Growlanser (Import) FAQ/Walkthrough

by child_of_eve

Updated to v0.3 on Jul 30, 2008

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Title: Growlanser, NTSC-J
Format: PlayStation
Catalog no. SLPS-02380~1 Catalog no. SLPS-03240~1
Genre: RPG
                                    Price: Yen 2,800
Price: Yen 6,800
Release Date: Nov 25, 1999 Release Date: July 26, 2001
Player: 1
Memory Card: 2
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# Version notes:
1) Basic FAQ
2) Added maps, questions, levels
3) partially simplified because of gamefaqs ASCII rules
# Copyrights:
This version of this faqs is only for gamefaqs.
If the fags sites have not the same rules about file formatting,
they are authorised to get another version i can provide.
>> CONTENTS
1. START & LOAD [DISC 1, DISC 2]
2. WAY TO THE BONUS DUNGEON [FREE BATTLE, Featherian Dungeon]
3. ITEM [GOODS, WEAPONS, ARMORS, ACCESORIES, USERS]
4. EQUIP [EQUIP, REMOVE]
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# Notes about the game:
at the game screen, push X or L2 button to see an opening movie directly
to skip any message (except questions)
<- -> [] [] / X (sound if success) then START for each message
to escape battle (except boss)
move at the opposite part where monsters are
after you defeated monsters once, when you return there will be less
at lv up, Lv02\sim10 > 1 SP, Lv11\sim20 > 2 SP, Lv21\sim6+ > 3 SP (SP = Skill Pts)
>> 1. START & LOAD, DISC 1/2 (about 30 hours)
>> 1. Mezame [Awakening]
RUISE and TIPI come to wake you -> CG no.01 (see 8. APPENDIX)
speak with Sandra (mother of PLAYER and RUISE)
give a name for PLAYER (hira, kata, english, delete, confirm)
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receive 75 ELM and go out
~evaluation~
*1a - buy Bandana,
     talk with a man near of the store (1st, 1st) and lead him to the store
*1b - in the 2nd store, there is no storekeeper.
if you attempt to steal something there, you will learn the "Steal"
*2 - speak with the LLM lecturer and make all these questions correct
    (1: 3rd, 2: 3rd, 3: 1st, 4: 3rd, 5: 4th, 6: 3rd, 7: 1st, 8: 2nd)
*3 - find the 9 manholes and get the Dandy Book (3 or 9)
*4 - near of the inn (1st, 1st -> 1st -> 2nd, 4th, 1st, 1st -> 1st, 2nd, 1st)
*5 - buy Bronze Sword, Cloth
*6 - girl near of the stairs
(1st, 1st -> got temporary "S" Gladius, Cloth -> 1st, 2nd -> got a R.
Potion)
*7 - 2 boys who squarrel themselves (1st \rightarrow 2nd, 3rd \rightarrow 1st, 1st, 3rd)
*8 - give 10 ELM to the old man
*9 - roulette (no.1 -> up, no.2 -> down, no.3 -> left)
*10 - search for the kids (1 -> behind the gatekeeper, 2 -> behind a house, 3
-> behind a tree,
     4 -> use a couple to catch)
[ ROSARIA, west and north part ]
______
                                            10
Bandana
[ ROSARIA, east and north part ]
______
"S" Seidou no Ken (Bronze Sword)
                                           15 +2 P,A
"S" Gladius
                                           80 +5 P,A
   Cloth
                                            30 +2 ALL
[ ROSARIA, east and south part ]
______
                                           10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
Dokukeshisou (Antidote Grass)
                                           8
                                               Heal Poison
talk back with Sandra (about TIPI's evaluation: 1st, 2nd -> 4th, 1st, 1st)
Sandra gives you 2 Shibire-dama (to paralyse an enemy)
you can save outside (if your Memory Card 1 doesn't have any GL saves)
>> 2. Yume de mita misaki e [To the cape seen in a dream]
       +----+
       | +---+
         +- -+
       +- -+
       | ---+
       | E2\ / E3 -> [LATER]
       \ / -+
+----+ \ E2 \---+
     | \
| MY | +------+
| CITY | +- -+
```

```
+- ---+ | E4|
+- ----+ +---+
                M
                    E1 -> ROSARIA
+----+
go to the west and north of Rosaria
1st battle with a Gel, TIPI explains you the rules (1st: explain, 2nd: not)
MONSTER(S) on the field
E1 -> 1 Gel (Lv1)
E2 -> 2 Gels (Lv1)
at the cape, talk with ARIOST
Tr: 1 Recovery Potion
GET "Shiela no Yubiwa" [Shiela's Ring]
>> 3. Misaki kara no kitaku tochuu [On the way home from the cape]
MONSTER(S) on the field (night)
E3 -> 1 Gel (Lv1)
E4 \rightarrow 1 \text{ Imp (Lv2)}
return to Rosaria, there is a merchant [M] -> Recovery Potion, 10 ELM
a girl is attacked by a group of thieves (1st to help her)
BT #1 vs. 3 Thieves (2x Lv1, 1x Lv2) + KAREN (NPC)
EVENT #1 ~Touzoku ni nerawareta jousei sukue!~
        [Save the woman aimed by the thieves!]
EVENT #2 ~Map hashi ni tsuresarareru na!~
        [Don't be taken away in the map end!]
to succeed: don't let the thief reach the town (use Shibire-dama if needed)
question for KAREN -> 1st: stay in this place,
                   2nd: go toward the capital, 3rd: follow
BT #2 vs. Oswald (Lv3) + 2 Thieves (Lv1) + coming XENOS (NPC)
question for XENOS -> 1st: ask KAREN, 2nd: attack freely,
                   3rd: choose a target to attack
speak with XENOS and KAREN -> CG no.02
back to Rosaria, speak with Sandra (2nd, 2nd)
GET "Mahou no Megane" [Magic Glasses]
RUISE reaches the party (Rosary's inn is open)
[ ROSARIA, west and north part ]
______
"M" Tetsu no Tsue (Steel Cane)
                                            35
                                                +4 R, M
                                            100 +8 ALL
   Atsude no Fuku (Thick Cloth)
   Bandana
                                            10
[ ROSARIA, west and south part ]
______
                                           10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
                                                Heal Poison
Dokukeshisou (Antidote Grass)
                                            8
Kitsukegusuri (Tonic)
                                           12 Heal Paralyse
>> 4. Wallace no moto e [Towards Wallace]
            +----+
            | E1
                         E2 -> DELICE
```

```
| +---+ +-----+
ROSARIA <-
        +----+
go to the east of Rosaria, near of the bridge take the sword thrown
follow the person and give back the sword
MONSTER(S) on the field
E1 -> 1 Gel (Lv)
E2 \rightarrow 1 Gremlin (Lv)
at Delice village, talk to the owner of the inn
go out and speak to the person previously seen (it's JURIAN)
return to the inn speaking with RUISE, WALLACE comes in
talk with WALLACE and give him the [Magic Glasses]
WALLACE reaches the party
[ DELICE, south part ]
______
                                           10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
Dokukeshisou (Antidote Grass)
                                           8
                                               Heal Poison
[ DELICE, north part ]
______
"S" Gladius
                                           80
                                                +5 P,A
"L" Ishi Yari (Stone Lance)
                                           330 +10 P
"M" Tetsu no Tsue (Steel Cane)
                                           35 +4 R, M
                                                +8 R,M
"M" Wand
                                           380
"N" Knuckle Guard
                                           55 +6 W
   Atsude no Fuku (Thick Cloth)
                                           100 +8 ALL
>> 5. Kenkyuusho wo torikaese! [Get back the research book!]
                 +--H--+
                 1 1
                 | BT |
                 +---+ +-- --+
           | + + E2 |
        +---+ E1 | |
DELICE <-
          +----+ +-- --+
                 +-- --+
                     +----+
                     ] [ -> Cave to BOULOGNE
go to the north-east of Delice, to the mountain's hut
in the south, there is a bridge but it's broken
MONSTER(S) on the field
E1 \rightarrow Imp (Lv4) + Gremlin (Lv)
E2 \rightarrow Imp (Lv)
BT #1 vs. 1 Masked boy (Lv6) + 3 Thieves (Lv4)
EVENT ~Teki wo nigasu na!~ [Don't let enemies flee!]
to succeed: don't let any enemies flee, otherwise game over
```

```
BT #2 vs. 1 Masked boy (Lv5) + JURIAN (NPC) -> 2 from south
question for JURIAN -> 1st: choose a target to attack,
                     2nd: attack freely, 3rd: act at this place
GET "Sandra no Kenkyuusho" [Sandra's Research Book]
received when BT #1 is over, JURIAN reaches the party as NPC
you can use the hut to restore HP (1st)
>> 6. Outo e no kikan tochuu [On the way to the capital]
return to Delice, ELIOTTE and his parents come
BT #1 vs. Oswald (Lv5) + 3 Thieves (Lv3) + 5 villagers (NPC)
                     + ELIOTTE's Father (NPC) + ELIOTTE's Mother (NPC)
                     + ELIOTTE (NPC) + JURIAN (NPC)
EVENT ~Shounen to sono futaoya, murabito wo mamore!~
      [Protect the boy, his parents and the villagers!]
BT #2 vs. 3 Thieves (Lv3)
when 1st thief, question for JURIAN
 -> 1st: choose a target to attack, 2nd: attack freely,
   3rd: guard for ELIOTTE, 4th: defense at this place
when 2nd thief, question for ELIOTTE
-> 1st: encourage, 2nd: relief, 3rd: abandon, 4th: ignore
if there are no killed villagers -> 150 ELM, otherwise Bandana
after the battle, a reunion with characters
3 choices amongst RUISE, WALLACE, ELIOTTE, JURIAN, TIPI
in the inn, JURIAN comes and talks to you -> Sandra is in danger
RUISE learns the "Teleport" magic (but not learned yet, 2 SP needed)
>> 7. Sandra no kyuushutsu [Rescue of Sandra]
teleported in the research lab of Sandra, go to the roof
BT vs. 2 Masked Knights (Lv7) + 4 Gremlins (Lv5) + Sandra (NPC)
EVENT ~Nazo no heishi kara Sandra wo sukue!~
      [Save Sandra from the mysterious soldiers!]
question for JURIAN -> 1st: attack freely, 2nd: choose a target to attack
question for Sandra -> 1st: attack magic, 2nd: protection magic,
                     3rd: restoration magic,
                     4th: only minimum restoration action
after the battle, Sandra is poisoned
[ ROSARIA, west and north part ]
______
"M" Tetsu no Tsue (Steel Cane)
                                               35 + 4 R, M
"M" Wand
                                               380
                                                   +8
                                                       R,M
"N" Iron Knuckle
                                               420 +9 W
   Atsude no Fuku (Thick Cloth)
                                               100 +8 ALL
   Bandana
                                               10
                                               130
   Leather Boots
[ ROSARIA, south and east part ]
______
"S" Broad Sword
                                               650 +13 P,A
"L" Ishi Yari (Stone Lance)
                                               330 +10 P
                                               260 +15 ALL
   Kegawa no Kooto (Fur Coat)
   Talisman
                                               170
```

```
>> 8. Featherian ni au houhou wo sagashite [Search to meet with Featherians]

return to Delice's west entrance (out of the city), ELIOTTE reaches as NPC
then go to Rosaria in Rosary's Inn and leave ELIOTTE there
you learn ARIOST was there and the bridge in the south is fixed

>> 9. ARIOST wo sagashite [Searching for ARIOST]

at the south-east of Delice where there is a bridge, a boss awaits
```

BT vs. 2 Imps (Lv6) + 2 Gels (Lv3) + 1 Decagel (Lv11) \rightarrow can regenerate

+----+ +----- E5 .3| ENTRY -> E1 _ +----+ +---+ +---+ E4 E1 | +----- | +---+ +---+ +--+_+---+ | -> EXIT | E1 +----+ + | | E2| +- -+ +- -+ | .1 E3 | 1.2

MONSTER(S) in the cave
E1 -> 1 Specter (Lv7) + 1 Imp (Lv6) + 1 Skelton (Lv7)
E2 -> 2 Specters (Lv7)
E3 -> 2 Specters (Lv7) + 1 Skelton (Lv7) + 1 Imp (Lv6)
E4 -> 1 Skelton (Lv7)
E5 -> 2 Skeltons (Lv7) + 2 Specters (Lv7) -> when you take the money
Tr: 1 Kegawa no Kooto (.1) + 1 Recovery Potion (.2) + 300 ELM (.3)

+----+
+----+
E1 -> BOULOGNE
+-----+
MONSTER(S) on the field
E1 -> 1 Gremlin (Lv7) + 2 Imps (Lv7)

[BOULOGNE, in the inn]

"L"	Ishi Yari (Stone Lance)	330	+10	P
"S"	Broad Sword	650	+13	P,A
"L"	Fork	1000	+18	P
"N"	Iron Knuckle	420	+9	W
"M"	Wand	380	+8	R,M
	Atsude no Fuku (Thick Cloth)	100	+8	ALL
	Kegawa no Kooto (Fur Coat)	260	+15	ALL
	Soft Leather	510	+23	ALL

```
Talisman
                                         170
             -> [LATER]
            | | |
                      -> MAGIC SCHOOL
+- -+
BOULOGNE <- E1 |
               +---+
           E5 X -> COMUSPRINGS
            | E2 +--+ +-----+ +--/---+
            +-+ +
             + +
              | +----+
              | +----+ +---+
              +---+
              | E4 -> GRANSEAL
              +----+
MONSTER(S) on the field
E1 -> 1 Lizardman (Lv9) + 1 Gremlin (Lv6) + 1 Imp (Lv6)
E2 \rightarrow 1 Gremlin (Lv6) + 1 Imp (Lv6)
E3 -> 2 Lizardmen (Lv9) + 1 Gremlin (Lv6)
E4 \rightarrow 1 Gremlin (Lv6) + 1 Imp (Lv6)
E5 \rightarrow 2 \text{ Lizardmen (Lv9)} + 1 \text{ Imp (Lv6)}
go to Granseal (south-east of BOULOGNE) -> FREE BATTLE is available
speak to XENOS and go to the south of the town towards a bridge,
after the scene with KAREN and XENOS
head to the east of BOULOGNE to the Witchcraft University (Magic School)
at the entrance -> CG no.03
          -> MAGIC SCHOOL's entrance
         +- -+
         +- -+
                    -> ARIOST's lab
        1 1
       +-+ +-+ +--+
+---+ +-+ +-+ |
+---+ +-+M
            +-+ +----+
       +-+ +-+
        1 1
         +- -+
```

Leather Boots

```
[ MAGIC SCHOOL, merchant at the crossing ]
______
"C" Seirei Card (Spirit Card)
                                            400 +12 R
"N" Blaster Hand
                                           1100 +15 W
[ MAGIC SCHOOL, 1F ]
______
                                          10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
                                           8 Heal Poison
Dokukeshisou (Antidote Grass)
[ MAGIC SCHOOL, elevator ]
okujou -> rooftop
7F -> gakuin-choushitsu [university office] -> left: Maxwell, right: Bradley
6F -> yakuzai kenkyuu furoa [medicine research FLOOR]
5F -> juuyou tosho etsuranshitsu [major books reading room]
4F -> toshoshitsu [library room]
3F -> kougishitsu [lecture room]
2F -> kougishitsu [lecture room]
1F -> gakushoku [cafeteria]
B1 -> tokubetsu kenkyuushitsu furoa [special laboratory FLOOR]
yameru -> quit
at the Magic School, go to ARIOST's lab (at the crossing, go to the east)
in the Magic School, take the elevator to 4F (meet with MISHA) -> CG no.04
then to 7F, to the roof and to finish 7F again
GET "Minami no iseki" [South Ruins]
head to the South Ruins of the Magic School and show the pass to the guard
~Featherian Ruins~ 1F
+---+ +---+
| .2| | , | | E4|
+- -+ | | +- -+
+- ---+
+-----
+----+ +-- --+
| .1 | |
       1 1
| E2 | E3 |
   +-- --+ +-- --+
+-- -----
    E1
+----+
+---+_| |_-+---+
+---+ +- -+ +---+
MONSTER(S) at 1F
E1 \rightarrow 2 Will-o'-wisps (Lv9) + 1 Skelton (Lv10)
E2 \rightarrow 3 \text{ Will-o'-wisps (Lv9)} + 2 \text{ Skelton (Lv10)}
E3 -> 2 Will-o'-wisps (Lv9) + 1 Skelton (Lv10)
E4 \rightarrow 1 Skelton (Lv10)
Tr: 450 ELM (.1), Broad Sword (.2)
[,] -> 2F
```

```
~Featherian Ruins~ 2F
      +---+
      | , |
+---+_+-+ +---+
  | +--- | | |
| +--- | |
   | | E2 | |
  | +--- |
  | +--- |---
  +---+ +-+ , +-+ +---+
MONSTER(S) at 2F
E1 -> 1 Will-o'-wisp (Lv9) + 1 Skelton (Lv10) + 2 Hell Hounds (Lv10)
E2 \rightarrow 2 Skeltons (Lv10) + 2 Hell Hounds (Lv10)
[,] -> 3F
~Featherian Ruins~ 3F
    +----+
     +----+
+---+ +----
| .1| |
            | | .2|
+---+ +----
      +-- --+
 +---+_+ S+_+---+
 | E1 _ , _ |
 +---+ +----+ +---+
MONSTER(S) at 3F
E1 \rightarrow 1 Skelton (Lv10)
BT vs. 3 Iron Golems (Lv10) + 3 Will-o'-wisps (Lv10)
EVENT ~ARIOST wo kyuushutsuse yo!~ [Rescue ARIOST!]
question for ARIOST -> 1st: defense at this place,
                    2nd: attack freely, 3rd: reach PLAYER,
                    4th: reach RUISE, 5th: reach WALLACE
advice: defeat will-o'-wisps with magic first
[S] -> Save point
Tr: 175 ELM (.1), Hiden no Kizugusuri (.2)
after the battle, go and speak with ARIOST in the next room (becomes NPC)
>> 10. ARIOST no kenkyuushitsu de hikousouchi seisaku
      [Flight device in ARIOST's lab]
[ ROSARIA, west and north part ]
"B" Bowqun
                                           1500 +36 P,E
```

```
"X" Boomerang Sword
                                             1000 +23 W
"L" Fork
                                             1000 +18 P
"M" Wizard Rod
                                             1600 +18 R,M
   Leather Suits
                                             1210 +46 P,W
   Bandana
                                             10
   Amulet
                                             1750
   Kago no Udewa (Divine protection's Bracelet)
                                            680
FREE BATTLE is not available because of NPC
note: each time a NPC reaches, FREE BATTLE won't be available
return to the Magic School in ARIOST's lab
>> 11. ARIOST to Buronyu mura e [To BOULOGNE village with ARIOST]
return to BOULOGNE, near the tombstone's place (north-west part)
>> 12. ARIOST to Featherland e [To Featherland with ARIOST]
go to Rosaria, head to the west cape where you have seen Shiela
set the flight device and see ARIOST and RUISE soar to Featherland
>> 13. RUISE no buji wo inotte... [Praying for the safety of RUISE...]
return to Sandra's house in her room, go out and RUISE will come
>> 14. Featherland e [To Featherland]
teleport to Featherland (extreme west part of the world map)
>> 15. Featherian no seitai chousa [about Featherian's mode of life]
return to the Magic School -> 4F (ARIOST quits, and speak to MISHA) -> 7F
GET "Featherian Kankei no Etsuran Kyokashou" [F. Relative's Reading Permit]
MENU "Juuyou Tosho Etsuran Kyoka" [Major Books Reading Permission]
go to 5F and use the permit
>> 16. Comusupuringusu e.... [To Comusprings....]
go to ARIOST's lab (he reaches as NPC) -> 7F -> BOULOGNE (in ARIOST's house)
head to Granseal, in the south-east of BOULOGNE
if you saw the scene with KAREN, you can see her alone in the house of XENOS
and if you bought a bouquet from the girl in Granseal, you set it
[ GRANSEAL, north part ]
______
Talisman
                                             170
Arusui Orb
                                             1250
Amulet.
                                             1750
Kago no Udewa (Divine protection's Bracelet)
[ GRANSEAL, middle part at the left ]
______
Kaifukugusuri (Recovery Potion)
                                             10 Restore HP 30~37
Dokukeshisou (Antidote Grass)
                                             8
                                                 Heal Poison
Kitsukegusuri (Tonic)
                                             12 Heal Paralyse
Henruda
                                             20 Heal Petrify
[ GRANSEAL, middle part at the middle ]
______
"B" Bowqun
                                             1500 +36 P,E
```

```
"X" Boomerang Sword
"N" Blaster Hand
                                           1100 +15 W
"G" Chloroform
                                           380 +11 A
[ GRANSEAL, middle part at the right ]
______
Kegawa no Kooto (Fur Coat)
                                                +15 ALL
Soft Leather
                                           510 +23 ALL
                                           850 +33 P,W,A,X,E,J
Studded Leather
Apron Dress
                                           720 +28 R,M,K
Leather Suits
                                           1210 +46 P,W
Leather Boots
                                           130
[ GRANSEAL, south part at the left ]
______
Hanataba (Bouquet)
                                           30
[ GRANSEAL, south part at the right ]
"S" Broad Sword
                                           650 +13 P,A
"L" Fork
                                           1000 +18 P
"M" Mage Staff
                                           850
                                               +12 R,M
"M" Wizard Rod
                                           1600 +18 R,M
"F" Rapier
                                               +13 E
                                           680
"H" Kanadzuchi (Iron Hammer)
                                          980 +19 M
go to the house in the eastern part to register for the tournament
at the arena, go to the left for battling (right part is for later)
there is a kind of inn for recovery by staying in the arena
and a save point that you can use between battles
*** TOURNAMENT #BEGIN
******************
~Tekisei TEST~ [aptitude TEST]
BT vs. Iron Golem (Lv12) + countdown 2
to succeed: hit the golem with minimum 200 HP damage during the countdown
~Yo Sen~ [preliminary contest]
BT vs. 5 Gels (Lv10) + 4 groups of 2 participants (PLAYER and RUISE included)
to succeed: defeat minimum 2 targets
~Kon Sen / 1 Kaisen~ [Main Battle / 1st Round]
BT vs. 4 groups of 2 participants (PLAYER and RUISE included)
to succeed: defeat minimum 2 groups
~Kon Sen / 2 Kaisen~ [Main Battle / 2nd Round]
BT vs. 2 fighters
to succeed: defeat 2 fighters
~Junkesshousen~ [1/2 Final]
BT vs. Nick (Lv16) + 1 Partner (Lv12)
to succeed: defeat 2 fighters
~Kesshousen~ [Final]
BT vs. XENOS (Lv18) + 1 Partner (Lv14)
to succeed: defeat 2 fighters
GET "Ryokou Ken" [Travel Ticket]
******************
```

1000 +23 W

~Exhibition Match~ [you can't win this match except with CLEAR DATA] BT vs. JURIAN (Lv32)

at the exit of the arena, discuss with JURIAN (temporary NPC) GET "Promise Pendant"

return to the Magic School at 7F, show the [Travel Ticket] GET "Onsen Tsuukou Kyokashou" [Hot Springs Passage Permit] MISHA reaches the party

ARIOST reaches the party if you go and see him in his lab (recommended)

at the east of the Magic School, there is a frontier post (use the permit) in Comusprings, you can use the hot springs (inn -> 1st and 2nd) you meet LYELL (east part) and Dani Grays (east part)

[COMUSPRINGS, north part]

"G" Sulphu	rate	1750	+25	A
"S" Firang:	i	1800	+25	P, A
"M" Mage St	taff	850	+12	R,M
"M" Wizard	Rod	1600	+18	R,M
"H" Kanadzı	ıchi (Iron Hammer)	980	+19	М

[COMUSPRINGS, south part at the left]

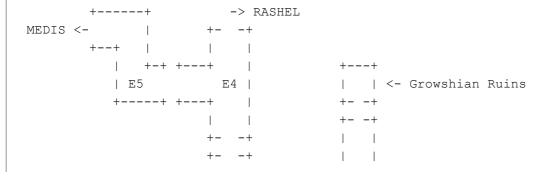
Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Dokukeshisou (Antidote Grass)	8	Heal Poison
Kitsukegusuri (Tonic)	12	Heal Paralyse
Henruda	20	Heal Petrify
Panacea	45	Heal Status
Nectar	80	Restore Life

[COMUSPRINGS, south part at the right]

Kegawa no Kooto (Fur Coat)		+15	ALL
Soft Leather		+23	ALL
Studded Leather	850	+33	P,W,A,X,E,J
Apron Dress		+28	R,M,K
Leather Suits	1210	+46	P,W
Talisman	170		
Arusui Orb	1250		
Amulet	1750		
Kago no Udewa (Divine protection's Bracelet)	680		

>> 17. Featherian no settoku [Featherian's persuasion]

at the Magic School, a guy is singing and tells you the way to Rashel is free (in the north-east of ${\tt BOULOGNE}$)



```
| E3
                      | +--+ +----/
                      BOULOGNE <- E1 |
                  +---+
                     +---+
                      -> MAGIC SCHOOL, COMUSPRINGS
                      | E2 +--+
                      1
                      +-+ +
                         -> GRANSEAL, Featherian Ruins
MONSTER(S) on the field
E3 \rightarrow 1 Imp (Lv6) + 2 Gremlins (Lv6) + 2 Lizardmen (Lv9, Lv13)
E4 \rightarrow 1 Imp (Lv6) + 3 Lizardmen (Lv9, 2x Lv13)
E5 \rightarrow 1 \text{ Imp (Lv6)} + 2 \text{ Lizardmen (Lv13)}
E6 \rightarrow 1 \text{ Imp (Lv6)} + 2 \text{ Lizardmen (Lv13)}
go and see KAREN in the Rashel's hospital (north-east part of the town)
give a [Bouquet] to the girl in the bed, in the extreme east part (1st gift)
[ RASHEL ]
"S" Firangi
                                               1800 +25 P,A
"L" Partisan
                                               2300 +31 P
"C" Golem Card
                                               2000 +29 R
"N" Honoo no Kobushi (Flame Fist)
                                               2100 +28 W
                                               1750 +25 A
"G" Sulphurate
"H" Mace
                                               2000 +33 M
                                               1210 +46 P,W
   Leather Suits
return to Featherland, and go to the south-east of Rashel near of the ruins
to enter the ruins, open the hidden door at the left of the sealed door
~Growshian Ruins~ 1F
| * 4 E1 | |
+---=3=----+
*2||
|=1=++---+ | +-----+
| || *3+ |
| *1|| 2 |
+- -++---=
MONSTER(S) at 1F
E1 -> 2 Will-o'-wisps (Lv13) + 3 Gargoyles (Lv14) + 1 Hide (Lv16)
note: when you activate the last switch, enemies appear
but if you go out the ruins and you come in back,
all enemies have disappeared but switches' effect remains
~Growshian Ruins~ 2F
+---[,]---+
```

| +--+ +----/ |

```
| +---+
| | , | |
| +---+ |
   . 1
[,]
+----+
there are 4 switches but effect is distributed at random
you must activate switches to 1F and 3F (but you can avoid the boss)
[,] -> 1 Heavy Panzer (Lv18) + 6 Energy Suppliers (Lv10)
[,] -> 1 Studded Leather
[,] -> 1F
~Growshian Ruins~ 3F
+----+ , +-+- -+
| +===+ | |
+---+ +-=-|
1.1
+---+ [ ] +---+
         .3|
1.2
+----+
    +---+
Tr: 650 ELM (.1) + 1 Kanadzuchi (.2) + 1 Blaster Hand (.3)
notes: don't go out the ruins if you want to keep switches' effect from 2F
the battle will begin when you attempt to open the door
BT vs. 1 Iron Golem (Lv15\sim14) + 1 Stone (Lv13) +
      1 Specter (Lv12~11) + 1 Stone (Lv13) +
      1 Gargoyle (Lv13~12) + 1 Stone (Lv13)
EVENT ~Jibakusareru mae ni, tobira wo kaijoshiro!~
      [Release the door, before self-destruction!] + 9 countdown
advice: defeat the stones, otherwise enemies will continue to appear
 (good for leveling up if you keep stones active)
CODE TO OPEN THE DOOR
order of the answers: blue (2nd), green (3rd), yellow (2nd), red (1st)
when the door is opened, the countdown stops and Queen Stella is released
but you must defeat all the enemies left
Queen Stella reaches as NPC and go to Featherland
GET "Featherian no Kusuri" [Featherian's Potion]
>> 18. Haha no moto e [Towards Mother]
[ ROSARIA, west and north part ]
______
"S" Shell Opener
                                              3900 +38 P,A
"B" Crossbow
                                              3750 +53 P,E
"M" Ri-ryoku no Tsue (Reason's Cane)
                                              2550 ~ R,M
                                              2100 +28 W
"N" Honoo no Kobushi (Flame Fist)
                                              1450 +56 P,W,A,X,E,J
   Battle Jacket
   Bandana
                                              10
                                              1750
   Amulet.
   Kago no Udewa (Divine protection's Bracelet) 680
```

| * * |

ERNEST LYELL (seen in Granseal) comes and takes the princess with him

go to the Rosaria's castle, see King Arcadius

```
HOLIDAY EVENT #1 (can't save during the event and the 11 other ones)
towns to choose: Rosaria, Rashel, Magic School, Comusprings
2 days of vacation
a) Rashel [KAREN 2nd]
b) Rosaria [RUISE in house -> 1st, 1st]
>> 21. Suishou-kouzan no chousa [Crystal mine's investigation]
GET "Kouzan-nai no Tachii Kensa Irai-sho" [Request for the Mine's entry]
MENU "Tachii Kensa Irai-sho" [Request letter for inspecting entry]
GET "Suishou-kouzan Tsuukou-shou" [Crystal Mine Passage Proof]
go to the Magic School (7F) and use the letter
GET "Suishou-kouzan Tachii" [Crystal Mine Entry]
                   +----+
           VALMIER <-
                   +---+
                      | +---+
                      | E2|
 -> Blame Volcano
                      +- -+
+- ---+ +----+
| E4
            +----+ +---+ +---+ |
                    E1
          +----+ +---+ +-+
      -> COMUSPRINGS | |
    +- -+
    +----+ +----+
        E1
              E2 |
    +----+
MONSTER(S) on the field
E1 \rightarrow 2 Lizardmen (Lv15) + 1 Plant (Lv15)
E2 \rightarrow 1 Lizardman (Lv14) + 1 Hide (Lv17)
E3 -> 2 Lizardmen (Lv15) + 2 Plants (Lv15)
E4 -> 2 Lizardmen (Lv15) + 2 Plants (Lv15) + 1 Hide (Lv17)
from Comusprings, go to the south of the town
show the [Crystal Mine Passage Proof] to the soldier
and reach Valmier, the city in the north
[ VALMIER, in the inn ]
______
                                         10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
                                          45 Heal Status
Panacea
Nectar
                                          80 Restore Life
[ VALMIER, at the counter ]
______
"S" Shell Opener
                                          3900 +38 P,A
"B" Crossbow
                                          3750 +53 P,E
"H" Mace
                                          2000 +33 M
   Bafu Kooto (Buff Coat)
                                          1900 +63 P,W,X,E,J
   Wizard Robe
                                          1400 +44 P,R,M,A,K,E
   Front Cap
                                          3200
```

in the west part of Valmier, use the [Crystal Mine Entry] and go to the north-east (nothing interesting in the west part from now) try to get in the cave and talk with the soldiers (the mine is for later)

in the south-west of Valmier, there is the Blame Volcano but to enter, you must speak to a researcher at 6F of the Magic School

in the cave, you have a countdown 49 to get the grass (Teleport is locked) at the crossing, lava will come to block the west and east parts so go to these parts before BT begins

```
+----+
             . .
             | ---- |
             | BT |
             +--+ +--+
             +--+ +--+
             1
             | E10 |
             1
             +-- --+
              +- -+
              | +----+
+----+_+---+ +---+_+ E8 |
             E5 _ E9 |
| E6
| .3 .4 + +---+ +---+ +
                            .5 |
             1 1
      1
                       +- -+ +----+
+----+
               +- ----+ +----+
               | .1| | .2 E3 |
               |E1 | E2 | | E3 +---|
               | +--+ +--+ |
                         _ | E4 |
               +- ----+ +---+
MONSTER(S) in the cave
E1 -> 1 Skelton (Lv15) + 1 Hell Hound (Lv16)
E2 \rightarrow 1 Skelton (Lv15) + 1 Specter (Lv15)
E3 \rightarrow 1 Skelton (Lv15) / 1 Specter (Lv15) + 1 Hell Hound (Lv16)
E4 \rightarrow 1 Specter (Lv15) + 2 Hell Hounds (Lv16)
E5 -> 2 Skeltons (Lv15) + 1 Specter (Lv15) + 1 Hell Hound (Lv16)
E6 -> 1 Skelton (Lv15) + 1 Specter (Lv15) + 2 Hell Hounds (Lv16)
E7 \rightarrow 1 Skelton (Lv15) + 1 Specter (Lv15) + 1 Hell Hound (Lv16)
E8 -> 1 Skelton (Lv15) + 2 Specters (Lv15) + 1 Hell Hound (Lv16)
E9 \rightarrow 1 Skelton (Lv15) + 2 Hell Hounds (Lv16)
E10 \rightarrow 2 Skeltons (Lv15) + 1 Specter (Lv15) + 1 Hell Hound (Lv16)
TREASURE(S) in the cave
Hidensho (.1) + Nectar (.2) + Bafu Coat (.3) +
950 ELM (.4) + Seimei no Ringo (.5)
BT \#1 vs. 3 Gargoyles (Lv15) + 3 Specters (1x Lv13, 2x Lv14) +
   coming 4 Gargoyles (Lv15) + 3 Specters (Lv14)
when no monsters from BT #1 on the field, monsters from BT #2 appear
BT #2 vs. 3 Plants (Lv15) -> near of the Grass
EVENT #1 ~Kuria no Kusa wo saishushiro!~ [Collect the Clear Grass!]
```

if you defeat all enemies before collecting the grass, no EVENT #2

```
GET "Kuria no Kusa" [Clear Grass]
EVENT #2 ~CHARACTER wo mamotte dasshutsushiro!~
         [Escape by protecting CHARACTER!] (the one who gets the Grass)
after the battle, go out the cave (countdown continues until exit)
-> at the exit, the cave will be blocked by a fall of stone blocks
go to the Magic School (6F)
talk with the man in the west part of the floor, he will make a potion
GET "Toumei-ka Kusuri" [Potion of invisibility]
return to the Crystal Mine entrance of Valmier, but not besides the soldiers
use the potion and enter the mine (no monsters)
BT vs. 3 Thieves (Lv18) + 2 Thieves (Lv20) + coming 2 Soldiers (Lv19)
EVENT ~Toukutsusha wo toraero!~ [Arrest the illegal diggers!]
reach the crystal and let WALLACE break it
EVENT ~O button renda ni shuuchuushiro!~
      [Concentrate by pushing the O button!] + 1 countdown
go further -> CG no.05
after the discussion, return to the Rosaria's castle
HOLIDAY EVENT #2
3 days of vacation
a) Magic School [MISHA at 4F -> 3rd, near of ARIOST's lab -> 1st]
b) Comusprings [WALLACE 1st]
c) Rosaria [XENOS at east gate -> 2nd]
>> 22. Hime no omukae [Meeting with the Princess]
go to Fort Lazin, talk with General Bronson
GET "Engun Yousei no Shokan" [Reinforcement Request's Letter]
MENU "Engun Yousei" [Reinforcement Request]
there is a merchant (1st: buy and sell, 2nd: inn at 8 Elm/character)
[ FORT LAZIN ]
______
"S" Ice Blade
                                               5900 +47 P,A
"X" Double Edge
                                               4000 + 47 W
"M" Ri-ryoku no Tsue (Reason's Cane)
                                               2550 ~
                                                        R,M
                                              1900 +63 P,W,X,E,J
   Bafu Kooto (Buff Coat)
   Elven Robe
                                               2750 +62 R,M,K
   Sallet
                                               3150
>> 23. Sensenfukoku [Proclamation of war]
go to the Rosaria's castle to give the letter to the King
>> 24. Ninmu / Hime wo Kyuushutsuse yo [Mission / Rescue the Princess]
            +----+ +----+
                      + + E1 + + |
FORT LAZIN <-
                                           +--+
                                   BT
                    + + E2 + + -> CAVE to Galuaos Prison
              +- --- -+ +----+
MONSTER(S) on the field
E1 -> 2 Plants (Lv15) + 1 Hide (Lv16)
E2 \rightarrow 2 Plants (Lv15) + 1 Hide (Lv16) + 1 Mutant Gel (Lv18)
```

return to Fort Lazin, to the extreme east of the fort until a bridge BT vs. 3 Lancers (Lv18) + 1 Mage (Lv17) + 2 Burnshutain workers (Lv15) EVENT ~Hashi wo otoshi, seigan no teki wo zenmetsuse yo~ [let the bridge fall, let's defeat enemies of the west bank] to succeed: reach the bridge, cut the rope and defeat all enemies at left after the battle, JURIAN comes -> CG no.06 go and talk with General Bronson about the Galuaos Prison *** RESCUE MISSION #BEGIN ******************* return to the east where the bridge was, and use the new rope to cross IMPORTANT NOTE: after crossing, TELEPORT is locked (during the mission) -> Galuaos Prison +- -+ +- -+ 1 1 +----+ -> [LATER] | +-+ +-+ +-+ | +----+ +- -+ +---+ +----+ +--+ E2 | E1+---+ +----+ +--+ +- -+ +- -+ +---+ +----+ +--+ E3 | M +---+ +----+ go through the cave and fight enemies (the boss is evading, you can leave it) BT vs. 1 Hide (Lv18) + 3 Mutant Gels (Lv19) + Queen Gel (Lv24) [Lonesome Merchant, south and west part of Galuaos Prison] -> 1st: weapons, 2nd: goods ______ "S" Ice Blade 5900 +47 P,A "X" Double Edge 4000 +47 W "M" Ri-ryoku no Tsue (Reason's Cane) 2550 ~ R,M "H" Mace 2000 +33 M Combat Leather 2950 +78 P,W Elven Robe 2750 +62 R,M,K Sallet 3150 Amulet 1750 10 Restore HP 30~37 Kaifukugusuri (Recovery Potion)

200 Restore HP 100~115

Hiden no Kizugusuri (Secret Ointment)

```
Dokukeshisou (Antidote Grass)
                                                       Heal Poison
                                                 12
Kitsukegusuri (Tonic)
                                                      Heal Paralyse
Panacea
                                                 45 Heal Status
reach the north to the prison (dead end)
go to the east of the prison and reach the first large rock
at the middle but save before and wait TIPI talks
the mission will begin after explanations about the way to proceed
let JURIAN quit the screen and when the carriage of the princess comes
near of the large rock -> engage battle by the left
BT vs. 5 Soldiers (Lv15) + 1 Archer (Lv15) + 1 Heavy warrior (Lv19) +
       1 Leader (Lv22) + maybe coming soldiers
EVENT ~Basha wo ashidomeshi, hime wo sukuidase!~
       [Stop the carriage, free the Princess!]
reach the left bridge and cut the rope to stop the carriage
note: by cutting the rope -> this side of enemies is out of range
reach the right bridge and cut the rope too,
but cut it before the leader reaches the other side with the princess
afterwards you must defeat all the enemies on your side
after the battle, Princess Laeticia reaches as NPC
and you can use TELEPORT anew to Fort Lazin
********************
*** RESCUE MISSION #END
speak to General Bronson and go to Rosaria
BT vs. Oswald (Lv22) + 3 Thieves (Lv17) +
       2 Thieves (Lv16) + 1 Masked man (Lv26)
EVENT ~ELIOTTE to Laeticia wo mamore!~ [Protect ELIOTTE and Laeticia!]
question #1 for ELIOTTE -> 1st: defense at this place
                          2nd: attack an enemy
                          3rd: come to this side [left, right, above a pond]
                          4th: reach a member
question #2 for ELIOTTE -> 1st: attack an enemy
                          2nd: reach a member
                          3rd: defense at this place
after you must pursuit the masked man towards the south and talk with XENOS
return to see your party, speak with ELIOTTE (2nd answer)
and he reaches as member (a short time)
go to Rosaria's castle (3rd answer)
HOLIDAY EVENT #3
3 or less (if killed citizens) days of vacation
a) Comusprings [JURIAN 1st, in house -> 1st]
b) Rashel [KAREN 1st, 1st]
c) Rosaria [RUISE in house -> 2nd, out of sight, in city -> 3rd]
event a) is needed if you want to get JURIAN as character later in the game
GET "Gyoushou-you Tsuukou Tegata" [Monger Business Passage Note]
MENU "Ranzack Gyoushou" [Ranzack Monger]
speak with ELIOTTE, west part of the castle (1st answer)
>> 25. Galasheels e [To Galasheels]
MYCITY (the king gives you a place where you can build a city)
return to the extreme west part of Rosaria, talk with the man
```

```
and let him build your city (you can rename MYCITY)
question from the manager (on field)
 -> 1st: make a construction,
   2nd: make a reconstruction, 3rd: CANCEL
1st -> [theater] 1200 ELM (1st: not build, 2nd: build)
2nd -> [exhibition hall] 1200 ELM (same)
3rd -> [restaurant] 700 ELM (same)
4th -> [park] 500 ELM (same)
question from the manager (in town)
-> 1st: rebuild a construction,
   2nd: change the name of the town (toll), 3rd: CANCEL
-> GRANSEAL [inn -> 2nd, 1000 ELM]
-> RASHEL [inn -> 2nd, 800 ELM]
-> BURNSHUTAIN CAPITAL [1200 ELM]
exhibition hall
-> VALMIER [inn]
-> BOULOGNE [in town]
restaurant
-> ROSARIA [inn -> 2nd, 1st, 2nd, 2nd, 2nd]
-> GALASHEELS
Granseal -> near of the arena (Free Market, no Free Battle available)
[ Goods merchant, left corner ]
Kaifukugusuri (Recovery Potion)
                                          10 Restore HP 30~37
                                           8
                                               Heal Poison
Dokukeshisou (Antidote Grass)
Kitsukegusuri (Tonic)
                                           12 Heal Paralyse
Henruda
                                           20 Heal Petrify
left -> to buy, 2nd answer GET "Accessory Set" (for RUISE)
at Rashel, KAREN can reach the party (recommended)
      +----+
                                   E -> DEAD END
F.L. <-
                   ++ +----+ +---+
      1
                               - 1
                                |==|
      | +-----
                                |==|
             |==|
                                 |E1| | |
                 | == |
                              / \|E2|
                 _ | |
           \==\
                   /==/
                  /==/
             \ \__/ / /
            / ____ +---+ |_
+==+
            / / | E | /
           / /___| | | /==/
                       | /==/
/==/-----
|==|
      /==/
/ /\ \
```

```
| /
+----+
                     | E4 |
                 +==+----+
                 ++==+----+ +-----\--+
                                  X -> Burnshutain Kingdom
                    +---+ +---+ +-+--+
                             |--X--| +----+
                 + +---+
                          +----+ +-- -+
                       +-- -+
                       -> GALASHEELS
E1 -> 1 Will-o-wisp (Lv14) + 2 Plants (Lv17) + 1 Hide (Lv18)
E2 \rightarrow 1 Plant (Lv17) + 1 Mutant Gel (Lv19)
E3 \rightarrow 2 will-o-wisps (Lv14) + 1 Plant (Lv17)
E4 \rightarrow 2 \text{ will-o-wisps (Lv14)} + 3 \text{ Plants (Lv17)} + 1 \text{ Hide (Lv18)} + 1 \text{ Mutant Gel}
(Lv19)
go to Ranzack's frontier, south of the Lost Forest (south-east of Fort Lazin)
show the pass and go to the south to Galasheels
TIPI's cursor no.1 -> at the west part of the border wall (Ranzack side)
[ GALASHEELS, west part ]
______
"B" Crossbow
                                         3750 +53 P,E
                                         3200
   Front Cap
                                         3150
   Sallet
[ GALASHEELS, middle part ]
______
                                          2550 ~ R,M
"M" Ri-ryoku no Tsue (Reason's Cane)
"X" Double Edge
                                         4000 +47 W
"N" Plasma Hand
                                          5800 +41 W
                                          3600 +43 A
"G" Hydrogen
                                          2950 +78 P,W
   Combat Leather
                                          1400 +44 P,R,M,A,K,E
   Wizard Robe
                                          2750 +62 R,M,K
   Elven Robe
[ GALASHEELS, east part ]
______
                                         10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
                                         8
Dokukeshisou (Antidote Grass)
                                             Heal Poison
                                         12 Heal Paralyse
Kitsukegusuri (Tonic)
in the town, go to the inn and go to the south-east part of the town
```

| +---/ /

speak with XENOS then with RUISE and go to the north-east part of the town let RUISE lure the guard elsewhere and go further

EVENT ~Mihari ni hakkensarezu, entotsu made tadoritsuke!~
[Avoiding the guards, come near of the chimney!]

```
to succeed: enter the garden while the guards look elsewhere,
climb the logs to the roof, go out the garden and let TIPI do
>> 26. Doumei no mitsudan [Secret talks of the alliance]
return to see WALLACE at the inn and go to speak with General Bronson
go to the Rosaria's castle
and at the right of the King's room, there is Sandra's lab then talk with her
GET "Masuishou no Kakera" [Magic Crystal's Fragment]
go to the Lost Forest and reach the Growshian underground ruins
in the south-west first and north-west to finish
~Growshian underground ruins~ 1F
+----+
| E1 |
| [ ] |
+-+ +-+
 |===|
 |===|
 |===|
 |===|
 |===|
+-+ +-+
   1
| *R |
| *B*W*Y|
| *G |
CODE TO OPEN DOORS: *White, *Red, *Blue, *Green, *Yellow
E1 -> 2 Iron Golems (Lv) + 2 Spirits (Lv)
~Growshian underground ruins~ B1
             +---
    +---+ | | | |
                         +---+
                          +- -----+ +-/
           | *R | +- ----+
1
                          | E |
                          +----+ |
             | +----+
              +-- --+
+- -+ +---+_+---+ +-- --+ +---+ +---+ +- -+
+- -+ +- -+ |-+ | | *\Vec{W} | | |--+ +- -+ +- -+
+- -+ +- -+ | | | | | | +- -+_+- -+
| E | | E | |-+ | |
                   +- -+ +- -+ | E +_+ +_ + i1 | +- ++ -+ | E | E |
```

+---+ +---+ +----+ +---+ +---+ +---- ----+ \ *Y /

```
MONSTER(S) in B1
E1 -> ?
you must begin to the left
-> activate the *Yellow switch
-> activate the *White switch (to unlock doors for treasures)
-> activate the *Red switch (to open a way to B2)
in the dungeon, you can see 3 i (in the same room, but 2 different entrances)
when you get the purple keys, you must set the keys in each block
begin to the left and then to the right
Tr: 1 Jouka no Ribbon (left side) + 1 Hydrogen (right side)
~Growshian underground ruins~ B2
          l a l
          lg l
       1 1
+-=-+-+_+--+ +--+_+--+-=-+
           g
   +--+ +-\ . /-+ +--+ |
   | | ----- |
    |gMg|
+- -+
        | gg|
                     +- -+
+- ----+ |
             | +---- -+
    | +--- |
| *W | | S | | |
    | |=+ +=| |
| +---+ |.| |.| +---+ |
        +-+- -+-+ +- -+
| E |--\
               /--|
| +-- -| |- --+
+----+
-> activate the 2 *White switches (to unlock doors for 2 Guardians)
you must defeat 3 Guardians and get 3 purple keys
BT vs. 1 Guardian (Lv25)
GET "Saisei Seigyo KEY" [Regeneration Control KEY]
Tr: 1 Gritnir (Save Point room)
go to the save point and enter the room for the boss
IMPORTANT NOTE: if you set the fragment after the battle,
you will no longer use TELEPORT (except to escape this dungeon and to go in
advice: if you want to secure your party, get 2 saves
1 before setting the fragment and 1 to continue the game, 2 blocks by save)
BT vs. 2 Guardians (Lv23) + 2 Guardians (Lv25) + Master Guardian (Lv28)
to succeed: defeat the Master Guardian first and the other ones,
countdown 12 begins at the first attack
after setting the fragment, 2 ways are freed in the Save Point room
1 Gritnir for KAREN and 1 Recovery spring
after saving, return to the entrance of the ruins
```

```
BT vs. Grengal (Lv26) + 2 Ranzack soldiers (Lv21)
after this battle, the recovery spring of the ruins is still there
*** BATTLEFIELD #BEGIN
******************
in the forest, reach the middle-north to see the Burnshutain troops
at the west -> Rolandia troops, at the east -> Ranzack troops
IMPORTANT NOTE: don't let any character reaches 0 HP, otherwise game over
---+ R <- Ranzack Troops
     ++
    PΙ
---+
   +==+
BT #1 vs. [BURNSHUTAIN] 2 Mages (Lv19) +
                       1 Priest (Lv20) + 4 Soldiers (Lv22) +
                       2 Heavy Warriors (Lv24) + 1 Leader (Lv29)
EVENT ~Burnshutain-gun ni kougeki wo shikakero!~
       [Commence the battle against the Burnshutain Troops!]
to succeed: use magic against Mages to lure the troops in the fight
Burnshutain must think Ranzack attack them
you must reach the middle part of the battlefield before Ranzack troops come
don't lose your time to defeat all of Burnshutain troops now
BT #2 vs. [RANZACK] 3 Soldiers (Lv19) + 1 Leader (Lv27)
EVENT ~Ryougun ga chokusetsu kousen suru you ni yuudoushi, dasshutsuse yo!~
       [Incite both armies in direct battle, escape!]
to succeed: attack Ranzack troops and let Burnshutain troops
and Ranzack troops fight each other, then try to escape to the north
JURIAN will come, Ranzack troops must have attacked Burnshutain troops
before JURIAN can see your party
BT #3 vs. JURIAN (Lv42) + remaining BT #1/2
EVENT ~JURIAN ni shoutai wo miyaburarenai you ni chuui!~
      [Be careful not to be seen by JURIAN!]
to succeed: defeat all Ranzack troops (Burnshutain or yourself, anyway)
before JURIAN can see your party (flee to the north until a big rock)
if JURIAN asks you for a question, then you are on the good way to finish
only when all Ranzack troops will be defeated and JURIAN saw you
the battle is finished when all fighters are defeated (JURIAN too)
****************
*** BATTLEFIELD #END
go to the Rosaria's castle, talk with the King
GET "Ranzack-Ou e no Shokan" [Letter for the Ranzack King]
MENU "Ranzack-Ou e" [for the Ranzack King]
GET "Ranzack-Oukoku Seiki Tsuukoushou" [Ranzack Kingdom Legal Permit]
MENU "Ranzack Seiki" [Ranzack Legal]
go to Galasheels, show the permit (can't enter)
and quit the city without teleport
BT vs. Grengal (Lv26) + 1 Thief (Lv20) + 2 Thieves (Lv21)
EVENT ~Ranzack-hei wo sukue!~ [Rescue Ranzack soldiers]
```

```
+----+
GALASHEELS ->
                +---+ +----+
             +---+ +--+
                          | E +--+ +----+
                                            -> Ranzack Capital
                                        E
                          +----+
in the Ranzack Capital, go to the Castle
and show the letter [for the Ranzack King] at the entrance
[ RANZACK CAPITAL, south and west part ]
______
GL Chips [APPENDIX, OMAKE/1]
                                       25 Restore HP 30~37
Fire Nil
                                       200 Nullify Fire
Ice Nil
                                       200 Nullify Ice
Earth Nil
                                       200 Nullify Earth
Wind Nil
                                       200 Nullify Wind
                                       200 Nullify Thunder
Thunder Nil
Material Nil
                                       200 Nullify PHY
Holy Nil
                                       200 Nullify Holy
Dark Nil
                                       200 Nullify Dark
Mind Nil
                                       200 Nullify MGC
[ RANZACK CAPITAL, north and east part ]
_____
"S" Ice Blade
                                       5900 +47 P,A
"M" Healing Rod
                                       4100 +34 R,M
"N" Plasma Hand
                                       5800 +41 W
"H" Big Hammer
                                       6600 +59 M
                                       4200 +92 P,W,A,X,E,J
   Cyber Wear
   Chain Mail
                                       4800 +95 W,X,J
   Feather Boots
                                       4200
                                       4000
   Hoshikuzu no Orb (Stardust Orb)
[ RANZACK CAPITAL, north and west part ]
______
                                       10 Restore HP 30~37
Kaifukugusuri (Recovery Potion)
                                          Heal Poison
Dokukeshisou (Antidote Grass)
                                       8
Kitsukegusuri (Tonic)
                                       12 Heal Paralyse
                                       20 Heal Petrify
Henruda
see the King and give him the letter
GET "Ranzack-Oukoku kara no Shokan" [Letter from the Ranzack Kingdom]
MENU "Ranzack kara" [from Ranzack]
go to Rashel and give GL chips to the girl in the bed until she stops
return to the Rosaria's castle, show the letter to the King
[ ROSARIA, west and north part ]
______
"M" Healing Rod
                                       4100 +34
"G" Hydrogen
                                       3600 +43
   Bandana
                                       10
```

enter the city and show the permit to the guy

Amulet

in the south-east part of the city -> Ranzack Capital

Sallet 3150

```
HOLIDAY EVENT #4
```

- 3 days of vacation
- a) Comusprings [JURIAN 2nd, 1st, 2nd, 1st] and [WALLACE 1st, 1st]
- b) Magic School [MISHA 1st, 4th, 1st, 1st]
- c) MYCITY [if created]
- >> 27. Ninmu / Gevel no chousa [Mission / Gevel's investigation]

speak to ELIOTTE in the castle [1st or 2nd]
go to Crain Village (reach the east of Galuaos Prison, bridges fixed)

-> CRAIN -> Burnshutain Mansion +- -+ +- -+ +-- -+ +----+ +--+ | +---+ +----+ +- -+ | | Galuaos +- -+ +- -+ +- -+ +- -+ | + + + +--+ | + + + +---+ +- -+ +----+

-> Burnshutain Frontier

talk with Chief Zemeckis, reach the waterfalls by the right part of the village TIPI's cursor no.2 -> in Crain village, wooden look-out at the north exit

[CRAIN VILLAGE]

```
Kaifukugusuri (Recovery Potion) 10 Restore HP 30~37
Hiden no Kizugusuri (Secret Ointment) 200 Restore HP 100~115
Dokukeshisou (Antidote Grass) 8 Heal Poison
Kitsukegusuri (Tonic) 12 Heal Paralyse
Henruda 20 Heal Petrify
Panacea 45 Heal Status
```

BT vs. 1 Masked Knight (Lv28) + 1 Jung alpha (Lv24) + 1 Jung beta (Lv24) EVENT \sim LOCKsareru mae ni Kamen Kishi wo taose! \sim

[Beat the Masked Knight before he does a LOCK!]

```
+----+
| | |
/----/ |
+----/ E2 /----+
E1 /----/
```

MONSTER(S) in the cave

E1 \rightarrow 5 Jung alpha (Lv23) \rightarrow 2 near entry + 3 near 2nd room E2 \rightarrow 5 Jung alpha (Lv23) \rightarrow 3 near entry + 2 near 3rd room

in the 3rd and last room of the cave, time battle

NOTE: the 2 coming battles are successive (no way to save),

```
but not in chains (you can restore your party)
BT vs. 1 Masked Knight (Lv30) +
       2 Jung alpha (Lv22, Lv24) + 2 Jung beta (Lv22, Lv24)
EVENT ~Murabito wo tasukedase!~ [Help out the villagers!]
to succeed: you can save the 3 villagers, but you must save the 2 ones from the
jail
the 3rd will die even if you succeed in saving him
before speaking with them, take [Katami no Knife] from the cadaver
and talk with the villagers
BT vs. 9 Jung alpha (Lv18, Lv22, Lv24) +
       3 Jung beta (Lv18, Lv22, Lv24) -> successively on appearance
EVENT ~Murabito wo dasshutsusasero!~ [Manage an escape for the villagers!]
to succeed: protect villagers during they flee and kill all the Jung
return to Crain, see JURIAN and see Chief Zemeckis
GET "Zemeckis no Tsue" [Zemeckis' Cane] in exchange of "Katami no Knife"
return to Rosaria's castle
HOLIDAY EVENT #5
3 days of vacation
a) Rashel [KAREN 1st]
b) Magic School [MISHA at 2F 3rd, 2nd, 3rd]
c) Rosaria [RUISE in front of the inn 1st, 2nd, 1st -> 3x 1st, 1st]
>> 28. Ninmu / Eileen wo Mahou-Gakuin e
       [Mission / Eileen to the Magic School]
go to Valmier, in the inn -> PLAYER will be able to equip BOW or LANCE
at Rashel's hospital, go to the left room
and talk with the nurse in the south room
then go to Medis, MISHA will guit temporary (west part first and in town)
BT \#1 vs. Oswald (Lv26) + 3 Thieves (Lv24) +
          Eileen (NPC) + Nick (NPC) + 4 villagers (NPC)
BT #2 vs. Xenos (NPC) + 1 Thief (Lv24) -> from south
EVENT ~Eileen to murabito wo sukue!~ [Save Eileen and the villagers!]
after the battle, XENOS quits and Eileen reaches the party (NPC)
[ MEDIS ]
Kaifukugusuri (Recovery Potion)
                                                  10
                                                       Restore HP 30~37
                                                 200 Restore HP 100~115
Hiden no Kizugusuri (Secret Ointment)
Dokukeshisou (Antidote Grass)
                                                  8
                                                       Heal Poison
Kitsukegusuri (Tonic)
                                                  12 Heal Paralyse
                                                  20 Heal Petrify
Henruda
                                                      Heal Status
                                                  45
Panacea
Nectar
                                                  80 Restore Life
go to the Magic School (7F)
speak to the secretary (take back "Onsen Tsuukou Kyokashou") and to Maxwell
ARIOST can reach the party (instead of MISHA or KAREN)
he must be in your party if you want to see certain events
return to Rosaria's castle
```

HOLIDAY EVENT #6
3 days of vacation

a) Comusprings [WALLACE 3rd]

- b) Magic School
 c) Rosaria
 >> 29. Ninmu /
 go to the west
 then go to the
 BT vs. Ralph (L
 - >> 29. Ninmu / Olivier-ko no chousa [Mission / Lake Olivier's investigation]

go to the west of Rosaria, Ralph will come and talk with you then go to the Rosary's inn

BT vs. Ralph (Lv34) + RUISE (NPC) + 1 coming Mysterious Guy (NPC friend) EVENT \sim Ruise wo mamore \sim [Protect Ruise]

[ROSARIA, west and north part]

```
"S" Raimeiken (Thunder Blade)
                                                9300 +56 P.A
                                                5800 +41 W
"N" Plasma Hand
"X" Bloody Cross
                                                6500 +64 W
"H" Big Hammer
                                                6600 +59 M
   Chain Mail
                                                4800 +95 W,X,J
   Cyber Wear
                                                4200 +92 P,W,A,X,E,J
   Amulet
                                                1750
   Sallet
                                                3150
   Daichi no Rune (Earth Rune)
                                               6500
   Kaze no Rune (Wind Rune)
                                                6500
```

by the west of Rosaria, head towards the Shiela's tombstone but stopping where the soldiers are talk with them and move to the north-east to the Nostridge plains note: you can't SAVE during the travel

```
+----+
| BT | +----+
| +---+ | -> Camp
| +--+ +---+ | +-+
| E3 |
| +----+ +--+ | |
| E4 | E2 |
| +----+ +-----+
```

MONSTER(S) on the field

E1 -> 2 Flying Dragons (Lv25) + 2 Lizardman Lords (Lv26) + 1 Manticore (Lv27) E2 -> 2 Flying Dragons (Lv25) + 2 Lizardman Lords (Lv26) + 1 Manticore (Lv27) E3 -> 2 Flying Dragons (Lv25) + 2 Lizardman Lords (Lv26) + 2 Manticore (Lv27) EVENT \sim Yusoutai wo goeishiro! \sim [Guard the transport group!]

when the group is not moving anywhere, go to the Stem Mountain (north-west) BT #1 vs. 1 Monster Tsukai (Lv32) + 3 Masked Boys (Lv30) BT #2 vs. 2 Flying Dragons (Lv26) + 2 Lizardman Lords (Lv27) + 1 Manticore (Lv28) + coming Grengal (NPC friend)

at a certain moment, Monster Tsukai will be about to flee EVENT ~Monster Tsukai wo nigasu na!~ [Don't let Monster Tsukai flee!] to succeed: defeat Monster Tsukai before he reaches the summit

at the Nostridge camp, talk with General Bernard when he comes in the tent, you can SAVE anew use the tent to rest and go to east part of the camp

```
1 Lancer (Lv26) + 1 Archer (Lv25) + 2 Lancers (Lv30)
EVENT ~Bernard-Shougun wo mamore!~ [Protect General Bernard!]
question for Bernard -> 1st: to east
                       2nd: to south-east
                       3rd: attack at this place
                       4th: defense at this place
                             -> Lake Olivier Cave
                           +---+
                           |[]|
                           +- -+
+----+ +----+ +-----+ +- -+
                         -> Burnshutain Frontier
Camp
                  BT
+---+ +----+ +----+ +---+
exit to the east, reach a bridge (1st)
BT vs. 3 Hammer Soldiers (Lv33) + 1 Priest Soldier (Lv30) +
      1 Mage (Lv31) + OSCAR LEAVES (Lv53) + coming ERNEST LYELL (Lv64)
EVENT ~Yuugun wo engoshi, teki wo zenmetsuse yo!~
      [Cover the friendly troops, defeat the enemy!]
when Oscar is beaten, Ernest comes -> Oscar flees and Ernest too
at the Lake Olivier, switch at the up-right corner
there is an item in the sand, GET "Sei-naru Tsuchi" [Holy earth]
enter the cave
+---+ +---+
+---+ + |
+---+ + |
+- -+ +---+
+- -+
[1st room] -> BT vs. 2 Jung alpha (Lv27) + 2 Jung beta (Lv25, Lv27)
[2nd room] -> BT vs. 5 Jung alpha (Lv27, Lv25) + 4 Jung beta (Lv27, Lv25)
[3rd room] -> BT vs. 4 Jung alpha (Lv27, Lv25) + 4 Jung beta (Lv27, Lv25)
Tr: 1 Suveru for KAREN (3rd room at left)
TIPI's cursor no.3 -> during countdown, at the extreme right before flood
after the 3rd room, save point -> further the ground collapses
and a flood comes (1 countdown to reach upper ground)
+- ----+
| S . |
+----\ /--- -+
       +- -+
         +- -+
        | E |
         1 1
         +- -+
```

+- -+

BT vs. 1 Burnshutain Leader (Lv36) + 1 Mage (Lv28) +

```
+- -+
+----+
-> Ruins
NOTE: you can take the corridor to the save point
before entering the ruins if you want to go out the cave
[1st room] -> BT vs. 1 Jung alpha (Lv27) + 1 Jung beta (Lv27)
[2nd room] \rightarrow BT vs. 2 Jung alpha (Lv27) + 2 Jung beta (Lv27, Lv25)
Tr: Nintai no Ringo (4th room)
  +----+
     +---- +
    +-- +
     | H |
     +---+
     +---+
     | H |
     +- -+
 +---- -+
->
 +----+
enter the ruins by the right (save point)
 -> roof of the Growshian ruins (where you saved Queen Stella)
BT vs. 6 Jung alpha (Lv27) + 4 Jung beta (Lv27) + countdown 4
EVENT ~Tobira wo hakaisareru mae ni, Jung wo taose!~
       [Before the door is destructed, defeat Jungs!]
to succeed: defeat all of them and protect the wall at the left corner,
if destroyed game over
Tr (left): 1 Chikara no Ringo (1st) + 1 Earth Robe (2nd) + 1 Ambrosia (3rd)
Tr (right): 1 Switch (1st) + 1 Honoo no Rune (2nd)
open the door, read the book and go out by the stairs
Heavy Panzer won't appear at 2F, then return to Rosaria's castle
HOLIDAY EVENT #7
3 or less (if killed members of the transport group) days of vacation
a) Rosaria [RUISE 2nd, Brooch at 100 ELM, her room]
b) Rashel [KAREN 1st] -> CG no.16
c) Comusprings [WALLACE 2nd]
>> 30. Ninmu / dokuji chousa [Mission / original investigation]
go to see Sandra in her lab
GET "Jisshuu Shuuryou Shoumei" [Proof of Training's End]
go to the Magic School (the merchant is gone, same for Fort Lazin)
talk to Maxwell's secretary and talk with the other (RUISE gives the proof)
go out and Nick comes -> Medis, return to the Magic School
speak with the guard and with the student near of ARIOST's lab
then go to 6F to get a potion
GET "Toumeika Kusuri" [Potion of invisibility]
there is a hall at the west part of ARIOST's lab
go there and use the potion here to enter the hall
```

| E |

```
a guy is lying down, go see him and get the "Akai Pierce" (4th answer) continue until reaching a hidden door leading to the left of the ARIOST's lab
```

[RANZACK CAPITAL, south and east part] ______ "S" Mage Slaughter 11000 +66 P,A "C" Shinigami no Card (Death Card) 10000 +70 R "X" Bloody Cross 6500 +64 W "N" Hama no Kobushi (Exorcism Fist) 9700 +62 W "G" Chloridate 9400 +74 A "H" Big Hammer 6600 +59 M "F" Verdan 7200 +58 E Metal Jacket 6800 +105 P,W,A,X,E,J 5100 +78 R,M,A,K Daichi no Robe (Earth's Robe) Mirror Pierce 5200 Inazuma no Rune (Lightning Rune) 6500 Koori no Rune (Ice Rune) 6500 go to Ranzack Capital and go out by the west BT #1 vs. 1 Burnshutain Leader (Lv35) + 1 Mage (Lv28) + 2 Lancers (Lv29) + 2 Heavy Warriors (Lv30) EVENT ~Weber ya Ranzack-hei wo Mamore!~ [Protect Weber and Ranzack soldiers!] BT #2 vs. 1 Mage (Lv28) + 4 Lancers (Lv29) + JURIAN (Lv48) when JURIAN is defeated, reinforcement come and let JURIAN flee and reinforcement flee too BT #3 vs. 1 Leader (Lv35) + 1 Heavy Warrior (Lv30) + 2 Lancers (Lv29) + 1 Mage (Lv28) -> will attack and will flee pursue JURIAN, Galasheels is under control of the Burnshutain Kingdom go to Medis, speak with Bradley and go to the Magic School talk with Maxwell (7F) -> B1, return and see Bradley (7F) -> B1 speak with ELIOTTE (1st answer) see Sandra to her lab, talk with her in group and alone (without TIPI) GET "Magic Jammer" (allows telepathy with Homonculus) go to Medis, talk with Misha -> go to Rashel near the flower's field -> Medis, inside Bradley's house there is a switch in the painting, go to the basement and return to the Magic School (7F) if you have KAREN in your party, you can see ARIOST in BOULOGNE he tells you Maxwell's secretary came to find her, go to the first cave that you cross through until a dead end you will see her in there, look what she does and do the same, enter the hidden lab to open the main door -> go to the right room and enter 449 for the code -> go to the left room, there is different possible codes (at random) 4 tables, 7 books or Library (2nd for the Magic School 4F question) for this one, even if you don't have the correct answer, another question will be asked each time NOTE: left or right rooms, order is not important and you can save before the battle in the corridor (only place to teleport if you wish)

BT vs. Maxwell (Lv38) + 4 Burnshutain soldiers (Lv30) +

```
Secretary (Lv33) + MISHA (NPC) +
      2 coming Thieves (Lv25) + coming NICK (NPC)
EVENT ~RUISE, MISHA, Fuku-Gakuinchou wo mamotte tatakae!~
       [Fight by protecting RUISE, MISHA and the Vice-President!]
question for MISHA -> 1st: encourage, 2nd: MISHA is a member,
                    3rd: look down the President, 4th: fight now
question for NICK -> 1st: guard of RUISE, 2nd: guard of MISHA,
                   3rd: guard of the Vice-President,
                    4th: choose a target to attack, 5th: as you love
NOTE: even if you don't choose 2nd, MISHA will fight later
after the battle -> CG no.07
NOTE: think to progress at Free Battle (at least until the Master Class)
reaching Rosaria's entrance (teleport or not) leads to DISC 2
>> 1. START & LOAD, DISC 2/2 (about 20 hours)
go to the Rosaria's castle (MISHA quits the party)
speak with the King and return the "Magic Jammer"
HOLIDAY EVENT #8
3 days of vacation
a) Magic School [ARIOST's lab -> 1st,
               RUISE -> 1st, at 2F -> 2nd, roof -> 1st, 1st] -> CG no.14
b) Rosaria
c) Comusprings [WALLACE 1st]
in the Rosaria's castle, go out the King's room
BT vs. 2 Masked boys (Lv33) + 1 Masked boy (Lv37)
EVENT ~ELIOTTE wo sukue!~ [Rescue ELIOTTE!]
return to see the King
GET "Ranzack Oukoku e no Shokan" [Letter for Ranzack Kingdom]
MENU "Ranzack-Ou e" [For the Ranzack king]
ELIOTTE reaches the party
>> 31. Ninmu / ELIOTTE no chousa [Mission / ELIOTTE's investigation]
go to the Ranzack Capital -> at the front of the castle,
show the letter to the guard and talk with Venzuel
GET "Ou-Kaa e" [for the King's Mother]
in the south-east of Crain village, there is a Burnshutain mansion guarded
go there and use ELIOTTE to come in
once inside, show the letter to Angela -> ANGELA reaches the party (NPC)
head to the south of the mansion (without teleport)
BT #1 vs. 2 Masked knights (Lv35) +
         2 Lesser demons (Lv30) + 3 Jung beta (Lv29)
BT #2 vs. 1 Jung beta (Lv29) + 1 Lesser demon (Lv30)
EVENT ~Ou-kaa to ELIOTTE wo mamori nagara teki wo taose!~
       [Defeat enemies while protecting the King's mother and ELIOTTE!]
question for Angela -> 1st: defense at this place
                     2nd: follow someone
                     3rd: go in opposite direction of someone
 ----+ ----+ E1 |
```

```
-> \ + +__/ __/ + +--+ |
   +---+ +
                        +- -+
                            -> SCHUTZBERG
                         +---+
MONSTER(S) on the field
E1 -> Flying Dragon (Lv) + etc.
go to the Burnshutain's frontier post in the south-east of Lake Olivier
on the field, talk with XENOS
then reach Schutzberg in the house of Lord Douglas
GET "Douglas-Kyou kara no tegami" [Letter from Lord Douglas]
MENU "Douglas-Kyou kara" [from Lord Douglas]
GET "Douglas-Kyou Kankatsu-ku Tsuukou-shou" [Lord Douglas Passage Proof]
MENU "Douglas-Kyou Ryou Tsuukou" [Lord Douglas Territorial Passage]
IMPORTANT NOTE: if you know JURIAN's secret, he'll give another letter
GET "Mou ittsuu no tegami" [1 more letter]
[ SCHUTZBERG, west part ]
Kaifukugusuri (Recovery Potion)
                                              10 Restore HP 30~37
Hiden no Kizugusuri (Secret Ointment)
                                              200 Restore HP 100~115
Dokukeshisou (Antidote Grass)
                                               8
                                                    Heal Poison
Kitsukegusuri (Tonic)
                                               12 Heal Paralyse
Henruda
                                               20 Heal Petrify
Panacea
                                               45 Heal Status
                                               80 Restore Life
Nectar
[ SCHUTZBERG, east part ]
______
"S" Hrunting
                                               12000 +73 P,A
"B" Cranequin
                                               12000 +104 P,E
"M" Fuujin no Tsue (Fujin Cane)
                                               7250 +40 R,M
"N" Hama no Kobushi (Exorcism Fist)
                                               9700 +62 W
"G" Chloridate
                                                9400 +74 A
   Metal Jacket
                                                6800 +105 P, W, A, X, E, J
                                                9900 +119 P,E
   Mirage Guard
                                               13700 +129 W,X,J
   Breast Plate
                                               9900 +94 R,M,A,K
   Holy Robe
   Mirror Pierce
                                                5200
                                               6300
   Crescent Pierce
   Seibo no Kubikazari (Holy Mother's Necklace) 9800
                                               6500
   Honoo no Rune (Flame Rune)
go to Galasheels, send TIPI and go to the cave in the south-west
enter the cave, JURIAN comes and give the letters (1: 3rd, 2: 2nd, 1st, 2nd)
go further the cave and enter a Growshian room,
use "Shiera no Yubiwa" where there is a stone
Tr: Renzokuzan Ougi no Sho + Chie no Ringo +
   Raurin no Yubiwa + Hidensho + Kenja no Ishi
go to the Ranzack castle
-> Galasheels, in the garden where the Gamuran's mansion is
TIPI's cursor no.4
 -> extreme north-west corner of the garden (only for this event)
ELIOTTE quits the party and go to Rosaria's castle
```

```
HOLIDAY EVENT #9
2 days of vacation
a) Crain village (first day only)
b) Magic School [MISHA -> ARIOST's lab, hall]
IMPORTANT NOTE: if KAREN was in your party, she will disappear
>> 32. Ninmu / ELIOTTE no support [Mission / ELIOTTE's support]
ARIOST and MISHA can be in your party
TIPI's cursor no.5
-> in the waterfall cave of Crain (where Zemeckis' son is dead)
in east of Schutzberg, go to the camp and enter the tent
during the night, go to the bridge and talk with Angela
Gamuran comes and sets fire in the north and will flee before the battle
BT vs. Gamuran (Lv45) + 5 Masked boys (4x Lv34, 1x Lv39) +
      coming 2 Masked boys (Lv34) + 9 countdown
EVENT ~Ou-kaa wo mamori nagara dasshutsushiro~
      [Escape while protecting the King's mother!]
to succeed: avoid the fire and defeat all enemies
*** KAREN'S RESCUE MISSION PHASE-1 #BEGIN
********************
speak with the student at Comusprings, in upper floor
go to the right house and hide further and enter the house
TO OPEN DOOR: 2,4,1,3 in the house of the 2nd room,
speak with KAREN -> CG no.08
            +----+
            |. | |K |
       +----+__| _|__|
       +-- ----+
       +-- --+
+----+ | |
    + + 1 2 |
    3 4 |
   +-+ +----+
+- -+
go to the Magic School (7F) and speak with Bradley
at Granseal, in house of XENOS -> GET "KAREN no kaminoke" of KAREN's dresser
from Lake Olivier, you must have got "Sei-naru Tsuchi"
speak anew to Bradley (B1) -> give [KAREN's Hair] and continue the game
******************
*** KAREN'S RESCUE MISSION PHASE-1 #END
>> 33. Monster ga mureru riyuu wo tansaku [why monsters are crowding]
+----+
              X
 +----+ +--X---+ +-+ |
        +- -+ |===|
        / /
                 | === |
               | +-+
+---+ +-+ +
                 | -> [LATER]
       1
                 +---+
+---+ +----+
```

```
from the camp, go to the east (speak with the soldiers)
until a bridge with a lot of red lobsters
come back where the soldiers were and go to the south
and follow the river until a cave
TIPI's cursor no.6 -> one screen before the cave (in a forested area)
BT vs. 2 Ortros (Lv32) + 2 Manticores (Lv32) +
       2 Lizardman Lords (Lv31) + 1 Grand Eagle (Lv36)
+---+
+- -+
+- ----+ +----+
+- ----+ +---
+- -+ +- -+
| +---+ +-+ +-+
                  -> ENTRANCE
+----+ +----+
enter the cave and go to the northern part, Tr: Reeve Bangle
BT vs. Monster Tsukai (Lv38) + 2 Ortros (Lv32) + 1 Manticore (Lv32) +
       6 Aquatic Monsters (Lv33) + coming 2 Lizardman Lords (Lv31)
EVENT ~Monster Tsukai wo taose!~ [Defeat Monster Tsukai!]
advice: defeat 5 aquatic monsters and let 1 ortros alive
for avoiding Monster Tsukai call 2 Lizardman lords
go out the cave and return to the bridge in the east
speak with Lord Douglas and then take information from Oscar Leaves
>> 34. JURIAN-gun no engo [Cover the JURIAN troops]
see JURIAN in her camp at the east of Crain Village
-> go to the south of Crain
towards the 2 bridges (without teleport to Galuaos Prison)
BT vs. 1 Burnshutain Leader (Lv35) + 2 Heavy warriors (Lv31)
EVENT ~Taichou wo nigasu na!~ [Don't let the Leader flee!]
to succeed: don't let the Leader flee, otherwise game over
after the battle, head to the west where the 2 bridges are
BT #1 vs. 1 Burnshutain Leader (Lv35) + 2 Heavy warriors (Lv31) +
         2 Priests (Lv28) + 3 Hammer soldiers (Lv30)
BT #2 vs. Grengal (Lv38) + 2 Thieves (Lv30)
return to see JURIAN in her camp (east of Crain)
BT vs. Ernest Lyell (Lv67) + 2 Mage (Lv31) + 3 Heavy warriors (Lv32) +
       1 Archer (Lv32) + coming 1 Archer (Lv32)
EVENT ~ELIOTTE wo mamori nagara teki wo taose!~
      [Defeat enemies while protecting ELIOTTE]
during the battle, LYELL flees (ELIOTTE's tent, west part of the camp)
in the way between Schutzberg and the Burnshutain Capital,
there is an inn (1st counter) and shops
[ Forest Hut, 2nd counter ]
______
"S" Hrunting
                                                12000 +73 P,A
"L" Kouun no Yari (Fortune Lance)
                                                13500 +80 P
"N" Kaiser Knuckle
                                                13800 +70 W
                                                11300 +74 X,J
"G" Claymore
   Spell Guard
                                                16800 +133 P,E
```

6500 _____ 10 Restore HP 30~37 200 Restore HP 100~115 Heal Poison 12 Heal Paralyse 20 Heal Petrify 45 Heal Status 80 Restore Life EVENT ~Fuku-Gakuinchou wo mamori nagara tatakae!~ [Fight while protecting the Vice-President!]

BT vs. 1 Masked boy (Lv38)

EVENT ~Fuku-Gakuinchou wo mamori tsutsu, daremo chikashitsu e ikaseru na!~ [Protecting the Vice-President, no one must go to the basement!] GET "Rou no kagi" [Prison's Keys]

in the basement, you can open the cellars 1st cellar -> use "Rou no kagi 1" and GET "Vindaru" for KAREN 3rd cellar -> use "Rou no Kagi 3"

BT vs. 2 Mages (Lv35) + Gamuran (Lv48) + 2 Priests (Lv34) + 5 Masked boys (LV38) + coming XENOS (NPC friend) EVENT #1 ~KAREN to Fuku-Gakuinchou wo mamore!~

[Protect KAREN and the Vice-President!] EVENT #2 ~KAREN to Fuku-Gakuinchou wo mamori nagara tatakae!~ [Fight while protecting KAREN and the Vice-President!]

when all enemies are defeated, Gamuran flees (by a hidden door) ******************

*** KAREN'S RESCUE MISSION PHASE-2 #END

after rescueing KAREN, go to Rosaria's castle

HOLIDAY EVENT #10

- 2 days of vacation
- a) Rashel [KAREN 2nd]
- b) Magic School [MISHA, near of ARIOST's lab] -> CG no.13 and [ARIOST, 1st, 3rd]
- >> 35. Ninmu / Burnshutain-outo wo houi [Mission / Encircle the Capital]

at Rashel, KAREN can reach the party (not recommended for this mission) at Granseal, XENOS can reach too (in the house, only if KAREN was saved)

return to JURIAN's camp, ELIOTTE reaches the party XENOS reaches after ELIOTTE (if you didn't save KAREN) head to the north-east of the camp, OSCAR reaches as NPC -> go to east

*** BURNSHUTAIN CAPITAL #BEGIN

****************** before entering the capital (no return back, but save still available) BT vs. 3 Hammer soldiers (Lv34) + 2 Archers (Lv32) + 1 Mage (Lv35)

```
+---+
   +---+ O+ +----+
   ] _ E |
           +----+
+----+
at the entrance of the capital (no save and no return back)
BT vs. 2 Burnshutain Knights (Lv31) + 1 Mage (Lv32) + 1 Leader (Lv40)
in the capital
BT vs. 5 Knights (Lv31) + 1 Mage (Lv32) + 1 Priest (Lv30) +
      1 Leader (Lv40) + coming Knight(s), Mage(s), Priest(s) -> same lv
EVENT ~Machi no hokusei de shuuketsushiro!~
     [Let's gather to the north-west of the town]
you can defeat some enemies during your move
the castle gate is closed
you must go through a hidden passage in the north-east of the gate
open the door in the middle of the room
and reach the main hall of the castle (to the west)
in the kitchen, a soldier will restore all HP (recommended)
+----+
| E |
        +---[=]---+ +----+ +---+X-+
        1.1
        | | +---+ +-----+
   E ++ |
+---[-]---+ +---+
in the main hall (you will be 3 for this battle)
-> PLAYER, WALLACE or XENOS (if KAREN wasn't saved)
  and another character you will choose
BT vs. 2 Lancers (Lv35) + 2 Masked boys (Lv38) + Gamuran (Lv48)
in the throne room (upstairs, north of the main hall)
BT vs. 5 Leaders (Lv39) + Ernest Lyell (Lv67) + Richard (Lv72)
when Richard is alone, 2 Masked Knights (Lv41) + Venzuel (NPC friend)
*****************
*** BURNSHUTAIN CAPITAL #END
at the entrance of the castle, you can save anew
in the town, a man sells you an item for 1200 ELM
GET "Sound Test" [APPENDIX, OMAKE/3]
[ BURNSHUTAIN CAPITAL, north part]
______
"S" Hikari no Maken (Light Magic Sword)
                                             18000 +88 P,A
"S" Youma Katana (Ghost Katana)
                                            22800 +101 P,A
"M" Svafnir
                                            18000 +52 R,M
"G" Berserk no Gouken (Berserk Glaive)
                                            16500 +86 X,J
"X" Lofarr Blade
                                             24600 +125 W
```

```
"W" Stun Whip
                                               31000 +111 J
"G" Nitrate
                                               15800 +93 A
"F" Gen-ei no Hosomiken (Phantom Foil)
                                               22200 +61 E
"A" Battle Axe
                                               21500 +105 X
                                               24300 +151 P,E
   Dragon Guard
   Shikkoku no Yoroi (Pitch Black Armor)
                                              31500 +162 W,X
   Shinpi no Houe (Mystery Vest)
                                               18000 +115 R,M,A,K
   Inbaru Orb
                                              16000
   Shinsei no Rune (Holy Rune)
                                               6500
   Kurayami no Rune (Dark Rune)
                                              6500
[ BURNSHUTAIN CAPITAL, south part ]
-----
Kaifukugusuri (Recovery Potion)
                                               10
                                                    Restore HP 30~37
Hiden no Kizugusuri (Secret Ointment)
                                               200 Restore HP 100~115
                                               45 Heal Status
Panacea
Nectar
                                               80
                                                    Restore Life
Fire Nil
                                               200 Nullify Fire
                                               200 Nullify Ice
Ice Nil
Earth Nil
                                               200 Nullify Earth
                                               200 Nullify Wind
Wind Nil
Thunder Nil
                                               200 Nullify Thunder
Material Nil
                                               200 Nullify PHY
Holy Nil
                                               200 Nullify Holy
Dark Nil
                                               200 Nullify Dark
Mind Nil
                                               200 Nullify MGC
you must be at Master Class AA Rank
go to Rosaria's castle
HOLIDAY #11
3 days of vacation
a) Burnshutain Capital [JURIAN]
b) Rosaria [RUISE 1st, 3rd -> east] -> CG no.11
c) Magic School [MISHA 3rd]
about a) event
in the city, JURIAN reaches temporary PLAYER -> 1st, 2nd
in the inn -> 1st, in front of the inn (CG no.19) -> 2nd
in the castle, corridor -> 1st
at the terrace
BT vs. 1 Masked Knight (Lv41)
EVENT ~JURIAN wo mamori kamen kishi wo taose!~
      [Defeat the masked knight by protecting JURIAN!]
after battle, answer 1st
at the arena
BT vs. JURIAN (Lv48)
after battle, reach right corner -> 1st
>> 36. SANDRA no kenkyuu-tou ni raikyaku [A visitor in SANDRA's lab]
at Burnshutain castle, JURIAN can reach the party (see HOLIDAY EVENT #11)
go to Sandra's lab
>> 37. RUISE no Growsh ga ubawareta! [RUISE's Growsh robbed!]
[ ROSARIA, west and north part ]
                             _____
```

```
"G" Berserk no Gouken (Berserk Glaive)
                                                  16500 +86 X,J
"X" Lofarr Blade
                                                  24600 +125 W
"F" Estoc
                                                  28500 +94 E
"A" Battle Axe
                                                  21500 +105 X
"W" Stun Whip
                                                  31000 +111 J
    Dragon Guard
                                                  24300 +151 P,E
    Shikkoku no Yoroi (Pitch Black Armor)
                                                  31500 +162 W, X
                                                  9900 +94 R,M,A,K
    Holy Robe
    Shinpi no Houe (Mystery Vest)
                                                  18000 +115 R,M,A,K
    Seibo no Kubikazari (Holy Mother's Necklace) 9800
    Sallet
                                                  3150
    Daichi no Rune (Earth Rune)
                                                  6500
    Kaze no Rune (Wind Rune)
                                                  6500
go to the Magic School (at the entrance of the building)
BT vs. 4 Masked Knights (2x Lv44, 2x Lv44) + 5 students (NPC)
EVENT #1 ~RUISE wo mamori nagara, seito wo kyuushutsushiro!~
          [While protecting RUISE, rescue the students!]
EVENT #2 ~Teki wo kousha ni iraseru na!~
          [Don't let enemies come in the school building!]
enter the Magic School (B1) and speak with Bradley
>> 38. Rosaria shuugeki! [Rosaria under attack!]
go to Rosaria
BT vs. 3 Masked Knights (1x Lv42, 2x Lv43) +
       7 citizens (NPC) + 4 soldiers (NPC) + Sandra (NPC)
EVENT ~RUISE, Sandra wo mamori tsutsu shimin wo kyuushutsushiro!~
       [Rescue citizens while protecting RUISE and Sandra!]
go to Sandra's house -> RUISE reaches as NPC
>> 39. RUISE wo Rashel e.... [RUISE towards Rashel....]
go out the city by the east (can't use TELEPORT for a moment)
see the bridge (first encounter with JURIAN), Delice, mountain's hut
cross through the cave, Boulogne and ARIOST's house
at Rashel's hospital, leave RUISE in a room and go to the west part room
BT vs. Gevel (Lv71) + KAREN (NPC, if she isn't in your party)
EVENT ~RUISE wo mamore!~ [Protect RUISE!]
during the battle, Belger reaches and Gevel will flee
after Queen Stella's visit, CG no.09 & 10 -> RUISE reaches anew
if KAREN was in your party, she quits
>> 40. Gakuin de pendant wo chousa [Examine the pendant at the academy]
go to the Magic School (7F) and speak with Bradley
>> 41. Burnshutain ga abunai! [Burnshutain in danger!]
go to Burnshutain Capital
BT vs. 4 Masked Knights (2x Lv45, 2x Lv47) +
      LYELL (NPC) + LEAVES (NPC) + 2 soldiers (NPC)
EVENT ~Burnshutain-gun no zenmetsu mae ni teki wo taose!~
       [Defeat enemies before Burnshutain troops' annihilation!]
```

18000 +88 P,A

"S" Hikari no Maken (Light Magic Sword)

```
>> 42. Burnshutain hokutou no numachi e [To the marsh of Burnshutain]
you must be 5 in your party
go to the north-east of the capital to Fleischeberg
>> 43. Gevel wo taose! [Defeat Gevel!]
when you reach the marsh, you can save before entering the lair
NOTE: there is a save point in each level and you can go out the cave
by teleport or by holes
at the entrance of Fleischeberg
BT vs. 1 Guardian (Lv10) -> free to level 1
~Fleischeberg~ dai 1 kaisou (Level 1)
            +----+
   +---+--+--+--+
   | . | I |
                        +---+
   | +---+
               |///|
+---+ +---+ |
| , I .|/////|
                      S | |
+- -+--+- -+--+///+---+
| | |///| . |//////|
| +-----+ +- ---+ +-
                  +----+
Tr: 1 Hidensho + 1 Trinitrate + 1 Shadow Blade + 1 Tennyo no Hagoromo
BT vs. 1 Guardian (Lv10) -> free to level 2
~Fleischeberg~ dai 2 kaisou (Level 2)
+----+
+----+
+----+
+-+---
 +- -+---+
| | E | |
| +- -+ |
+---+ +---+
  1 1
BT vs. 1 Bloody Eye (Lv46) + 3 Skelton Knights (Lv38) +
```

```
Tr: 1 Estoc [E]
BT vs. 1 Guardian (Lv10) -> free to level 3 (left), free to level 2 (right)
question for 1 key -> 1st: to keyhole of above
                    2nd: to keyhole of below
                     3rd: to 2 keyholes high and low
                     4th: do nothing
~Fleischeberg~ dai 3 kaisou (Level 3)
   +---+
   | G |
   ++- -++
   +- -+
   +- -+
   |S |
+---+- -+
+- -+---+
+- -+---+
3 |
+---+- -+
+- -+---+
1 1
+- -+---+
| 2 |
+---+
+- -+---+
+- -+---+
| 1 |
+---+
   1, , |
BT vs. 2 Jung alpha (Lv39) + 2 Jung beta (Lv39) +
coming 3 Jung alpha (Lv39) + 3 Jung beta (Lv39)
EVENT ~Ugokenai mono wo mamori nagara susume!~
       [Progress while protecting the person that doesn't move!]
to succeed: 3 blocked -> 2 moved, 1 blocked -> 4 moved
BT vs. Gevel (Lv73) + 3 Jung alpha (Lv40) +
      3 Jung beta (Lv40) + maybe coming Jung
to succeed: defeat Gevel, don't lose your time to defeat Jungs
because Gevel continue to summon them
question for PLAYER -> 1st: don't hesitate,
                     2nd: --, 3rd: --, 4th: --, 5th: be silent
BT vs. Gevel (Lv73)
after the battle, the previous room got a escape hole
>> 44. Gevel wo taoshita! [Gevel is beaten!]
```

3 Lesser Demons (Lv38) -> received 4 Keys

Featherland -> guarded cave of the east (enter thanks to the old man) Magic is sealed inside

+---+ | * | +- -+ +---+ +---+ +----+ +--- ---+ +_+ +--- ---+ +----+ [room #1] -> activate each panel one by one (no enemy) $[room #2] \rightarrow BT vs. 3 Gev (Lv45)$ EVENT ~Soumasen gishi wo mamori nagara tatakae!~ [Fight while protecting the magic engineer!] to succeed: wait for the old man active the panel, you can make a kind of wall and use Magic against the Gev GET "Nioibukuro" [Sachet]

[room #3] -> BT vs. 9 Gev (Lv45)

```
[Fight while protecting the magic engineer!]
to succeed: use the sachet to lure the monsters elsewhere
while the old man activate the panel, and he will quit
[room #4] -> get the item
GET "Hiseki Seigyosouchi" [Secret Stone Controller]
>> 48. Seigyosouchi no tsukaikata [Help about the controller]
go and see back Gina
~Fleischeberg~
           +- -+
+\--+ +---+ +- -+ +---+
+- -+ +- -+ +- -+ +- -+
        +---+ +---+ +- -+ +- -+
+---+ +---+ +- -+ +- /+
_ | | _ /.|
+- -+ +- -+ +---+ +/ -+
+- -+ +- -+ +---+ +- -+
+---+ +- -+ +---+
     +- -+
     1, , |
     +---+
MONSTER(S) in the dungeon
BT vs. Jung alpha (Lv) + Jung beta (Lv) +
       Skelton Knights (Lv) + Lesser Demons (Lv)
Tr: Kenja no Ishi + Maryoku Zoufuku Ougi no sho
>> 49. Oukoku ni houkoku wo [Report to the kingdom]
go to Rosaria's castle
HOLIDAY EVENT #12
2 days of vacation
a) Rashel
b) Rosaria
>> 50. Hiseki wo tsukatte Venzuel wo taose! [Defeat Venzuel!]
go to Fort Lazin, talk with the gatekeeper -> east of Lazin (battlefield)
BT vs. Venzuel (Lv57) + 3 Jung alpha (Lv35) + 3 Jung beta (Lv31)
EVENT ~Weber, Bronson wo mamori, hiseki seigyosouchi wo tsukae!~
       [protect Bronson and Weber, use the secret stone controller!]
during the battle, use the secret stone controller
for stopping Venzuel to heal himself -> at the end, Venzuel flees
>> 51. Kakkoku e houkoku [Report to each kingdom]
go to Valmier, left corner of the mine
BT vs. ELIOTTE's Father (Lv47) + ELIOTTE's Mother (Lv46) +
      2 Lesser Demons (Lv42) + 1 Manticore (Lv36)
```

EVENT ~Soumasen gishi wo mamori nagara tatakae!~

```
go to Burnshutain's castle, see Oscar and ELIOTTE -> countdown 1
BT vs. Venzuel (Lv57) + 3 Jung alpha (Lv42) + 2 Skelton Knights (Lv41)
EVENT ~Heishi to shimin wo mamore!~ [Protect soldiers and citizens!]
during the battle, Venzuel flees
>> 52. Mahou gakuin e houkoku [Report to the Magic School]
go to the Magic School (roof, Bradley at 7F and 1F) -> countdown 2
BT vs. Venzuel (Lv57) + 4 Jung alpha (Lv34) + 2 Lesser Demons (Lv42) +
       1 Skelton Knight (Lv41) + 4 students (NPC)
EVENT ~Seito wo sukue!~ [Rescue the students!]
during the battle, Venzuel flees
>> 53. Venzuel no shin-i wa? [What is the real intention of Venzuel?]
go to Rosaria's castle -> Sandra's house
BT #1 vs. 6 Lesser Demons (Lv42) + 2 soldiers (NPC) + 3 citizens
EVENT ~Shimin wo mamori nagara tatakae!~
       [Fight while protecting the citizens!]
BT #2 vs. 4 Lesser Demons (Lv42)
during the battle, Venzuel comes and summons Lesser Demons and flees
speak to Sandra -> Rashel's hospital
BT #1 vs. Venzuel (Lv58) + Belger (NPC)
EVENT #1 ~Belger wo mamotte PLAYER wo fukkatsusasero!~
          [Protect Belger who will restore PLAYER!]
during the battle, Venzuel summons Giants
BT #2 vs. 3 Giants (Lv45)
EVENT #2 ~Belger wo mamotte, Venzuel wo taose!~
          [Protecting Belger, defeat Venzuel!]
Belger reaches PLAYER and restores him
go to Burnshutain castle
 -> talk with ELIOTTE, give "Shiera no Yubiwa" to LYELL
go to Boulogne near of the tombstone and to the Magic School 7F \to B1
EVENT ~O button renda ni shuuchuushiro!~
       [Concentrate by pushing the O button!] + 2 countdown
to succeed: push the O button repeatly during the countdown
>> 54. Kakusareta nouryoku [Hidden capacity]
talk with Gina (Featherland)
>> 55. Richard no kyouryoku ga areba.... [If Richard were....]
go to Burnshutain castle -> basement prison (Richard escaped)
speak with ELIOTTE
>> 56. Richard ga inai!? [Richard is gone!?]
go to Rosaria
BT vs. Richard (Lv73) + LYELL (Lv69) + 2 Giants (Lv44) +
       4 citizens (NPC) + 4 soldiers (NPC) + Sandra (NPC)
EVENT ~Sandra to shimin wo mamori nagara, teki wo taose!~
       [Defeat enemies while protecting Sandra and the citizens!]
during the battle, LYELL will flee when defeated
and Richard will flee when defeated too
```

```
speak to Gina (Featherland) -> Granseal (arena)
question for citizens -> 1st: defense at this place
                       2nd: to the arena's entry
question for soldiers -> 1st: aim at enemy in north side
                        2nd: aim at enemy in south-west side
                        3rd: aim at enemy in south-east side
BT vs. 4 Jung alpha (Lv37) + 3 Jung beta (Lv35)
EVENT ~Shimin ni gisei wo dasazu ni teki wo taose!~
      [Defeat enemies without doing victims amongst the citizens!]
to succeed: defeat enemies while the citizens go to the arena's entry
if citizen dead -> game over
>> 57. Shimin no jikaku [Self-concious of citizens]
[ ROSARIA, west and north part ]
______
"S" Gram
                                                49500 +113 P,A
"M" Vito no Tsue (Vito's Cane)
                                                28500 +66 R,M
"G" Ginnaru no Ken (Ginnar Sword)
                                                39000 +124 X,J
"A" Halberd
                                                26700 +136 X
   Duel Guard
                                                37000 +170 P,E
   Brave Guard
                                                52000 +191 P,E
   Shinpi no Houe (Mystery Vest)
                                                18000 +115 R,M,A,K
   Tennyo no Hagoromo (Angel's F. Robe)
                                               20000 +119 R,M,K
   Fuuma no Saigoromo (Sealed Magic's C. Robe) 39000 +144 R,M,K
   Neutralize
                                                24000
   Interceptor
                                                46800
[ Featherland, Queen Stella's place near a wooden counter ]
"S" Levatein
                                                55500 +125 P,A
"M" Svanni Rod
                                                37000 +90 R,M
"G" Riveig
                                                53800 +94 X,J
"L" Zuftav
                                                46700 +140 P
"X" Ray Slasher
                                                41000 +134 W
"G" Trinitrate
                                                43500 +135 A
"F" Mind Blast
                                                32800 +119 E
"A" Ankoku no Senfu (Dark Battle Axe)
                                                34000 +162 X
"H" Mjollnir
                                                49800 +146 M
   Spriggan Guard
                                                63800 +216 P,E
   Aura Plate
                                                44500 +181 W, X, J
   Enhance Leather
                                                57000 +204 W
                                                47000 +164 A
   Master Garb
   Seijo no Dress (Saint's Dress)
                                                48500 +154 R,M,K
   Neutralize
                                                24000
                                                46800
   Interceptor
go to Burnshutain castle
go to Rosaria's castle to see the king
talk with a character and go to the roof of Sandra's lab
>> 58. Gakuin hakai !? ~ Venzuel no yokoku
      [School destruction !? ~ Venzuel's warning]
go to the Magic School -> Featherland is destroyed by the flying tower
>> 59. Jikuu seigyotou e [To the Dimensional control tower]
```

```
go to the west of Fort Lazin where there is a dead end
Jikuu seigyotou ~kibu/gaikan~ [Dimensional control tower ~base/exterior~]
speak with RUISE -> CG no.12 or speak with JURIAN -> CG no.20
speak with LEAVES -> 1st: make your team, 2nd: enter the tower
Dimensional control tower ~base/interior~
                       +- -+
                   +---+ E4|
              +---+ ++---+
         +---++ E3++---+
     +---+ E2++---+
     | ++---+
+----+
    E1 . |
+-+ +----+
 +- -+
MONSTER(S) in the base
E1 -> 1 Skelton Knight (Lv) + 1 Lesser Demon (Lv)
E2 -> 3 Skelton Knights (Lv42) + 1 Lesser Demon (Lv43)
E3 \rightarrow 2 Lesser Demons (Lv43)
E4 -> 2 Skelton Knights (Lv42) + 2 Lesser Demons (Lv43)
TREASURE(S) in the base
Tr: 12500 ELM
~Jikuu seigyotou / A block~ [Dimensional control tower / A block]
+---+ +---+
| E | | E | | |
+- -+ +- -+ +-=-+
+- -----+
1 2 1 3 |
+----
   1 1
+---+_| |_-+---+
| + +---+ + |
       | |
  1
   +_+---+_+ |
+---+ + + +---+
    +- -+
II -> B-1 block
 I \rightarrow B-2 block
III -> n/a [1st time], D block (2nd part) [LATER]
MONSTER(S) in A Block
[elevator 1] -> 2 Arch Demons (Lv53) + 1 Mythril Golem (Lv51) +
              1 Giant (Lv50) + 1 Wraith (Lv50)
[elevator 2] -> ?
```

```
~Jikuu seigyotou / B-1 block~ [Dimensional control tower / B-1 block]
+---+ +---+
| E | | | . |
+- -+ | | |
+- ---+- -+-+- -+
| 2 1 3 |
+----
+---+_+ +_+---+
' _ _ '
+---+ + + +---+
   +- -+
    +- -+
    +---+
II -> C-1 block
 I -> n/a
III -> Tr: Vizar Boots
MONSTER(S) in B-1 block
E1 -> ?
E2 -> ?
[elevator 2] -> ?
~Jikuu seigyotou / B-2 block~ [Dimensional control tower / B-2 block]
+---+ +---+
| E | | | E |
+- -+ | | +- -+
+- ---+- -+--- -+
+----\E1 /----+
  +---+ | | +---+
    +- -+
    +---+
II -> C-2 block
 I -> n/a
III -> C-3 block
```

```
MONSTER(S) in B-2 block
E1 -> 1 Arch Demon (Lv53) + 1 Mythril Golem (Lv51) +
   1 Giant (Lv50) + 1 Wraith (Lv50)
[elevator 2] -> ?
[elevator 3] -> 1 Arch Demon (Lv53) + 1 Mythril Golem (Lv51) +
           2 Giants (Lv50) + 1 Wraith (Lv50)
~Jikuu seigyotou / C-1 block~ [Dimensional control tower / C-1 block]
+---+ +---+
| | E | |
+- -+-+- -+-+- -+
+----\ E1/----+
 1 1
+---+ | | +---+
_
| + +---+ + |
+---+ + + +---+
   +-E-+
    +- -+
    | | <- B-1 block
II -> n/a
 I -> Tr: Hakugin no Tiara
III -> n/a
MONSTER(S) in C-1 block
E1 -> ?
[room #1] -> ?
~Jikuu seigyotou / C-2 block~ [Dimensional control tower / C-2 block]
+---+ +---+
| E | | | E |
+- -+-+- -+-+- -+
| 2 1 3 |
+----
  1 1
+---+_| |_+---+
| _ _ |
| +_+---+_+ |
' _ '
+---+ + + +---+
```

```
+- -+
     +- -+
     | | <- B-2 block
     +---+
II -> Tr: Hell Bindy
 I -> n/a
III -> Tr: Land Grease
MONSTER(S) in C-2 block
[room #2] -> ?
[room #3] -> ?
~Jikuu seigyotou / C-3 block~ [Dimensional control tower / C-3 block]
    +---+ +---+ +---+
    | . | | E |
    | | | +- -+
    +- -+-+- -+--- -+
    D +----+
    \ \_+---+
   | +_+---+_+ |
        +- -+
        | | <- B-2 block
        +---+
II -> Tr: 31000 ELM
 I -> n/a
III -> D block (1st part)
MONSTER(S) in C-3 block
E1 \rightarrow ? 1 Arch Demon (Lv53) + 2 Mythril Golems (Lv51) +
      2 Giants (Lv50) + 1 Wraith (Lv50)
[elevator 3] -> 1 Arch Demon (Lv53) + 1 Mythril Golem (Lv51) +
             1 Giant (Lv50) + 2 Wraith (Lv50)
>> 60. Jikuu seigyosouchi e mukae! [Go towards the dimensional controller!]
~D block (1st part)~
                      +---+
                      | E |
     BT + +----+
     | +----+
       +- -+
```

```
+---+ +- -----+
| _ S
| + +----+ |
  1
          | |
+-E-+
1 1
   C-3
+---+
BT vs. 2 Mythril Golems (Lv51) + LYELL (Lv72) + 2 Giants (Lv50) +
      2 Arch Demons (Lv53) + Richard (Lv75)
EVENT ~LYELL to Richard wo settokushiro!~ [Persuad LYELL and Richard!]
in the battle, when LYELL is defeated (he will become a NPC friend)
to succeed: LYELL must fight Richard before being defeated,
otherwise game over
MONSTER(S) in the D block (1st part)
[elevator] -> 1 Arch Demon (Lv53) + 2 Mythril Golems (Lv51) +
             1 Giant (Lv50) + 1 Wraith (Lv50)
~D block (2nd part)~
                     +- -+
             +---=
            I
            +-+ +----+
   +-+ +-+
              +- -+
 | +-DB-+ +--- ---+
 | | S |
       +--+ +
     E1 [_
 +- ----+ +----+
 +- -+
 reach the databank room and go to the left room
activate the device in the 4th room from the left,
go and consult the databank
after the battle, go to the broken entry and save
MONSTER(S) in D block (2nd part)
E1 -> 2 Gev (Lv53) + 2 Mythril Golems (Lv54) + 2 Arch Demons (Lv55)
>> 61. Saigo no kagi wa XENOS datta! [XENOS was the last key!]
activate the device to unlock the door and take the exit by the north
make your team (NPC mode for a character means if you go out the tower this
character will stay there)
>> 62. Power Stone wo tsukutte sekai wo sukue
      [Save the world by creating the Power Stone]
[ ROSARIA, west and north part ]
"S" Laevateinn
                                              55500 +125 P,A
"M" Svanni Rod
                                             37000 +90 R,M
```

```
"L" Zuftav
                                                 46700 +140 P
"X" Ray Slasher
                                                 41000 +134 W
"G" Trinitrate
                                                 43500 +135 A
"F" Mind Blast
                                                 32800 +119 E
"A" Ankoku no Senfu (Dark Battle Axe)
                                                 34000 +162 X
                                                 49800 +146 M
"H" Mjollnir
    Spriggan Guard
                                                 63800 +216 P,E
   Aura Plate
                                                 44500 +181 W, X, J
   Enhance Leather
                                                 57000 +204 W
   Master Garb
                                                 47000 +164 A
   Seijo no Dress (Saint's Dress)
                                                 48500 +154 R,M,K
   Elder Symbol
                                                 49000
                                                 44500
   Pegasus no Tsubasa (Pegasus Wings)
~to the end~
   +---+
   | V |
   1 1
   +- -+
    | x |
    | x |
    X 
   +- -+
   +- -+
+---+
[*]
+---+ +---+
   +- -+
*** TO THE LAST BATTLE
BT vs. Venzuel (Lv70)
EVENT ~Power Stone wo tsukutte kara Venzuel wo taose!~
       [Defeat Venzuel during the Power Stone is creating!]
during the battle, you must activate the upper device
and reach XENOS to use the left device, wait for the charge
if you see 50% you are on the good way (if it's 60%, game over)
during the charge, try to set characters towards the upper device
for avoiding Venzuel to get the Power Stone
once the charge is over (creating the Power Stone) you can defeat him
*** CORRIDOR BATTLE (countdown 15 begins after the battle with Venzuel)
this corridor leads to the last boss
beams are crossing it (loss of HP if touched)
BT vs. 2 Mythril Golems (Lv54)
BT vs. 2 Giants (Lv53)
BT vs. 2 Arch Demons (Lv55)
*** LAST BOSS (countdown 10 needed)
BT vs. Venzuel (Lv75) + 4 Eyes (Lv70) + 6 Claws (Lv60)
to succeed: defeat claws and eyes first, for reducing Venzuel's power
```

53800 +94 X,J

"G" Riveig

```
after the battle, set the power stone
in the container newly appeared to stop another charge
at the end screen, you can save for a new game (CLEAR DATA)
with this save -> you will be able to see APPENDIX's OMAKE/2 & OMAKE/4
in the game -> TIPI's cursors, sound test [if you got] +
             M2 [raises all stats for a character if equipped]
about the end (no spoil)
if you don't get the real end, you can see 3 different short scenes
at the tower base, JURIAN or RUISE asked you for a moment alone (CG scene)
-> 1st or 2nd scene at the end
if you refuse to speak with them
-> 3rd scene at the end
>> 2. WAY TO THE BONUS DUNGEON
ARIOST must be in your party, read a book in the library of the F. Ruins
read the book at the 4F of the Magic School (right corner at the top)
and you must be at master S rank at the arena
>> FREE BATTLE (arena)
about Competitors: 3 enemies by battle among the list (at random)
about Prizes: you can choose 1 only prize among the list
~left side~
Junior Class (500ELM)
Imp (Lv8), Thief (Lv10), Specter (Lv12), Gremlin (Lv)
Tr#1: 750ELM, Mage Staff, Studded Leather
Beginner Class (1000ELM)
Will-o'-wisp (Lv12), Lizardman (Lv13), Skelton (Lv13), Thief (Lv)
Tr#2: 1300ELM, Bowgun, Battle Jacket
Normal Class (2500ELM)
Hell Hound (Lv16), Plant (Lv16), Gargoyle (Lv), Minor Soldier (Lv)
Tr#3: 3200ELM, Crossbow, Hydrogen
Great Class (5000ELM)
Mutant Gel (Lv20), Priest (Lv20), Hide (Lv19), Spirit (Lv)
Tr#4: 6000ELM, Bloody Cross, Holy Rune
Champion Class (8000ELM)
Iron Golem (Lv26), Ogre (Lv23), Winged Dragon (Lv25), Magician (Lv)
Tr#5: 9300ELM, Exorcism Fist, Holy Mother's Necklace
Hero Class (12000ELM)
Monk (Lv35), Lizardman Lord (Lv30), Jung alpha (Lv), Jung beta (Lv32)
Tr#6: 13500ELM, Flamberge, Breast Plate
Excellent Class (18000ELM)
Trent (Lv35), Ortros (Lv32), Wyvern (Lv36), Archer (Lv)
Tr#7: 20000ELM, Battle Axe, Chain Whip
Legend Class (23000ELM)
Skelton Knight (Lv38), Lesser Demon (Lv38), Grand Eagle (Lv), Priest Soldier
```

```
(Lv38)
Tr#8: 25500ELM, Ghost Katana, Neutralize
~right side~
Master Class B Rank (28000ELM)
Gev (Lv45), Mage (Lv41), General [Weber] (Lv38), Female Fencer (Lv)
Tr#9: 31000ELM, Shadow Blade, Jet Black Armor
Master Class A Rank (33000ELM)
Lancer (Lv39), Heavy Soldier (Lv43), Wraith (Lv50), General (Lv)
Tr#10: 36500ELM, Dark Battle Axe, Duel Guard
Master Class AA Rank (39000ELM)
Giant (Lv53), Lancer (Lv48), Axe Soldier (Lv50), Leader (Lv)
Tr#11: 43000ELM, Aura Plate, Pegasus Wings
Master Class AAA Rank (45000ELM)
[blue] Leader (Lv54), [red] Leader (Lv56), Leader (Lv55), Mythril Golem (Lv)
Tr#12: 49500ELM, Glam, Hell Blindy
S Grade Class (50000ELM)
Imperial Knight (Lv58), Imperial Knight (Lv72), I. Knights Master (Lv75),
Tr#13: 55000ELM, Fairy Card, Fighting Fist, Injector, Angel Ring, Ascetic
Necklace
>> BONUS DUNGEON (Featherian Dungeon)
return to Schutzberg to see a guy at the right corner of the city (2nd, 1st)
after go to MYCITY and speak with Dungeonman
he will send you to the Featherian Dungeon (1st, 2nd)
this dungeon is made of 14 floors as follows:
5 floors \rightarrow 4x4
4 floors \rightarrow 5x5
5 floors -> 6x6
all rooms are disposed at random, the same for monsters and treasures
so it's not possible to make a plan or a complete list of treasures
MONSTER(S) in the cave
*** 4x4 floor
Iron Golem (Lv26,27) + Lizardman Lord (Lv26) +
Ortros (Lv31) + Wyvern (Lv36,37)
*** 5x5 floor
Trent (Lv35,36) + Lesser Demon (Lv38) +
Skelton Knight (Lv40) + Giant (Lv48,53)
*** 6x6 floor
Wraith (Lv51) + Mythril Golem (Lv54,55) + Arch Demon (Lv55,56) +
Soul (Lv75) + Gold Gel (Lv75)
TREASURE(S) in the cave
there are spread in the dungeon at random
you can find rare items (some are not sold in shops)
~last room~
when you enter the last hole of the 14th floor, you enter in one simple room
there are Dungeonman, 2 salespersons (left and right) and 4 treasure boxes
```

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question from Dungeonman -> 1st: buy "Steal", 2nd: exit, 3rd: nothing
Dungeonman sells you "Steal" ability
the "Steal" ability that he'll sell you depends of your current "Steal" ability
it's the same effect as scrolls have
[ FEATHERIAN DUNGEON, Dungeonman ]
______
                                                 5000 Master "Steal 1"
Nusumu 1 (Steal 1)
Nusumu 2 (Steal 2)
                                                 20000 Master "Steal 2"
Nusumu 3 (Steal 3)
                                                40000 Master "Steal 3"
[ FEATHERIAN DUNGEON, salesperson at the left ]
_____
Kenja no Ishi (Sage's Stone)
                                                4500 Restore all HP
                                                3000 Restore MP 8~15
Ambrosia
Chikara no Ringo (Power's Apple) ["red"]
                                                2000 AT+1~4
Nintai no Ringo (Endurance's Apple) ["blue"]
                                               2000 DF+1~4
Nincal no Kingo (Enqurance's Apple) ["blue"] 2000 DF+1~4
Seimei no Ringo (Life's Apple) ["green"] 2000 HP+1~4, STR+1~4
                                 ["yellow"] 2000 MP+1~4, INT+1~4
Chie no Ringo (Wisdom's Apple)
Tenshi no Namida (Angel's Tear)
                                                2000 MV+1~4
Dandy Book
                                                2000 Charisma Up
Shukufuku no Kane (Blessing Bell)
                                                21700 Lv -10
[ FEATHERIAN DUNGEON, salesperson at the right ]
______
Hidensho
                                                 3000 Skill Pt +1
                        ["green"]
["red"]
Daichi no Madousho
                                                4000 Learn "Earthquake"
Shoukan no Madousho
Kiseki no Madousho
                                                4000 Learn "Meteor"
                                           4000 Learn "GrowHealing"
                           ["yellow"]
Mahi Kaihi Ougi no Sho
                           [/ "blue"]
                                                4000 Learn "Paralyse No
Effect"
Sekka Ougi no Sho [/ "green"] 4000 Learn "Stone No Effect"
Sokushi Kaihi Ougi no Sho [/ "yellow"] 4000 Learn "Death No Effect"
Hangekizan Ougi no Sho [v "red"] 4000 Master 1 "Counter"
                           [v "orange"]
                                                4000 Master 1 "Successive
Renzokuzan Ougi no Sho
Atk"
Zensatsuzan Ougi no Sho [v "yellow"]
                                              4000 Master 1 "All
Surrounding Atk"
HP Zoufuku Ougi no Sho [vv "Green"] 4000 Master 1 "HP Up"
MP Zoufuku Ougi no Sho [vv "Orange"] 4000 Master 1 "MP Up"

Maryoku Zoufuku Ougi no Sho [vv "Yellow"] 4000 Master 1 "Mgc Pwr Up"
TREASURE(S) of this room
you can get 2 items from A and 2 other ones from B (but it's random too)
[ A ]
"S" Reginleif
                                                    +156
"M" Aruviisu no Tsue (Alvis Cane)
                                                    +104
"F" Ivaldi
                                                    +152
"W" Bifrost
                                                     +158
"A" Valtam Axe
                                                    +178
"X" Mjollwirm
                                                    +181
"G" Eitomu no Hikari (Atom of Light)
                                                    +167
"B" Dainalf
                                                    +190
    Valkyrie no Yoroi (Valkyrie's Armor)
                                                     +241
    Chaos Armor
                                                    +244
    Final Guard
                                                    +249
                                                    +238
    Royal Guard
```

+237

Fenrir Leather

```
+218
   Kenja no Garb (Sage's Garb)
   Growsh Dress
                                              +190
   Seirei-Ou no Hagoromo (Spirit King's F. Robe)
                                              +193
   Iyashi no Dress (Healing Dress)
                                              +188
   Crown
   Hikari no Veil (Light Veil)
   Hakugin no Tiara (Silver Tiara)
[ B ]
"G" Excalibur
                                              +160
"N" Meteorite Arm
                                              +136
"H" Hametsu no Tettsui (Destruction's Hammer)
                                              +183
"L" Gungnir
                                              +152
"S" Randgriz
                                              +145
   Brave Guard
                                                      +191
   Spriggan Guard
                                                      +216
   Mirror Dress
                                              +172
   Seijo no Dress (Saint's Dress)
                                              +154
   Vizar Boots
   Elder Symbol
   Interceptor
   Helblindi
   Kugyousha no Kubikazari (Ascetic Necklace)
   Pegasus no Tsubasa (Pegasus Wings)
   Angel Ring
   Shukufuku no Kane (Blessing Bell)
TIPI no Kanousei 1 (TIPI's possibilities 1)
                                                    TIPI's cursor no.2
TIPI no Kanousei 2 (TIPI's possibilities 2)
                                                   TIPI's cursor no.3
TIPI no Kanousei 3 (TIPI's possibilities 3)
                                                   TIPI's cursor no.4
                                          _
TIPI no Kanousei 4 (TIPI's possibilities 4)
                                                   TIPI's cursor no.5
TIPI no Kanousei 5 (TIPI's possibilities 5)
                                                   TIPI's cursor no.6
TIPI no Kanousei 6 (TIPI's possibilities 6)
                                                    TIPI's cursor no.7
TIPI no Kanousei 7 (TIPI's possibilities 7)
                                                   TIPI's cursor no.8
Sound Test
                                                    [APPENDIX, OMAKE/3]
                                           BUY SELL AT
>> WEAPONS
"I" Injector (black, stone)
                                                     +0
                                                        free battle
"I" Injector (orange, paralyse+deadly poison) - -
                                                     +0 free battle
"I" Injector (green, deadly poison)
                                                     +0
                                                         free battle
"I" Injector (blue, poison)
                                                     +0
                                                        free battle
"" VINDARU (green, wind)
                                                     ~
                                                         Basement
Prison
"" SUVERU (blue, water)
                                                        Lake Olivier
Cave
"" Glitnir (red, fire)
                                                     ~ Growshian
Underground Ruins
"" REIPUDARU (yellow, thunder)
                                                     ~
                                                         equipment
for KAREN
"S" Seidou no Ken (Bronze Sword)
                                           15
                                                11 +2 ROSARIA [E]
"M" Tetsu no Tsue (Steel Cane)
                                           35
                                                26
                                                     +4 ROSARIA [W],
```

DELICE				
"S" Gladius	80	60	+5	ROSARIA [E],
DELICE				2 3 ,
"N" Knuckle Guard	55	41	+6	DELICE
"M" Wand	380	285	+8	DELICE,
ROSARIA [W], BOULOGNE		200	. 0	222102,
"N" Iron Knuckle	420	315	+9	ROSARIA [W],
BOULOGNE	12.0	313	1 3	robritin [w],
"L" Ishi Yari (Stone Lance)	330	247	+10	DELICE,
ROSARIA [S], BOULOGNE	330	247	110	DEDICE,
"G" Chloroform	380	285	+11	GRANSEAL [N]
"M" Mage Staff	850	637	+12	
[S], COMUSPRINGS, free battle #1	0.50	037	112	GNANSEAL
"C" Seirei Card (Spirit Card)	400	300	+12	MAGIC SCHOOL
"F" Rapier	680	510	+13	
"S" Broad Sword	650	487	+13	
BOULOGNE, GRANSEAL [S]	030	407	T13	KUSAKIA [5],
"N" Blaster Hand	1100	825	+15	MACTO
N Blaster Hand SCHOOL, GRANSEAL [N]	1100	023	+13	MAGIC
,	1000	750	110	DOLLI OCNE
"L" Fork	1000	750	+18	BOULOGNE,
ROSARIA [W], GRANSEAL [S]	1.000	1000	.10	
"M" Wizard Rod	1600	1200	+18	ROSARIA [W],
GRANSEAL [S], COMUSPRINGS	0.00	705	. 1.0	CD ANGERT
"H" Kanadzuchi (Iron Hammer)	980	735	+19	GRANSEAL
[S], COMUSPRINGS	1000	7.50		
"X" Boomerang Sword	1000	750	+23	ROSARIA [W],
GRANSEAL [N]	1750	1010	. 0.5	001410BB T1100
"G" Sulphurate	1750	1312	+25	COMUSPRINGS,
RASHEL	1000	1050	=	
"S" Firangi	1800	1350	+25	COMUSPRINGS,
RASHEL	0==0			
"M" Riryoku no Tsue (Force Cane)	2550	1912	~	ROSARIA [W],
FORT LAZIN, GALASHEELS	0.1.0.0			
"N" Honoo no Kobushi (Flame Fist)	2100	1575	+28	RASHEL,
ROSARIA [W]				
"C" Golem Card	2000	1500	+29	
"N" Shura no Kobushi (Fighting Fist)	-	37	+29	free battle
#13				
"L" Partisan	2300	1725	+31	
"M" Zemeckis no Tsue (Zemeckis Cane)	_	450	+31	Crain
Village (exchange Katami no Knife)				
"H" Mace	2000	1500	+33	RASHEL,
VALMIER				
"C" Fairy Card	-	-	+33	free battle
#13				
"M" Healing Rod	4100	3075	+34	RANZACK
CAPITAL [N], ROSARIA [W]				
"B" Bowgun	1500	1125	+36	ROSARIA [W],
GRANSEAL [N], free battle #2				
"S" Shell Opener	3900	2925	+38	ROSARIA [W],
VALMIER				
"M" Fuujin no Tsue (Fujin Cane)	7250	5437	+40	SCHUTZBERG
"N" Plasma Hand	5800	4350	+41	GALASHEELS,
RANZACK CAPITAL [N], ROSARIA [W]				
"G" Hydrogen	3600	2700	+43	GALASHEELS,
ROSARIA [W], free battle #3				
"S" Ice Blade	5900	4425	+47	FORT LAZIN,
RANZACK CAPITAL [N]				
"X" Double Edge	4000	3000	+47	FORT LAZIN,
GALASHEELS				

"M" Svafnir	18000	13500	+52	BURNSHUTAIN
CAPITAL				
"B" Crossbow	3750	2812	+53	ROSARIA [W],
VALMIER, GALASHEELS, free battle #3				
"S" Raimeiken (Thunder Blade)	9300	6975	+56	ROSARIA [W]
"G" Great Sword	_	4575		equipment
for XENOS				
"F" Verdun	7200	5400	+58	RANZACK
CAPITAL [S]				
"H" Big Hammer	6600	4950	+59	RANZACK
CAPITAL [N], ROSARIA [W]				
"F" Gen-ei no Hosomiken (Phantom Foil)	22200	16650	+61	BURNSHUTAIN
CAPITAL				
"N" Hama no Kobushi (Exorcism Fist)	9700	7275	+62	RANZACK
CAPITAL [S], SCHUTZBERG, free battle #5				
"X" Bloody Cross	6500	4875	+64	ROSARIA [W],
RANZACK CAPITAL [S], free battle #4				
"M" Vito no Tsue (Vito's Cane)	28500	21375	+66	ROSARIA [W]
"S" Mage Slaughter				RANZACK
CAPITAL [S]				
"F" Flamberge	_	10312	+67	equipment
for ELIOTTE, free battle #6				1 1
"N" Kaiser Knuckle	13800	10350	+70	Forest Hut
"C" Shinigami no Card (Death Card)	10000	7500	+70	RANZACK
CAPITAL [S]				
"S" Hrunting	12000	9000	+73	SCHUTZBERG,
Forest Hut				
"G" Chloridate	9400	7050	+74	RANZACK
CAPITAL [S], SCHUTZBERG				
"G" Claymore	11300	8475	+74	Forest Hut
"L" Kouun no Yari (Fortune Lance)	13500	10125	+80	Forest Hut
"G" Berserk no Gouken (Berserk Glaive)	16500	12375	+86	BURNSHUTAIN
CAPITAL, ROSARIA [W]				
"S" Hikari no Maken (Light Magic Sword)	18000	13500	+88	BURNSHUTAIN
CAPITAL, ROSARIA [W]				
"M" Svanni Rod	37000	27750	+90	Featherland,
ROSARIA [W]				
"G" Nitrate	15800	11850	+93	BURNSHUTAIN
CAPITAL				
"C" Daitenshi no Card (Archangel Card)	_	_	+94	50 kill with
fairy card				
"G" Riveig	53800	40350	+94	Featherland,
ROSARIA [W]				
"F" Estoc	28500	21375	+94	ROSARIA [W]
"W" Chain Whip	-	16125	+96	equipment
for JURIAN, free battle #7				
"S" Youma Katana (Ghost Katana)	22800	17100	+101	BURNSHUTAIN
CAPITAL, free battle #8				
"G" Shadow Blade	_	22500	+101	
Fleischeberg, free battle #9				
"M" Aruviisu no Tsue (Alvis Cane)	_	7	+104	Featherian
Dungeon A				
"B" Cranequin	12000	9000	+104	SCHUTZBERG
"A" Battle Axe	21500	16125	+105	BURNSHUTAIN
CAPITAL, ROSARIA [W], free battle #7				
"W" Stun Whip	31000	23250	+111	BURNSHUTAIN
CAPITAL, ROSARIA [W]				
"S" Gram	49500	37125	+113	ROSARIA [W],
free battle #12				
"N" Metal Vajra	_	37	+117	255 kill

with shura no kobushi				
"F" Mind Blast	32800	24600	+119	Featherland,
ROSARIA [W]	32000	21000	1117	reacherrana,
"G" Ginnaru no Ken (Ginnar Sword)	39000	29250	+124	ROSARIA [W]
"X" Lofarr Blade				BURNSHUTAIN
CAPITAL, ROSARIA [W]	21000	10100	1125	DOTANDITOTITIN
"S" Laevateinn	55500	11625	± 125	Featherland,
ROSARIA [W]	33300	41025	1123	reacherrand,
"X" Ray Slasher	41000	30750	⊥ 13/	Featherland,
ROSARIA [W]	41000	30730	1134	reacherrand,
"G" Trinitrate	12500	22625	1125	Featherland,
ROSARIA [W]	43300	32023	1133	reacherrand,
"N" Meteorite Arm			1126	Featherian
	_	_	T130	reacherran
Dungeon B "A" Halberd	26700	20025	±126	ROSARIA [W]
"L" Zuftav				Featherland,
ROSARIA [W]	40700	33023	T140	reacherrand,
		1 4700	1115	Featherian
"S" Randgriz	_	14/00	+143	reatherian
Dungeon B, Dimension Tower	40000	27250	1116	Easthanland
"H" Mjollnir	49800	3/350	+146	Featherland,
ROSARIA [W]			1150	Daathanian
"F" Ivaldi	-	_	+152	Featherian
Dungeon A			.1.50	The state of the state of
"L" Gungnir	-	_	+152	Featherian
Dungeon B			. 1 = 4	150 1 1 1 1
"C" Princess Card	-	_	+154	150 kill
with daitenshi			.156	
"S" Reginleif	_	_	+156	Featherian
Dungeon A			. 1 = 0	
"W" Bifrost	-	_	+158	Featherian
Dungeon A		_	. 1	
"G" Excalibur	-	7	+160	Featherian
Dungeon B				
"A" Ankoku no Senfu (Dark Battle Axe)	34000	25500	+162	Featherland,
ROSARIA [W], free battle #10				
"G" Eitomu no Hikari (Atom of Light)	-	-	+167	Featherian
Dungeon A				
"A" Valtam Axe	-	-	+178	Featherian
Dungeon A				
"X" Mjollwirm	-	-	+181	Featherian
Dungeon A				
"H" Hametsu no Tettsui (Destruction's Hammer)	-	-	+183	Featherian
Dungeon B		_		
"B" Dainalf	-	7	+190	Featherian
Dungeon A				
				-1
>> ARMORS	D	0.00.0	D =	
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	BUY	_	DF	Place
	>>>>>	>>>>>	>>>>	>>>>>>
Cloth	30	>>>>> 22	>>>> +2	>>>>>> ROSARIA [E]
Cloth Atsude no Fuku (Thick Cloth)	>>>>>	>>>>>	>>>>	>>>>>>
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE	30 100	>>>>> 22 75	>>>>> +2 +8	>>>>>> ROSARIA [E] ROSARIA [W],
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat)	30	>>>>> 22	>>>> +2	>>>>>> ROSARIA [E]
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS	>>>>> 30 100 260	>>>>> 22 75 195	+2 +8 +15	ROSARIA [E] ROSARIA [W], ROSARIA [S],
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS Soft Leather	30 100	>>>>> 22 75	>>>>> +2 +8	>>>>>> ROSARIA [E] ROSARIA [W],
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS Soft Leather GRANSEAL [N], COMUSPRINGS	>>>>>> 30 100 260 510	>>>>> 22 75 195 382	+2 +8 +15 +23	ROSARIA [E] ROSARIA [W], ROSARIA [S], BOULOGNE,
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS Soft Leather GRANSEAL [N], COMUSPRINGS Apron Dress	>>>>> 30 100 260	>>>>> 22 75 195	+2 +8 +15	ROSARIA [E] ROSARIA [W], ROSARIA [S],
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS Soft Leather GRANSEAL [N], COMUSPRINGS Apron Dress [N], COMUSPRINGS	>>>>>> 30 100 260 510 720	>>>>>> 22 75 195 382 540	+2 +8 +15 +23 +28	ROSARIA [E] ROSARIA [W], ROSARIA [S], BOULOGNE, GRANSEAL
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS Soft Leather GRANSEAL [N], COMUSPRINGS Apron Dress [N], COMUSPRINGS Studded Leather	>>>>>> 30 100 260 510	>>>>> 22 75 195 382	+2 +8 +15 +23	ROSARIA [E] ROSARIA [W], ROSARIA [S], BOULOGNE,
Cloth Atsude no Fuku (Thick Cloth) DELICE, BOULOGNE Kegawa no Kooto (Fur Coat) BOULOGNE, GRANSEAL [N], COMUSPRINGS Soft Leather GRANSEAL [N], COMUSPRINGS Apron Dress [N], COMUSPRINGS	>>>>>> 30 100 260 510 720	>>>>>> 22 75 195 382 540	+2 +8 +15 +23 +28	ROSARIA [E] ROSARIA [W], ROSARIA [S], BOULOGNE, GRANSEAL

GALASHEELS				
Leather Suits	1210	907	+46	ROSARIA [W],
GRANSEAL [N], COMUSPRINGS, RASHEL				
Battle Jacket	1450	1087	+56	ROSARIA [W],
free battle #2				
Elven Robe	2750	2062	+62	FORT LAZIN,
GALASHEELS				·
Bafu Kooto (Buff Coat)	1900	1425	+63	VALMIER,
FORT LAZIN				
Combat Leather	2950	2212	+78	GALASHEELS
Daichi no Robe (Earth's Robe)	5100	3825	+78	RANZACK
CAPITAL [S]				
Cyber Wear	4200	3150	+92	RANZACK
CAPITAL [N], ROSARIA [W]				
Holy Robe	9900	7425	+94	SCHUTZBERG,
ROSARIA [W]				
Chain Mail	4800	3600	+95	RANZACK
CAPITAL [N], ROSARIA [W]				
Metal Jacket	6800	5100	+105	RANZACK
CAPITAL [S], SCHUTZBERG				
Shinpi no Houe (Mystery Vest)	18000	13500	+115	BURNSHUTAIN
CAPITAL, ROSARIA [W]				
Mirage Guard				SCHUTZBERG
Tennyo no Hagoromo (Angel's F. Robe)				ROSARIA [W]
Breast Plate	13700	10275	+129	SCHUTZBERG,
free battle #6	1 6000	10000	. 1 2 2	
Spell Guard				Forest Hut
Fuuma no Saigoromo (Sealed Magic's C. Robe)				ROSARIA [W]
Dragon Guard	24300	18225	+151	BURNSHUTAIN
CAPITAL, ROSARIA [W]	10500	26275	1151	Featherland,
Seijo no Dress (Saint's Dress) ROSARIA [W]	46300	36373	+134	reathernand,
Shikkoku no Yoroi (Pitch Black Armor)	31500	23625	±162	BURNSHUTAIN
CAPITAL, ROSARIA [W], free battle #9	31300	23023	1102	DOMINIMIN
Master Garb	47000	35250	+164	Featherland,
ROSARIA [W]	17000	30200	. 101	reacherrana,
Duel Guard	37000	27750	+170	ROSARIA [W],
free battle #10				,,
Mirror Dress	_	45000	+172	Featherian
Dungeon B				
Aura Plate	44500	33375	+181	Featherland,
ROSARIA [W], free battle #11				
Iyashi no Dress (Healing Dress)	_	_	+188	Featherian
Dungeon A				
Growsh Dress	_	_	+190	Featherian
Dungeon A				
Brave Guard	52000	39000	+191	ROSARIA [W]
Seirei-Ou no Hagoromo (Spirit King's F. Robe)	_	_	+193	Featherian
Dungeon A				
Knights no Yoroi (Knights' Armor)	-	41625	+199	equipment
for JURIAN				
Enhance Leather	57000	42750	+204	Featherland,
ROSARIA [W]				
Spriggan Guard	63800	47850	+216	Featherland,
ROSARIA [W]				
Kenja no Garb (Sage's Garb)	_	-	+218	Featherian
Dungeon A				
Fenrir Leather	-	-	+237	Featherian
Penrir Leather Dungeon A Royal Guard	-	-		Featherian Featherian

Dungeon A			
Valkyrie no Yoroi (Valkyrie's Armor)	_	_	+241 Featherian
Dungeon A			1211 100011011011
Chaos Armor	_	_	+244 Featherian
Dungeon A			
Final Guard	_	_	+249 Featherian
Dungeon A			
>> ACCESORIES	BUY	SELL	Place
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>	>>>>>	>>>>>>
Bandana	10	7	ROSARIA [W]
Leather Boots	130	97	ROSARIA [W],
BOULOGNE, GRANSEAL [N]			
Talisman	170	127	ROSARIA [S],
BOULOGNE, GRANSEAL [N], COMUSPRINGS			
Amulet	1750	1312	ROSARIA [W],
GRANSEAL [N], COMUSPRINGS			
Kago no Udewa (Divine protection's Bracelet) GRANSEAL [N], COMUSPRINGS	680	510	ROSARIA [W],
Arusui Orb	1250	937	GRANSEAL [N],
COMUSPRINGS			
Front Cap	3200	2400	VALMIER,
GALASHEELS			
Sallet	3150	2362	ROSARIA [W], FORT
LAZIN, GALASHEELS			
Jouka no Ribbon (Purification Ribbon)	-	1725	Growshian
Underground Ruins			
Feather Boots	4200	3150	RANZACK CAPITAL
[N]			
Hoshikuzu no Orb (Stardust Orb)	4000	3000	RANZACK CAPITAL
[N]			
Daichi no Rune (Earth Rune)	6500	4875	ROSARIA [W]
Kaze no Rune (Wind Rune)	6500		ROSARIA [W]
Mirror Pierce	5200	3900	RANZACK CAPITAL
[S], SCHUTZBERG	CEOO	4075	
Inazuma no Rune (Lightning Rune)	6500	48/5	RANZACK CAPITAL
[S] Koori no Rune (Ice Rune)	6500	1075	RANZACK CAPITAL
[S]	6300	40/3	RANZACK CAPITAL
Raurin no Yubiwa (Raulin's Ring)	_	6300	South Cave of
Galasheels		0300	South Cave Of
Crescent Pierce	6300	4725	SCHUTZBERG
Seibo no Kubikazari (Holy Mother's Necklace)			SCHUTZBERG,
ROSARIA [W], free battle #5	3000	, 000	zener z z z z z z z
Honoo no Rune (Flame Rune)	6500	4875	SCHUTZBERG
Reeve Bangle	_	11625	Monster Tsukai
Cave			
Seishin no Rune (Spirit Rune)	6500	4875	Forest Hut
Inbaru Orb	16000	12000	BURNSHUTAIN
CAPITAL			
Shinsei no Rune (Holy Rune)	6500	4875	BURNSHUTAIN
CAPITAL, free battle #4			
Kurayami no Rune (Dark Rune)	6500	4875	BURNSHUTAIN
CAPITAL			
Neutralize	24000	18000	Featherland,
ROSARIA [W], free battle #8			
Interceptor	46800	35100	Featherland,
ROSARIA [W]			
Elder Symbol			ROSARIA [W]
Pegasus no Tsubasa (Pegasus Wings)	44500	33375	ROSARIA [W], free

```
battle #11
Vizar Boots
                                       30000 Featherian
Dungeon B, Dimension Tower B-1
Hakugin no Tiara (Silver Tiara)
                                       42000 Featherian
Dungeon A, Dimension Tower C-1
Helblindi
                                       38625 Featherian
Dungeon B, Dimension Tower C-2, free battle #12
Hikari no Veil (Light Veil)
                                       48750 Featherian
Dungeon A
                                       48750 Featherian
Crown
Dungeon A
Angel Ring
                                       39750 Featherian
Dungeon B, free battle #13
Kugyousha no Kubikazari (Ascetic Necklace)
                                       45000 Featherian
Dungeon B, free battle #13
M2
                                           [CLEAR DATA]
>> USERS
items being able to be used by a NPC
>> 4. EOUIP
>> EQUIP
see shops and items
>> REMOVE
really need explanations?
>> 5. STATUS
ΑТ
        = weapon, acc
DF
        = armor, acc
        = max HP
INT
         = max MP
         = battle move
ATTACK SPEED = battle gauge (the higher is, the slower will be)
>> Magic Status
[green]
       absorb
[blue]
        0x
[purple] 0.5x
[n/a]
       1 x
       1.5x
[orange]
[red]
        2x
>> SPELL
Fireball
            attr: Fire / target: enemy in a area
Blizzard
           attr: Ice
                        / target: enemy in a area
            attr: Wind
                        / target: enemy in a area from self
Tornado
           attr: Thunder
                        / target: enemy in a line from self
Thunder
Earthquake
           attr: Earth
                        / target: all enemies
Holy Light
                        / target: enemy in a cross-shaped area
           attr: Holy
MP Drain
            attr: Dark
                        / target: 1 enemy
```

```
/ target: enemy in a area
               attr: Dark
Magic Arrow
Soul Force
                                / target: 1 enemy
               attr: PHY
               destroy enemy's magic, attr: PHY / target: 1 enemy
               attr: PHY
                               / target: enemy in a area
Meteor
               attr: SPR
                                / target: enemy in a area / restoration:
Sleep
Fine, attacked, natural recovery
                                / target: 1 enemy / restoration: Fine,
                attr: SPR
natural recovery
                attr: PHY
Slow
                                / target: enemy in a area / restoration:
Quick
Bind (paralyse) attr: PHY
                                / target: enemy in a area / restoration:
natural recovery
                enemy ATK reduced by 30%, target: 1 enemy / restoration:
Attack
Weakness
               enemy DEF reduced by 30%, target: 1 enemy / restoration:
Protect
Fear
                enemy MGC DEF reduced by 30%, target: 1 enemy / restoration:
Resist
               ATK raised by 30%, target: 1 ally / annulation: Rust
Attack
GrowAttack
               ATK raised by 30%, target: group / annulation: Rust
Protect
               DEF raised by 30%, target: 1 ally / annulation: Weakness
GrowProtect DEF raised by 30%, target: group / annulation: Weakness
               MGC DEF raised by 30 %, target: 1 ally / annulation: Fear
GrowResist
               MGC DEF raised by 30 %, target: group / annulation: Fear
               can't be touched by enemy, target: self
Invisibility
Magic Shell
               nullify enemy's magic, target: 1 ally
Quick
               move up, target: 1 ally / annulation: Slow
               some HP restore, target: 1 ally
Cure
               full HP restore, target: 1 ally
Healing
GrowCure
               some HP restore, target: group
GrowHealing
               full HP restore, target: group
               heal any status, target: 1 ally
Fine
Raise
                restore life, target: 1 ally
>> SKILLS
Critical 1~3
                           Attack with more efficiency
Poison Atk 1~3
                           Poison effect
Deadly Poison Atk 1~3
                         Deadly poison effect
Paralyse Atk 1~3
                          Paralyse effect
Stone Atk 1~3
                           Stone effect
Arm Waste
                          enemy STR down
Soul Crash
                           enemy MP 10% down
All Surrounding Atk 1~3 Attack several enemies in a perimeter
Continous Atk 1~3
                          Attack 2 times, the 2nd attack gives half damage
Steal 1~3
                           Steal from an enemy
                           Battle count raised for enemy
Rigor Up
Counteraction Ability Poison and Deadly Poison No Effect Change Paralyse No Effect Change can't be paralysed
Stone No Effect Change
                          can't be petrified
Death No Effect Change
                          can't be killed by death
Magic Pwr Absorb
                          MP recover by MGC ATK
                          Evade enemy's attack
Share Self
Counter 1~3
                          Counterattack an enemy
Spell Turning
                          Magic reflection
                          Battle count reduced for self
Rigor Down
                          Magic casting time reduced by 75%
Aria Time Down
                       Tool use time reduced by 75%
Item Use Time Down
                          in the battle, 5% max HP restore
Regenerate
MP Recovery
                           in the battle, 2% max MP restore
```

```
Swift Horse 1~3
                       Move speed raised by 10%, 20%, 30%
HP Up 1~3
                       Max HP raised by 10%, 20%, 40%
MP Up 1~3
                       Max MP raised by 10%, 20%, 30%
                       Magic damage raised by 10%, 20%, 30%
Magic Pwr Up 1~3
>> FIGHTPLAN
Kougeki Houhou [Attack Method]
     Kakujitsu ni
                [Certainty]
                                           (weak enemy)
                       [Chivalry Spirit]
    Kishidou Seishin
                                          (strong enemy)
                        [Evasion Importance] (flee enemy)
    Kaihi Juushi
Mahou Seigen [Magic Limitation]
    Zenryoku
                        [Whole Energy]
    Futsuu
                        [Normal]
    Hikaeme
                        [Moderate]
     Shiyoukinshi
                        [Disabled]
Yuusen Mahou [Priority Magic]
    Kougeki Yuusen
                      [Attack Priority]
    Engo Yuusen
                       [Protection Priority]
    Kaifuku Yuusen [Recovery Priority]
Item [Item]
    Seigen-nashi
                      [No Limitation]
    Kaifuku nomi
                       [Only Recovery]
    Shiyoukinshi
                       [Disabled]
>> MOVE
Change character's position in the party
>> 7. SYSTEM
>> SAVE
really need explanations for that?
>> LOAD
really need explanations for that too?
>> CONFIG
                                           Stereo / Monoral
Sound
BGM
                                           min <-> max / OFF
                       [Sound Effect]
                                          min <-> max
Koukaon
Menu Onsei
                        [Menu Voice]
                                           min <-> max / OFF
Message Onsei
                       [Message Voice]
                                          min <-> max / OFF
Message Sokudo
                       [Message Speed]
                                         Kouen [High] / Tsuujou
[Normal]
Command Setsumei Hyouji
                      [Command Help Display] ON / OFF
Sentou Toki Han-i Kakunin
                        [Battle Time Range] ON / OFF
TIPI no Kanousei
                        [TIPI's possibilities]
     [cursor 1, Normal TIPI]
     [cursor 2, Ganmen Hidaika]
     [cursor 3, Rocket TIPI]
     [cursor 4, TIPI kick]
     [cursor 5, Nekomimi TIPI]
     [cursor 6, Shuin]
     [cursor 7, Osa TIPI]
     [cursor 8, Odoru! TIPI]
```

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>> ITEM SORT
     CONTENTS
                [CATEGORY -> MOVE, NAME SORT, AT/DF SORT, NUM SORT]
     CATEGORY
               [WEAPON, ARMOR, ACCESORIES, GOODS, USERS]
>> 8. APPENDIX
>> OMAKE/1 - GL Chips Card Character
#24 images from the use of GL Chips during the game
     PLAYER
01
02~07 TIPI
08~10 RUISE
11
    ELIOTTE
     WALLACE
    ARIOST
1.3
14~15 MISHA
   KAREN
16
    XENOS
17
18~20 JURIAN
21
    JURIA
    LEAVES
22
    LYELL
2.3
    SPECIAL
2.4
>> OMAKE/2 - VISUAL Viewmode
#24 CG from the game
      ] 2 shurui no tenshi ~nee oniichan, okite yo~
01 [
        2 types of angel ~hey brother, wake up~
      | Kyoudai ~futari-tomo ki wo tsukete ne~
        Brother and sister ~take care each other~
03 [
      | Mahou-Gakuin ni tsuite ~koushi: RUISE~
       About the Magic School ~lecturer: RUISE~
      ] Shirimochi MISHA ~konnichiwa nankai me~
04 [
       MISHA on the ground ~hey watch out~
      | Suishou ni kizamareta shoukon ~ee? konna basho kara?~
05 [
       Scar engraved in the crystal ~huh? from that place?~
      ] Kanashii saikai ~kaze no naka no JURIAN~
06 [
        Sad reunion ~JURIAN in the wind~
      ] MISHA wo nagusameru RUISE ~genki wo deshite yo!!~
07 [
       MISHA is consoled by RUISE ~that will be all right!!~
      ] Rougoku no KAREN ~minasan, doushite koko e~
        Imprisoned KAREN ~everybody, why you there~
09 [
      ] Shinpi no namida ~oniichan, naiteru~
        Mysterious tear ~brother, you weep~
      ] RUISE fukkatsu ~shinpai kakechatta ne~
10 [
        RUISE return ~you were worried~
11 [#11] Tasogare no RUISE ~watashi-tte baka da~
        RUISE in the Twilight ~How stupid~
     ] RUISE no kokuhaku ~oniichan ga suki~
        RUISE's confession ~I love you, brother~
13 [#10] Mousou shoujo MISHA ~ai no iryoku de ame!!~
        delusioned girl MISHA ~compiling power of love!!~
14 [#08] Kanashiki madou seimei ~atashi-tte ittainan~
        Sad magic life ~what's up with me~
15 [---] MISHA no aishuu ~oniisama wo tsukaemasu~
        MISHA's grief ~my brother supports you~
```

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16 [#07] KAREN no douyou ~daijoubu, KAREN-san?~
        KAREN's shaking ~Are you all right, KAREN?~
17 [---] Kare to KAREN (1) ~anata no naka no chichioya~
        He and KAREN (1) ~between you and father~
18 [---] Kare to KAREN (2) ~ai no maximum power~
       He and KAREN (2) ~maximum power of love~
19 [#11] JURIAN to machi de ~kono dress niau darou ka~
        JURIAN in town ~i guess this dress suits you well?~
20 [---] JURIAN no kokuhaku ~aisuru hito no naka de~
        JURIAN's confession ~in loving somebody~
21 [---] TIPI no omoi ~anta no koto sukida yo~
       TIPI's thought ~I love you~
22 [ ] Omake ~Eyecatch (1) ~
23 [ ] Omake ~Eyecatch (2)~
24 [ ] Omake ~Eyecatch (3)~
     ] Omake ~Eyecatch (4)~
25 [
26 [ ] Omake ~Eyecatch (5)~
27 [ ] Omake ~Eyecatch (6) ~
28 [
      ] Omake ~Eyecatch (7)~
29 [ ] Omake ~Eyecatch (8)~
30 [ ] TIPI-chan nikki [TIPI-chan Diary]
31 [ ] Featherland houkai [Featherland collapse]
32 [ ] Jikuu Seigyotou tsuiraku [Dimensional Control Tower crash]
>> OMAKE/3 - MUSIC ROOM
#46 music tracks from the game (except opening themes)
>> OMAKE/4 - CV MESSAGE
#35 japanese messages from seiyuu
>> 9. CREDITS
>> CAST
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General Bronson / MORIYA ENDO
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President Maxwell / MASAYA TAKATSUKA
President Secretary / TOMOKO FUJINO
Vice-president Secretary / HISAYOSHI SUGANUMA
Vice-president Bradley / TAMOTSU NISHIWAKI
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```

Lord Douglas / YASUHIKO TOKUYAMA
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Troubadour / MUNEHIRO TOKITA
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Gevel (fantastic) / TSUYOSHI TAKISHITA
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Grengal / KAZUYA NAKAI
Oswald / KAZUNARI TANAKA
Venzuel / HISAO EGAWA

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Main Visual Designer / TOSHIO FUJITA
Visual Designer / AKIRA ODAGAKI
Main Unit Designer / KEN MIYAZAKI
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Effect Designer / MITSURU IKEDA
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Animation Production / DOUME CO.LTD

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Sound Director / SHUICHI MIZOHATA (TWOFIVE)

BGM / NORIYUKI IWADARE

BGM Engineer / ALULU-KAN

Sound Effects / RYO KASAI (TWOFIVE), KATSUHIKO TANAKA

Voice Recording Director / HITOMI MATSUKI (TWOFIVE)

Opening Song Lyric / AORI

Song / NORIYUKI IWADARE

Vocal / ALULU-KAN, AYUMI OHTSU

Arrangements / MAKOTO ASAI, FUTOSHI KAWASHIMA

Ending Song / NORIYUKI IWADARE

Violin / BUNGO

```
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AONI PRODUCTION, TAKUSHI ITO
>> COOPERATION
AONI PRODUCTION, ARTS VISION
81PRODUCE, HAIKYO
GIN PRODUCTION, EZAKI PRODUCTION
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Testplay Leader / TAKU SASAKI
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        YUUSUKE NOMA, TAKATOSHI KANAZAWA
        MASAMI KANO, TAKAYUKI UMEDU
        TERUO TANIGUCHI, NOBUYOSHI MIYABAYASHI
        MASATOSHI YOSHIDA, SHINJI FUJITA
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