in this game: Gun Soldiers, Mechas, Bombers, Healbots, Big Bots, and Beasts. These enemies come in several differently-colored flavors: in order from weakest to strongest, these are Gray (Pink for Healbots,) Blue, Red, Green (Big Bots only,) and Black (Gold for Big Bots). However, seeing as there is no status screen for enemies, there is no easy way to check the differences between all of these different kinds of enemies, and just to make things even more difficult, enemies have levels, which further affects everything about them. I don't know whether Gray Bombers don't use a Special Attack on me because they're not high enough level, because they don't have enough EP, or because they never learn one. There are just too many variables. Bosses, on the other hand, are singular and static, making information on them much simpler to gather. Thus I have a Boss section, but not an Enemy Unit section.

."Why don't you have an item list in here?"

Mostly because I have sucky Japanese (as I have stated multiple times) and translating the attacks for all the bloody Frauleins was difficult enough. Also because without having the literal kanji in this document for you to match to the item kanji in-game, it's almost impossible to tell which item is which anyway. And lastly? Because I'm a lazy badger and I have better things to do :P

."Is Yuuri related to Ryudia?"

This was a theory put forth on Ditchdigger's Yuna Galaxy, and one that I unfortunately can neither refute nor deny, not having played the second Yuna game. It arose from the fact that the ribbons on Yuuri's costume feature a symbol almost identical to the one etched into Ryudia's shoulder pads: a half-circle with a line sticking out of it, cradling a small circle. Since Yuuri is supposedly a relic of an ancient civilization and Ryudia is known as "Ryudia of the Ancient Civilization," it is therefore possible that the civilization Ryudia is from created Yuuri. This is particularly logical considering that unlike EVERY OTHER ANDROID IN THE SERIES, Yuuri has NO relation to Kikaikasei, which leaves the question of her origin up in the air.

However, as I say, I can neither confirm nor deny this rumor. To the best of my knowledge, it is not referenced either way in Galaxy Fraulein Yuna 3.

9.0 Credits and Disclaimers

Thank you to...

. "Ditchdigger," whose incredible Yuna site provided me with more information about the Yuna series than I had dreamed existed. Ditchdigger, I don't believe you know who I am, but I can never thank you enough ^_^

Ditchdigger's site: <http://www.angelfire.com/anime4/frauleinyuna/yunamain.html>

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