

Langrisser IV & V Final Edition (Import) Secrets FAQ

by Legion001

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Langrisser V - The End of Legend - Secret FAQs

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I/Purpose of this guide

All gamers who have played this game would like to know about the secrets of the game. I wrote this FAQs for those who want to know EVERYTHING about the game. If you just simply want to complete the game, you don't need to read this FAQs. This is my research results in 3 years, so that I'm sure that my informations is completely enough. Because I don't understand Japanese, so if anyone who read this FAQs know, please mail me and translate about the items and skills.

One more, I wrote this FAQs just to help gamers, not for money, so that I don't accept anyone to steal my FAQs to sell. You can read it, save it, but don't copy it to another FAQ. Thanks for reading.

II/Secret position in all scenarios

1.Scenario 1 : None

2.Scenario 2 : At the center of the map. It is the special thing on the spring. You will get three choices :

- 1/ 50P (Just money)
- 2/ Stat(?) +1. I can't figure out what it is.
- 3/ Nothing

3.Scenario 3 : The black small hole among the trees at the left side of the map. You will get three choices :

- 1/ Another question - Yes: A hammer (Attack+3)
- No : A robe. It rise AT by 5% for the wearer (to make your turn come faster).
- 2/ Nothing
- 3/ Nothing

4.Scenario 4 : The wooden barrel on the main house, where Wheeler start There are two choices :

- Yes : Attack1 spell
- No : Leave

5.Scenario 5 : In the tree close to the house at the top-right corner of the map. Four choices :

- 1/ Max MP+3
- 2/ Max MP+2, holy resistance +2
- 3/ Max MP+1, holy resistance +2, dark resistance +2
- 4/ Leave

6.Scenario 6 : The wood pile near the fort, where Alfred start. There

are two choices :

Yes : Nothing

No : Max troops +1 (Except Lambda because she can have only 3 troops)

7.Scenario 7 : At the left stair on the exit. Three choices :

1/ Nothing

2/ 500P

3/ Leave

8.Scenario 8 : Very important. First go to the bottom-right corner. You will see the position where the earth is split. Step on that position. You'll get three choices. Just choose the 3rd choice, then answer Yes. Then go to the branch at the chasm (you can see it at the bottom of the map) and answer Yes again. After the battle, you'll go to scenario ?1 instead of scenario 9.

9.Scenario 9 : The barrel in the alley between the two houses. It can be found near Jessica. No choice. It's the best axe (AT+8, DF-4, MV-2), but I don't like it much.

10.Scenario 10 : The hole near the top-right corner. Two choices. Each choice give you a skill for the general.

11.Scenario 11 : There are two secret positions. First is the flower at the bottom-left corner. Three choices :

1/ Nothing

2/ Max MP+2

3/ Leave

The second one is the tree at the center of the map. It can only be got by a flier. Four choices :

1/ Wind resistance +2

2/ Orb of resist (Troop's AT+3, Troop's DF+2, all resistances +15)

3/ Nothing

4/ Nothing

12.Scenario 12 : This scenario have also two secrets. One at the center of the map. The other one is the two flowers at the chasm.

- The two flowers at the chasm is very important. You can get a skill or even the Teleport spell (This is the spell that I like most)

To get the Teleport spell for Sigma, you must have him riding a bird or a dragon (Only Sigma can get this spell here). First you have Sigma move close to the two flowers (Do NOT step on one of the two flowers). In the next turn of Sigma, have him move to one flower (just one, don't move between them), then answer NO. I'm sure that your turn will come instantly. Using move, but stay at your position, you will have to answer again. Now choose YES and you will have the Teleport spell and make your battles easier. This is great for those who don't have secret mage class for Sigma.

- The special thing on the bridge pier (center of the map) will give you three choices. The first two choice give you nothing. The third seems to be nothing, but you have to choose it. Then, at scenario 20, defeat the dragoons that appear after some turns and you will get the Dragon troops after the battle. Although they are expensive, getting them will be great.

13.Scenario 13 : The special thing near the top-left corner of the map. No choice. It is a cheap robe (DF+2).

14.Scenario 14 : Golden thing at the tip of the air-ship. Two choices:

Yes : A skill

No : Leave

15.Scenario 15 : Go to 4 stone tablets in the fort. Then go to the golden stone tablet at the center of the fort. You will get 3 choices. Select the 2nd choice to go to scenario ?2 after the battle. Other choices will give you nothing

-The golden stone tablet outside of the fort (south of the map):

1/ Nothing

2/ Another question - 1/ ???? (I can't figure out)

2/ Nothing

3/ Nothing

3/ Leave

16.Scenario 16 : One of the the two flagstones on the square is a bow. It has a range of 14, DF-7. I think this bow is good for a ranger. But the Ultimate Bow is better.

-On the island, near your place at the beginning of the battle : ????
(May be skill, or something, but surely not item)

17.Scenario 17 : Go to the two wood pile on the water(the right one and the middle one), then answer Yes on each pile. Then go to the stake on the left side of the map. There are 4 choices :

1/ Nothing

2/ Another question - Yes : A skill

No : Nothing

3/ Nothing

4/ Nothing

18.Scenario 18 : None

19.Scenario 19 : Move a flier on the statue in the church. After the battle, you will go to scenario ?3.

20.Scenario 20 : Go to the special lotus near the top-left corner. No choice. It is the Zweihander (AT+7, DF+1).

21.Scenario 21 : None

22.Scenario 22 : None

23.Scenario 23 : Black stone at the top-right corner. No choice. It is a spear (AT+3)

24.Scenario 24 : None. Just take all items in the rooms at the middle of the map. Among of them is a Runestone. It can make wearer go to the first time of class change if he or she is at LV10.

25.Scenario 25 : None

26.Scenario 26 : There are only two chest in the castle.

- Left chest : A spear (AT+3)

- Right chest : Heavy Armor (DF+4)

Let Alfred examine the right chest again. This will lead you to scenario ?4 after the battle.

27.Scenario 27 : Blue orb at the top-right corner. Three choices :

1/ Non-elemental resistance +2

2/ MP +4

3/ A magical robe (DF +2, all resistances +8, skill attached)

28.Scenario 28 : A place where the earth is prominent (near your force at the beginning of the battle). It is on the left side of the map. Answer NO if you want to leave. Answer YES give you 4 choices. You can get an item or nothing. But I can't say what is it because the result are different each time with each character. Just save before get it.
- The chest in the middle-right room is a Robe of resist (All personal resistance +10, DF+1).

29.Scenario 29 : None

30.Scenario 30 : The signpost at the top-left corner. Two choices:

Yes : Nothing

No : Best hammer (Attack+7). You will lose some HP for it.

31.Scenario 31 : The sphinx statue on the left side of the map. Two choices:

Yes : Zweihander (AT+7, DF+1)

No : Leave

32.Scenario 32 : None

33.Scenario 33 : A place close to the wall near the boss. It is near the top-right corner of the map. No choice. It's a Summoner's Staff. Equip it to a mage and you can summon a big bee. It have some powerful spell like Earthquake, Meteor and Teleport.

34.Scenario 34 : The sewer door on the top-right corner. Just choose YES, then YES. When the battle is ended, choose YES to go to scenario ?5. This scenario has most powerful enemies, so you can enter only if you are strong enough. Beat this scenario to get some excellent items.

**Note : You can only do this if you have completed scenario 35. This means you must use the scenario select cheat.

35.Scenario 35 : Go to the left side of the boss. It is a hole near 5 stone pillars. Select YES, then NO, then select the 2nd choice and YES again to get the Dragon Staff. When a mage is equipped with this deadly weapon, he/she can transform into a dragon and he/she can do 10 damage even if HP is lost. Remember not to attack a sword general if the battle scene is ON. This will make the game cannot continue because of a small error. Ah yes, this item is unique and great !

36.Scenario 36 : Of course, no secret because this is the final battle.

III/Secret scenarios

1.Scenario ?1

This scenario is easy. Just go to the shop at the bottom of the map and choose to buy a hammer or Maid troops, then choose to end the scenario. Remember to kill your enemies to make the scenario easier.

2.Scenario ?2

In this scenario, you and your enemies can be defeated many times. You will have 30 turns in normal mode, and 20 turns in hard mode before the scenario end. If you are not powerful, don't attack your enemies much. Instead, attack only the guy at the middle to take the microphone, then knock away 2 other guys. After that, you will need a character to block the door. Your enemies is fool, they will not attack him. They attack only the character who carries the microphone. So just stand at the door. Now take the microphone to the Karaoke machine to

sing a song. Then switch the microphone to another character and repeat your action. Don't attack your enemies much because they will become stronger each 3 times you knock away an enemy. Finally, switch the microphone to the character who keep the door, but don't forget to change the guardian. You will beat the scenario easily.

3.Scenario ?3

This scenario is very easy. You will have 3 army and have to fight against 5 army. The battle will be 1-1. Just use your strategies to win easily.

4.Scenario ?4

Ah, meet the guys in ?2 again. Just kill the impostors to win. If one of the girls meet you and an impostor, you will have to choose to make her ally with you. Save before choosing and choose correctly. Then kill off your enemies. Think carefully before using magic because they can absorb some magic.

5.Scenario ?5

This is the hardest battle, because the map is gigantic, and the enemies is powerful. You can beat this stage if you are strong enough. Remember that Grove can revive your enemies if you kill each 3 generals. Kill him first! Make sure he will die in 1 hit because he will cast the teleport spell and move to another position if he is alive after your attack. Then get into the unrevealed rooms to meet your partner or your enemies, or even get some items. The Teleport spell will help you very much. If you have 5 characters with this spell, you will beat this stage easily. Beware of Rainforce because he is very strong. Complete this scenario in 21 turns or lower will give you an excellent item. I beat it in only 9 turns.

IV/Cheats

Any gamer who play this game will use these cheats even if he plays this game badly or well. This is some cheats that you may want to get everything in the game.

*Scenario select : Use it at the load screen, point to one of first 3 rows

- For normal mode : Square, Up, R1, Triangle, Down, Select, Circle
- For hard mode : R1, R1, L1, L1, Square, Left, Triangle, Circle

*All items in shop : R1, Down, L1, Up, Square, X

*Gameshark code : 800DAE90 00??

?? : 01-29. If you want to go to scenario 36, use 24.

*Note : This code can be effective only if you have used the scenario select cheat.

V/Credits

First, I want to thank my friends, who helped me a lot to make this FAQs. Thanks to David at DAdler18@nescape.net for his informations in his FAQs. Name of some items are from his FAQs.

Thanks to GameFAQs for boarding my FAQs. And thank you for reading my FAQs.

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