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Introduction [INTR1]
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Welcome to my Langrisser IV FAQ. There is a huge changes between Langrisser II and Langrisser IV. Langrisser IV introduced a new system, Time Counter. It is still a turn based strategy game but the movement of the character is somehow like Tactics Ogre. Unit with high judgement move more frequent.

The story of Langrisser is Langrisser and Alhazard are sealed within a crystal. A general attack Landius's village in order to obtain the crystal because the crystal has high magical powers. Landius swears to take revenge on the general who attacked his village.....

**SHORTFORM

LI = Love Index	Gr = Ground
JD = Judgement	Hr = Horse
AT = Attack	Sm = Summoner
DF = Defend	Hl = Holy
A = Merc's attack	Mg = Magician
D = Merc's defend	Ar = Air
M = Merc's magic resistance	Ns = Normal Sea
INT = Intelligent	Sp = Spear
HP = Hit Points	St = Spirit
MP = Mana Points	Sh = Special Horse
MC = Mercenaries Count	Tt = Theft
MV = Movement	Gl = Gel
V = Merc's movement	Bs = Bishop
CR = Command Range	Dm = Demon
FR = Fire	RA = Resist All
GR = Ground	RF = Resist Fire
TH = Thunder	RG = Resist Ground
DR = Dark	RT = Resist Thunder
IC = Ice	RD = Resist Dark
WD = Wind	RI = Resist Ice
HL = Holy	RW = Resist Wind
PH = Physical	RH = Resist Holy

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Character Creation [CHAC1]
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A few notes before we start. The result written below is merely my suggestion, you may go for the secret class of Landius, which is Hero if you want to. Since I make Landius into a magician, I give up the secret class of Landius. The choice is yours.

1) From four cards, choose two.

Ace	Horse class can promote to secret class	->Question 2
Jack	Path A can promote to secret class	->Question 2
Queen	Path B can promote to secret class	->Question 2
King	Path C can promote to secret class	->Question 2

2) Choose your favorite place accordingly.

Green Summer Highland	Ground Class	->Question 3
Blue Summer Sky	Air Class	->Question 3
Harmony Room	Magician Class	->Question 3
Beautiful foggy mountain	Holy Class	->Question 3

3) From these three, what is the most important value for a hero to have?

Gentle	All love index+1, Alignment-2	->Question 4
Courage	Judgement+1, A +1	->Question 5
Power	AT+2, DF+1	->Question 6

4) The night before battle, what will you tell your love one before you leave?

Tell her not to worry	INT+2, MP+2	->Question 7
Hug her	Magic:Force Heall, MP+1	->Question 8
Do not say anything	Rachel Love Index-1, Resist All+3	->Question 9

5) Where do you think courage is from?

Love	All Love Index+1,Alignment-1	->Question 8
Strong will	Resist All+2, M+2. INT+1	->Question 9
self sacrifice	DF+2, Alignment-1	->Question10

6) What do you think power is?

Smart	INT+4, MP+2	->Question 7
Strength	A+1, D+1	->Question10
Spirit	Resist All+2, M+2, MP+1	->Question 9

7) Choose the one that you think is interesting.

Wealth and authority	Gold+50, Alignment+1, Item: Long Sword	->Question11
Eternal beauty	All Love Index+1	->Question11
Lost knowledge	INT+1, MP+3, Magic:Zone	->Question11
Conqueror tactics	A+1, D+1	->Question11

8) Then, what do you think love is?

Gifts to each other	Magic:Fain, MP+1, Rachel Angelina+1	->Question11
Something to give	AT+1, DF+1, Resist Dark+2, Alignment+1	->Question11
Something to receive	DF+1, Shelfanil Selen+1, INT+4	->Question11
Deception	Rachel Shelfanil -1	->Question11

9) You met a monster, what behavior do you think the monster may have?

Hostile	AT+2, Alignment-1, Ristil-1	->Question11
Fear	A+2	->Question11
Friendly	Ristil+1, Alignment+1	->Question11
Cautions	D+1,M+1	->Question11

10) What do you think man is?

Lover	All Love Index+1, Alignment-1	->Question11
Burning own life	Judgement+1, Resist Fire dark holy phy+1	->Question11
Body of Steel	DF+1, Skill:Armor Equip	->Question11
Proof of man	AT+2, Skill:Sword Equip	->Question11

11) Which one is your strength?

Judgement	Judgement+2, Command Range+1	->Question12
Justice	Mercenaries+1, D+1, Alignment-1	->Question13
Battle Ability	AT+1, DF+1, AT+1	->Question14
Knowledge	INT+3, MP+3, M+2	->Question15

Which one is your weakness?

Judgement	Judgement-2
Justice	D+1, Alignment+1
Battle Ability	AT-1, DF-1
Knowledge	INT-3, M-2

12) You are a commander, what will you do when you are ambushed?

Retreat and Regroup	MV+1, V+1	->Question16
Fight back immediately	AT+2, A+1	->Question16
Stay defensive then regroup	Magic:Heall, MP+2	->Question16
Waste some time to recon	Judgement+1, INT+2, MP+1	->Question16

13) Where do you think the God is?

Heaven Magic:Cure,Resist H+1,INT+2,Alignment+1 ->Question16
Does not exist AT+1,DF+1,A+1,Resist P+1,Rachel Selena-1 Ristil+1->Question16
Inside living animals INT+3,MP+3 ->Question16
I am God AT+2,DF+2,A+1,INT-2,Alignment+2,Ristil+2 other-1->Question16

14) What will you do if you have great power?

Unite all continents AT+1 A+1,Alignment+1, Gold+20,Ristil+1 ->Question16
Make this world peace Item:Amulet,Alignment-1, Angelina Selena+1->Question16
Live freely INT+4, Gold+30, Shelfanil+1 ->Question16
Nothing special Judgement+1, DF+1, Rachel+1 ->Question16

15) Which book will you read?

God Magic:HolyBlaze,Resist H+3,INT+1,MP+1,Alignment-1->Question16
Love All Love Index+1 ->Question16
War A+1, D+1, Command Range+1 ->Question16

16) Which military strength do you think is the best?

Small elite force Mercenaries-1,M+1,A+1,D+1 ->Question17
weak but large group Mercenaries+2 ->Question17
Strong Commander AT+2,DF+1,Resist All+2 ->Question18
Loyalty Magic:Attack1,Protection1,MP+2 ->Question18

17) What is needed to create strongest army?

High morale A+2, D+2, M+2 ->Question19
Great movement Command Range+2, V+1, D-2 ->Question19
Great defense Magic:Resist, D+2, M+4 ->Question19
Destructive Power A+2, V+1 ->Question19

18) What do you think is needed when war occurs?

Strategy INT+3, MP+2, Magic:Sleep ->Question19
Judgement Judgement+3, MV+1 ->Question19
Battle Ability AT+3, DF+1, Resist All+4 ->Question19

19) Which type of girl do you like?

Childish Rachel+2, other-1 ->Question20
Strong but lonely Angelina+2, other-1 ->Question20
Older and gentle Selena+2, other-1 ->Question20
You want to protect Shelfanil+2, other-1 ->Question20
Reliable Ristil+2, other-1 ->Question20

20) Finally, what do you fight for?

Get what you want AT+2, DF+1, A+1 ->End
Protect something important Magic:Heal1, All Lova Index+1 ->End
Revenge AT+3, A+2, Alignment+1 ->End
Not because of self defense DF+1, D+1, Resist All+1, M+2,Alignment-1->End

Recommended path

Jack Queen
Harmony Beautiful Green
Courage
Self sacrifice
Body of Steel
Judgement
Battle Ability
Retreat and Regroup
Strong Commander

Judgement

Your own choice. I can't tell which type of girls is for you.

Not because of self defense

Result:

Get Magician, Holy and Ground as your classes
Can access to Avatar and Hermit
Judgement+6 Alignment-2 Command Range+1 Resist All+3
AT+1 DF+4 A+1 D+1 M+2 MV+2 V+1
ArmorEquip

Walkthrough [WALK1]

Scenario 1

Winning Condition:

- 1. Kill all enemies

Losing Condition:

- 1. Death of Landius
2. Death of Ricky, Elder

After enemy reinforcements show up:

Winning Condition:

- 1. Landius and Ricky reach south of the map

Losing Condition:

- 1. Death of Landius or Ricky

Player Strength:

Landius Ricky

Enemy Strength:

Table with 15 columns: Class, LV, TY, AT, DF, MP, CR, A+, D+, M+, MV, Jd, RA, Mercenaries, AT, DF, MV, RA. Rows include Fighter and Mercenaries.

Enemy Reinforcement:

Table with 15 columns: Class, LV, TY, AT, DF, MP, CR, A+, D+, M+, MV, Jd, RA, Mercenaries, AT, DF, MV, RA. Rows include Brave Knight, Silver Knight, General, Summoner, Wizard, and Fighter.

NPC Strength:

Table with 15 columns: Class, LV, TY, AT, DF, MP, CR, A+, D+, M+, MV, Jd, RA, Mercenaries, AT, DF, MV, RA. Rows include Healer, Woman, Fighter, Sorcerer, and Soldier.

Shop:

Knife 30P AT+1
Clothes 40P DF+1

Secret Item:

Bucket left of the house below Landius

- 1) Max MP +1
- 2) Knife
- 3) Nothing

Cave on southeast of the map

- 1) Fire Orb
- 2) AT +2
- 3) Speed Boots
- 4) Nothing

Love Index:

After battle, Ricky asks you what to do.

- 1) Run away - No change
- 2) Observe the situation first - Rachel -1
- 3) Rescue Rachel - Rachel +1

Strategy:

Knife and Clothes cannot help much since they are almost useless. What you can do in this scenario is rush to both secret items. You could care less about the villagers. Then, After killing both Fighters, enemy reinforcements will show up on northeast corner and two Fighters at south of the map. You can try to take a one or two. Just remember to leave when you are in danger.

Scenario 2

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Silver Knight	1	Hr	27	22	1	7	2	3	1	19	40	55	Trooper*2	20	18	16	46
EQUIP: Long Sword, Hard Leather																	
Fighter	3	Gr	21	18	0	5	1	1	0	12	50	55	Pike*3	18	18	12	50
Fighter	3	Gr	21	18	0	5	1	1	0	12	50	55	Soldier*3	20	14	12	50
Fighter	3	Gr	21	18	0	5	1	1	0	12	50	55	Soldier*3	20	14	12	50

Enemy Reinforcement 1:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Fighter	2	Gr	21	18	0	5	0	2	0	12	50	55	Pike*3	18	18	12	50

Enemy Reinforcement 2:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Fighter	2	Gr	21	18	0	5	0	2	0	12	50	55	Soldier*3	20	14	12	50

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Fighter	3	Gr	21	19	0	5	2	1	0	12	50	85	Pike*3	18	18	12	50

Shop:
 Knife 30P AT+1
 Clothes 40P DF+1
 Leg Guarder 40P DF+1

Secret Item:

South of the map. The bottom line, there is a star shape grass a few square left of the river. It gives you hint about the secret item.

Northwest. On the mountain coordinate (2,4) (northwest corner is 1,1)

- 1) Star Piece
- 2) Nothing.

Love Index:

None

Strategy:

Let Ricky take care of the Pike north of starting point. When Ricky engage the enemy, Enemy Reinforcement 1 show up on the north of the map, on the mountain. Let Landius stay at starting point and kill the soldiers. When Landius destroy one group, Enemy Reinforcement 2 show up on southeast of the map, inside the forest. On Turn 5, McLaine will show up as NPC to help you. Let McLaine take care of the Silver Knight, it is a sitting duck anyway. Now, moves Ricky to the north and get the secret item.

 Scenario 3

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Landius
2. Death of NPC

Player Strength:

Landius Ricky McLaine

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Fighter	5	Gr	22	19	1	5	1	3	1	12	50	55	Pike*3	18	18	12	51
Knight	6	Hr	22	19	1	6	2	2	1	19	40	50	Lancer*3	24	15	16	51
Fighter	5	Gr	22	19	1	5	1	3	1	12	50	75	Soldier*2	20	14	12	71
EQUIP: Amulet																	
Gladiator	1	Gr	25	22	1	6	2	4	1	12	50	65	Soldier*3	20	14	12	51
EQUIP:Gladius Hard Leather																	
Fighter	3	Gr	21	19	0	5	1	2	0	12	50	55	Soldier*1	20	14	12	50
Knight	5	Hr	22	19	1	6	2	2	1	19	40	50	Lancer*3	24	15	16	51

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
PengasusKnight	6	Ar	25	16	1	7	4	2	1	21	30	55Gr--Wd35Hippogriff*220	220	13	15	15	56
Warlock	6	Mg	22	17	13	4	3	1	1	10	60	71Dr81	Soldier*1	20	14	12	51
Marshal	1	Gr	19	16	9	8	0	1	7	11	55	82	Pike*2	18	18	12	57
EQUIP: Knife Robe																	

Shop:

Knife 30P AT+1
 Gladius 200P AT+2
 Hand Axe 160P AT+2
 Clothes 40P DF+1

Robe 50P DF+1 Resist All+2
Leg Guarder 40P DF+1

Secret Item:
None

Love Index:
None

Strategy:

Ignore the Knight in the forest and rush to NPC via the C-shape path. You will meet both Pike and Lancer at the same time. So, plan your move carefully. If you are not strong enough to take them all out, just attack the commanders. The enemies in this scenario will be stupid since most of them will come to you rather than the NPC. Only 2 groups of weakling will go after the NPC. Then, the Gladiator will not move. After defeating most of the troops, McLaine along with his Pike Troops should go back to kill the Knight from the forest. Next, Landius should meet with the NPC as soon as possible from the south entrance so Willa and Shelfanil will escape from the fortress. Then, use Ricky or Landius to climb the mountain and kill the last group of enemy.

Scenario 4

Winning Condition:

1. Defeat Magician Lith

Losing Condition:

1. Death of Landius
2. Magician Lith reached the top of the map

Player Strength:

Landius Ricky McLaine Shelfanil Angelina

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Fighter	6	Gr	22	19	1	5	1	3	1	12	50	55	Soldier*4	20	14	12	51
Fighter	7	Gr	22	19	1	5	1	3	1	12	50	55	Pike*4	18	18	12	51
Fighter	7	Gr	22	19	1	5	1	3	1	12	50	55	Pike*4	18	18	12	51
Knight	6	Hr	22	19	1	6	2	2	1	19	40	50	Lancer*4	24	15	16	51

Enemy Reinforcement 1:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Sorcerer	1	Mg	23	22	5	5	3	2	2	10	60	74D84	Archer*3	14	8	13	47

Staff Robe

Enemy Reinforcement 2:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Knight	3	Hr	21	19	0	6	1	2	0	19	40	50	Lancer*4	24	15	16	50
Fighter	3	Gr	21	19	0	5	1	2	0	12	50	55	Soldier*4	20	14	12	50

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Marshal	1	Gr	18	15	9	8	0	1	7	11	55	80	Pike*3	18	18	12	57
Healer	7	Hl	21	18	12	4	1	3	7	10	60	70D85H+1	None				

Shop:

Knife 30P AT+1
Gladius 200P AT+2
Staff 150P AT+1, Magic Range+2 Magic Damage+1

Wand	800P	Magic Range+4, Magic Damage+1
Clothes	40P	DF+1
Robe	50P	DF+1 Resist All+2
Leg Guarder	40P	DF+1

Secret Item:

Can choose only one from these two boxes

Bottom row of the map. one square left of Willa pike troops.

- 1) Necklace
- 2) 100P
- 3) Nothing

Top row of the map. The tile with yellow stone

- 1) Wand
- 2) 400P
- 3) Nothing

Northwest corner in the forest where a huge rock is.

- 1) Nothing
- 2) INT+1
- 3) Nothing

Love Index:

During battle, Willa is under attack

- 1) Let him fight - Angelina-1
- 2) Safe him - No change

During battle, Rachel asks you did you come for her

- 1) Yes - Rachel +1
- 2) Ricky wants you to - Rachel -1
- 3) Please wait a for a while - Rachel +1

After battle, Willa asks you for help

- 1) Help him - Shelfanil Angelina (Rachel) +1
- 2) Do not help him - Shelfanil Angelina (Rachel) -1

Strategy:

Let Landius take the left path and go straight to the back of the house. The rest of the team should go into the house to gain some experience. In this scenario, only Angelina and Landius are fast enough to catch up with Lith. One thing, you should just attack all the commanders in order to catch up with Lith faster or else she will escape and game over. After Lith crossed the bridge, enemy reinforcement will show up. You should just pass through them and focus on Lith. you should be careful when you are chasing Lith since she hired Archer which can attack from far.

Scenario 5

Winning Condition:

1. kill all enemies.

Losing Condition:

1. Death of Landius.
2. Enemies escaped.

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
SilverKnight	1	Hr	23	20	1	7	3	3	1	19	40	55	Lancer*3	24	15	16	51

											Soldier*2	20	14	13	51					
Knight	8	Hr	23	20	1	6	3	3	1	19	40	50				Lancer*2	24	15	16	51
SilverKnight	4	Hr	28	23	2	7	5	4	2	19	40	55				Trooper*4	20	18	16	47
																Soldier*2	20	14	14	52
Gladiator	3	Gr	26	22	2	6	3	5	2	12	50	65				Pike*4	18	18	12	52
Gladiator	1	Gr	23	20	1	6	2	4	1	12	50	65				Pike*3	18	18	12	51
																Lancer*2	24	15	17	51
Gladiator	1	Gr	23	20	1	6	2	4	1	12	50	65				Soldier*3	20	14	12	51
																Pike*2	18	18	13	51

Shop:

Gladius	200P	AT+2
Main Gauche	350P	AT+2 DF+1
Staff	150P	Magic Range+2 Magic Damage+1 AT+1
Hard Leather	450P	DF+2
Robe	50P	DF+1 Resist ALL+1
Leg Guarder	40P	DF+1
Cross	200P	D+1 Resist Fire Resist Holy+5 Resist All+2

Secret Item:

Northwest corner where there is a sharp stone in the water.

- 1) Nothing
- 2) Nothing
- 3) Nothing
- 4) RuneStone

Love Index:

Before battle, Rachel asks you about the Federation movement

- 1) They wait for the great timing - Rachel +1
- 2) They don't know what to do - Rachel -1
- 3) They wait for orders - No change

After battle, Willa thanks you.

- 1) I win easily - Rachel +1
- 2) You are welcome - Shelfanil Angelina +1
- 3) It was hard - Shelfanil Angelina Rachel -1

Strategy:

Put Angelina on east and let her chase after the Knight with Lancer since he will try to escape from north, which is very troublesome. Then, Both enemies with equipments will not move until Turn 5, they will randomly choose a direction to run away then. Most of the time, they run west. There rare to see they go east, so you can put your weaker units east then put stronger units at west. Most enemies focus on running away, you just have to kill the commander if you can't stop them.

Scenario 6

Winning Condition:

1. Kil all enemies.

Losing Condition:

1. Death of Landius.

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Warlock	6	Mg	21	21	3	4	2	2	1	10	60	67Dr77	Soldier*2	20	14	12	51
	EQUIP: Robe																
Warlock	6	Mg	21	21	3	4	2	2	1	10	60	67Dr77	Soldier*2	20	14	12	51
	EQUIP: Robe																
Sorcerer	1	Mg	23	22	5	5	3	2	2	10	60	74Dr84	Archer*2	14	8	13	47
	EQUIP: Staff Robe																
Sorcerer	1	Mg	23	22	5	5	3	2	2	10	60	74Dr84	Archer*2	14	8	13	47
	EQUIP: Staff Robe																
Gladiator	5	Gr	27	24	2	8	4	7	2	12	50	65	Pike*6	18	18	12	52
	EQUIP: Gladius Hard Leather Necklace																
Pirate	3	Ns	25	17	5	5	2	1	0	15	45	45	Merman*4	22	13	14	60

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
General	1	Gr	35	26	3	7	6	8	3	11	54	75	Pike*3	18	18	12	53
	EQUIP: Flail Hard Leather																
SilverKnight	7	Hr	30	25	2	7	7	4	2	19	40	55	Trooper*3	20	18	16	47
	EQUIP: Long Sword Hard Leather																

Shop:

Main Gauche	350P	AT+2	DF+1
Kris	650P	AT+3	Critical
Long Sword	750P	AT+3	
Staff	150P	Magic Range+2	Magic Damage+1
Hard Leather	450P	DF+2	
Leg Guarder	40P	DF+1	
Greave	400P	DF+2	
Necklace	600P	D+1	Command Range+2

Secret Item:

Large Island with 4 stones

- 1) 4 more options
 - A) Main Gauche
 - B) 100P
 - C) M+2
 - D) Nothing
- 2) Resist All+1 Except Dr
- 3) Speed Boots

Northwest corner with a large rock

- 1) 3 more options
 - A) Resist Fire+2
 - B) Resist Thunder+2
 - C) Resist Ice+2
- 2) Dagda Kon Stick

Northeast pool, GAIN ACCESS TO SCENARIO ?1

- 1) Move Landius to the pool.
- 2) Move McLaine to the pool and choose first option.
- 3) Move all characters near to the pool. (Each character will have conversation)
- 4) All members must survive in battle.

Love Index:

None

Strategy:

All the enemies will not move except Pirate. All the enemies are defensive, they just keep on casting magic and take you down with their archers. The sorcerers are annoying since they like to cast Thunder. You have to prepare troops with

high defense and magic defense in order to survive. Try to kill them before they manage to cast magic and do serious damage to your troops. After defeating most of the troops. Enemy reinforcement arrive. Now, it is your turn to stay defensive and cast magic on them.

Scenario ?1

Winning Condition:

1. Go to Northeast corner

Losing Condition:

1. Death of Landius, Ricky or McLaine

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
StoneGolem	3	Sp	24	22	0	8	4	4	2	13	40	0	Puppet*5	17	21	11	62
Ralva	3	St	24	21	6	6	3	4	2	8	64	75F45G0D--	Phantom*5	18	12	11	72
SaberTiger	1	Sh	23	15	0	8	1	0	1	19	41	65Dr75	HellHound*5	23	14	16	50
WildBoar	3	Gr	24	22	0	7	4	4	1	12	50	55Dr65	WolfMan*5	20	14	13	51

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Builder	10	Gr	41	41	16	8	12	18	12	12	51	90	None				
Woman	1	Gr	20	18	0	4	0	1	0	10	45	30	None				
Woman	1	Gr	20	18	0	4	0	1	0	10	45	30	None				
Woman	1	Gr	20	18	0	4	0	1	0	10	45	30	None				
Gladiator	2	Gr	24	20	1	6	2	4	1	12	50	65	Soldier*2	20	14	12	51
Gladiator	2	Gr	24	20	1	6	2	4	1	12	50	65	Soldier*3	20	14	12	51
Gladiator	2	Gr	24	20	1	6	2	4	1	12	50	65	Soldier*3	20	14	12	51

Shop:

Robe 50P DF+2 Resist All+2

Secret Item:

Flower in the middle of the forest.

1) 4 more options.

- A) AT-1
- B) Nothing
- C) Judgement+1
- D) Nothing

2) Nothing

Male bathroom cargo. A small bucket on northeast of starting room

1) 3 more options

- A) Vaseline
- B) Nothing
- C) Nothing

2) Nothing

Love Index:

None

Strategy:

I don't know if there is any secret in scenario. Your objectives here is reach northeast corner without being detected by soldiers. Enemies will arrive when you reach the forest. When you go out of the building, straight away head north.

When you about to reach the forest. Go diagonally towards the flower and approach the destination slowly. There are 2 questions asked before this scenario. Choose second option for first question. For second question, if you choose first option, three of them will travel together. If you choose the other, Landius will go alone When the girls detects Landius, they will ask a question as well. Choose second option to prevent a Meteor from Shelfanil.

 Scenario 7

Winning Condition:

1. Kill all enemies

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Losing Condition:

1. Mirror stolen and enemy escaped
2. Death of Landius

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Assassin	1	Tt	30	24	0	8	6	6	3	11	56	65	Log*2	20	13	13	53
	EQUIP: Hand Axe Hard Leather Necklace												Archer*3	14	8	14	48
Bandit	8	Tt	23	19	0	4	2	2	1	11	55	45	Begger*3	20	11	13	41
Chief	4	Tt	26	22	0	5	3	3	2	11	55	50	Log*2	20	13	13	52
	EQUIP: Knife Hard Leather												Slinger*2	16	10	12	47
Chief	4	Tt	26	22	0	5	3	3	2	11	55	50	Log*4	20	13	13	52
	EQUIP: Knife Hard Leather												Begger*3	20	11	13	41
Bandit	8	Tt	23	19	0	4	2	2	1	11	55	45	Begger*3	20	11	13	41
Bandit	8	Tt	23	19	0	4	2	2	1	11	55	45	Begger*3	20	11	13	41
SilverKnight	1	Hr	23	20	1	7	3	3	1	19	40	55	Lancer*5	24	15	16	51
Gladiator	1	Gr	23	20	1	6	2	4	1	12	50	65	Pike*5	18	18	12	51
GelGazer	1	Gl	22	22	0	5	2	5	1	12	45	45Fr25Dr--Gel*4		18	20	11	41

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
SilverKnight	7	Hr	30	25	2	7	7	4	2	19	40	55	Trooper*5	20	18	16	47
	EQUIP: Long Sword Hard Leather																
General	1	Gr	36	26	3	9	6	9	3	10	75	75	Pike*2	18	18	12	53
	EQUIP: Battle Axe Hard Leather Necklace												Elf*2	16	6	14	78

Shop:

Kris	650P	AT+3	Critical
Long Sword	750P	AT+3	
Flail	750P	AT+2	Action+2 Penalty
Lance	1100P	AT+4	Action+3 Penalty
Staff	150P	AT+1	Magic Range+2 Magic Damage+1
Wand	800P	Magic	Range+4 Magic Damage+1
Hard Leather	450P	DF+2	
Greave	400P	DF+2	

Secret Item:

- Southeast Treasure Box - 500P
- Left Treasure Box - Kris
- Northeast Treasure Box - Saint King Charm
- Northwest Treasure Box - Magical Bikini
- Northeast Treasure Box - Rune Stone
- Middle Treasure Box - Mirror

Love Index:

Before battle, Rachel said she is tired.

- 1) Carry her - Rachel+1 Shelfanil Angelina -1
- 2) Ask her to hold on - No change
- 3) Ask her to stop whining - Rachel -1 Shelfanil Angelina +1
- 4) I am tired as well - Rachel Shelfanil Angelina -1

After battle, Willa asks you to join the next battle

- 1) No - Rachel+1 Shelfanil Angelina Selena -1
- 2) No other choice - Shelfanil Angelina Selena +1
- 3) I don't mind - Rachel Shelfanil Angelina Selena +1

Strategy:

Use High mobility units to chase after the bandits. All magicians should just focus on taking the southeast and southwest Treasure Box, let enemy get the treasure, then you block the entrance and kill them to take the treasure. Let Angelina go for the treasure surrounded with water since she can fly. McLaine should go to the right and Landius should go for the bandit's leader. Enemy reinforced on Turn 11. Just stay defensive and throw your magic on them and then kill them with any units.

Scenario 8

Winning Condition:

- 1. Defeat Aldan in 20 Turns

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Losing Condition:

- 1. Turn Over
- 2. Death of Landius

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
SilverKnight	6	Hr	26	22	2	7	6	4	2	19	40	55	Lancer*4	24	15	16	52
Gladiator	6	Gr	26	22	2	6	4	6	2	12	50	65	Soldier*4	20	14	12	52
BraveKnight	1	Hr	32	26	3	8	9	5	3	19	41	70	Trooper*3	20	18	16	48
			EQUIP:Long Sword Hard Leather										Soldier*2	20	14	13	53
General	2	Gr	31	25	4	7	4	6	0	11	52	75Fr87Ic80	Phalanx*3	23	24	12	75
			EQUIP:Mithril Sword Dragon Scale										Elf*2	16	6	14	75
DragonKnight	1	Ar	32	23	4	9	8	6	3	21	31	70FI85Wd55	Hablok*3	19	10	17	83
			EQUIP:Long Sword Hard Leather										Sky Archer*2	19	10	17	83
Mage	1	Mg	27	25	16	6	7	5	5	10	61	90Dr95	High Elf*3	21	10	13	X5
			EQUIP:Wand Mirage Robe														
Gladiator	6	Gr	26	22	2	6	4	6	2	12	50	65	Soldier*5	20	14	12	52
SilverKnight	6	Hr	26	22	2	7	6	4	2	19	40	55	Lancer*4	24	15	16	52

Shop:

- Long Sword 750P AT+3
- Great Sword 1000P AT+4
- Flail 750P AT+4 Action+2 Penalty
- Lance 1100P AT+4 Action+3 Penalty
- Wand 800P Magic Range+4 Magic Damage+1
- Chain Mail 1000P DF+3 MV-1
- Hard Leather 450P DF+2
- Greave 400P DF+2
- Necklace 650P D+1 Command Range+2 Mercenaries+1
- Fairy Stone Ring 800P MP+6 Resist All+10 except Holy and Physic

Secret Item:

Northwest corner cave

1) 3 more options

- A) Mjollnir
- B) RuneStone
- C) Nothing

2) Nothing

Love Index:

During battle, whom to talk to.

- 1) Shelfanil - Shelfanil +1
- 2) Angelina - Angelina +1
- 3) Rachel - Rachel +1
- 4) Someone else - No change

Strategy:

From the start, only 4 to 5 groups enemies will approach you on both side. The Horse unit will reach you first since they are fast. Next, the Ground unit will reach you. After a few turns, Air unit and the Magician will travel south, so remember to prepare your wind magic and Bow unit before they reach you. The mage has wind magic and some bow units with her which is quite troublesome. You need to have your high defense unit to approach and then destroy her. You may need Rachel to back up the unit as well. Then, Aldan and the remaining soldier will travel west. Aldan knows heal1 which which means he is a bit hard to kill. Anyway, you have to dispatch his bow unit first to make things easier.

Scenario 9

Winning Condition:

1. Defeat Emily

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DragonKnight	1	Ar	32	23	4	9	8	6	3	21	31	70FI85Wd55Angel*4		18	19	15	93
													Hablok*2	19	10	19	83
HawkLord	3	Ar	24	20	2	8	4	4	2	21	30	50Wd35Gr--Hippogriff*4	420	13	15	57	
Gladiator	6	Gr	26	22	2	6	4	6	2	12	50	65	Pike*5	18	18	12	52
Gladiator	7	Gr	26	23	2	6	5	7	2	12	50	65	Soldier*5	20	14	12	52
Sorcerer	6	Mg	25	22	11	5	5	4	4	10	60	72Dr80	Elf*2	16	6	13	79
BraveKnight	5	Hr	35	29	4	8	12	7	8	18	41	93	Dragoon*4	29	20	16	X3
HawkLord	3	Ar	24	20	2	8	4	4	2	21	30	50Wd35Gr--Hippogriff*4	420	13	15	57	
Mage	1	Mg	28	24	16	8	7	6	5	10	61	87	Infantry*2	16	17	15	65
													Eagle*2	18	3	11	45

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Lord	1	Gr	20	18	0	5	0	1	0	12	25	50	Soldier*4	20	14	12	50

Shop:

Long Sword 750P AT+3
Great Sword 1000P AT+4

Flail	750P	AT+4 Action+2 Penalty
Morning Star	1100P	AT+5 Action+2 Penalty
Wand	800P	Magic Range+4 Magic Damage+1
Chain Mail	1000P	DF+3 MV-1
Hard Leather	450P	DF+2
Greave	400P	DF+2
Necklace	650P	D+1 Command Range+1
Fiary Stone Ring	800P	Resist All+10 except Holy and Physic
Crystal Ank	850P	DF+1 D+1 Resist All+5, Resist Holy Dark+8

Secret Item:

Northwest Goddess Statue. Only Landius can get it.

- 1) Saint King Charm
- 2) Resist Holy+10
- 3) 4 other options - refer to love index
- 4) nothing

Northeast Goddess Statue

- 1) Tiara
- 2) M+1
- 3) Resist Holy+10
- 4) Nothing

Can only choose one of the Goddess

North of the map, A crest on the carpet. Only McLaine can get it.
Choose first option to get Special Ticket.

Love Index:

During battle, hidden item location. Which person do you want?

- | | |
|--------------|----------------|
| 1) Shelfanil | - Shelfanil +1 |
| 2) Angelina | - Angelina +1 |
| 3) Rachel | - Rachel +1 |
| 4) Selena | - Selena +1 |

Strategy:

First of all, Caconsis King sucks. Well, all enemies Air units will just travel north straight away. It is good to put your archers on both side near the main entrance to take down any enemy troops. Then, there is a time when some enemies will gather at the middle of the map. Take this chance to cast all your magic on them. Remember to guard the west and east entrance as well. On Turn 6, Emily will start moving. It is not wise to go head on with Emily since she is quite strong. You have to use your archer to weaken her before attacking her or you will be wasted for sure. After the battle, Caconsis King gives you 100P as reward.

Scenario 10

Winning Condition:

1. Defeat Emily in 20 Turns

Losing Condition:

1. Turn Over.
2. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Gladiator	4	Gr	25	21	2	6	3	5	2	12	50	65	Pike*4	18	18	12	52
SilverKnight	7	Hr	30	25	2	9	7	5	2	19	40	55	Trooper*4	20	18	16	47
			EQUIP: Long Sword Hard Leather Necklace														
Gladiator	4	Gr	25	21	2	6	3	5	2	12	50	65	Pike*4	18	18	12	52
HawkLord	7	Ar	30	22	3	10	6	6	2	21	30	50Wd35Gr--	Hablok*4	19	10	17	82
			EQUIP: Long Sword Hard Leather Necklace														
Sorcerer	5	Mg	24	22	10	5	5	4	4	10	60	72Dr82	Elf*2	16	6	13	79
Mage	2	Mg	28	24	18	6	8	5	5	10	61	87Dr97	Sniper*2	20	3	11	45
			EQUIP: Wand Robe														
BattleMaster	1	Gr	31	26	3	7	6	8	3	12	75	75	Infantry*4	16	17	14	63
			EQUIP: Long Sword Hard Leather														
BraveKnight	6	Hr	36	29	4	10	12	8	8	18	41	73	Dragoon*3	29	20	16	83
			EQUIP: Long Sword Chain Mail Necklace														

Shop:

Great Sword	1000P	AT+4
Battle Axe	1600P	AT+5 MV-1 Action+3 Penalty
Morning Star	1100P	AT+5 Action+2 Penalty
Lance	1100P	AT+4 Action+3 Penalty
Crystal Rod	1200P	Magic Range+5 Magic Damage+1
Chain Mail	1000P	DF+3 MV-1
Hard Leather	450P	DF+2
Speed Boots	2700P	MV+4
Necklace	650P	D+1 Command Range+2 Mercenaries+1
Orb	1350P	MP+50%

Secret Item:

On Turn 20, let McLaine move to southeast corner stairs. Command McLaine to stay at that tile to trigger another dialog.

McLaine must survive during the battle and say yes after the battle.

- Access to Scenario ?2

Love Index:

During battle, the girls talk about the fort.

- 1) How nostalgic - Rachel -1
- 2) If wars did not occurred - Rachel Shelfanil Angelina Selena +1
- 3) I want to try your cooking - Shelfanil +1 Angelina -1
- 4) I did not ask about this - Shelfanil -1 Angelina +1

Strategy:

This is pretty simple. The troops inside the fort will not move. Just focus on taking down on the troops outside. The hore unit will travel south anyway. After that, mages in the fort can cast Thunder and Tornado. Get Rachel to Heal or you will be wasted for sure. Then, the mage at the lower level can only be killed with bow unit or air unit. So, remember to hire some bow units to take them down. For Emily, she will nor move, you can just shower her with arrows until she is done.

Scenario ?2

Winning Condition:

1. Defeat 3 brothers

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Mage	3	Mg	28	24	19	6	8	6	6	10	61	85Dr95	Arbalest*3	20	7	8	46
BraveKnight	2	Hr	30	24	3	8	10	5	4	19	41	70	Lancer*3	24	15	16	54
Mage	3	Mg	28	24	19	6	8	6	6	10	61	85Dr95	Arbalest*3	20	7	8	46
General	2	Gr	29	25	4	7	6	9	3	11	52	75	Pike*4	18	18	12	53
BattleMaster	2	Gr	29	25	4	7	7	8	4	12	51	75	Soldier*4	20	14	12	54
BraveKnight	2	Hr	30	24	3	8	10	5	4	19	41	70	Lancer*3	24	15	16	54
Paladin	3	Hl	26	24	18	6	5	9	9	10	61	87Dr97H+10Elf*3		16	6	13	84
DragonKnight	3	Ar	30	22	5	9	9	7	4	21	31	70FI85Wd55Hablok*4		19	10	17	84
Builder	6	Gr	30	25	15	8	12	10	12	12	51	90	Seaman*4	24	18	15+22	
Builder	7	Gr	35	30	15	8	12	10	12	12	51	90	Seaman*4	30	19	11	42
Builder	5	Gr	25	28	15	8	12	10	12	12	51	90	Seaman*4	14	30	13+62	

Shop:

Knife 30P AT+1

Secret Item:

Directly east of (Monster4)BraveKnight, a square beside border of the east. It is a empty space above forest.

- 1) Nothing
- 2) Nothing
- 3) Dubthach

Christmas Tree on the north of the map near the top border.

- 1) Iron Array
- 2) Magical Bikini
- 3) 50P
- 4) Random (Iron Array, Magical Bikini, Amulet, Crystal Ank)

A different color seaman in the middle of the map.

- 1) Blue Air AT24 DF18 MV15 450P Fire ice Thunder Physical+10 Wind100 Holy50
Skill CurePoison Healing
- 2) Yellow Air AT14 DF30 MV13 450P All Absorb50 Skill CurePoison Healing
- 3) Pink Air AT28 DF4 MV18 450P Fire Thunder Holy Physical Absorb 10 wind 100
ice50 ground dark-- Skill CurePoison Healing
- 4) Black Air AT30 DF19 MV11 450P Resist all30 Skill CurePoison Healing

Love Index:

During battle

- 1) We are always serious - Shelfanil +1 Angelina Rachel -1
- 2) It is a small joke - Angelina Rachel +1 Shelfanil -1
- 3) Accompany - Selena +1 Shelfanil Angelina Rachel -1

Strategy:

The turth is, there is a turn limit of 25. You can still make it in time though. Do no travel north through the small road unless you had taken care of all the ballista or you want to get toasted. Travel east and go around the map. When you get close to the mages, cast magic to take out all the ballista first before doing any close combat. Finally, those 3 brothers are very stong and they have great mercenaries(Seaman) as well. You should cast magic and use range attack on them before killing them, killing their mercenaries will be tough, so you may need to focus your fire power on the commander. After the battle, you receive 110P from the king. What a nice joke.

Scenario 11

Winning Condition:

1. Defeat Kruger

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Captain	4	NW	28	18	7	9	7	4	2	15	45	50	Merman*4	22	13	14	62
	EQUIP: Hand Axe Necklace												Hippogriff*220	13	17	57	
Gladiator	6	Gr	26	22	2	6	4	6	2	12	50	65	Pike*3	18	18	12	52
													Soldier*2	20	14	13	52
Summoner	5	Sm	31	27	40	6	7	6	7	10	61	85H180Dr90	Dragoon*4	29	20	16	82
	EQUIP: Kris Mirage Robe Orb												Angel*2	18	19	17	97
Gladiator	6	Gr	26	22	2	6	4	6	2	12	50	65	Pike*3	18	18	12	52
													Soldier*2	20	14	13	52
Cleric	5	Bs	24	21	12	5	2	6	5	10	59	75	Eagle*4	18	3	11	45
Captain	4	NW	28	18	7	9	7	4	2	15	45	50	Merman*4	22	13	14	62
	EQUIP: Hand Axe Necklace												Hippogriff*220	13	17	57	

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
HawkLord	2	Ar	24	19	2	10	4	5	1	21	30	50Gr--Wd35	Hablok*4	19	10	17	81
	EQUIP: Necklace												Angel*2	18	19	17	91
Captain	2	NW	25	18	6	9	6	4	1	15	45	50	LizardMan*4	23	12	14	41
	EQUIP: Necklace												Merman*2	22	13	16	61

Shop:

Great Sword	1000P	AT+4
Battle Axe	1600P	AT+5 MV-1 Action+3 Penalty
Morning Star	1100P	AT+5 Action+2 Penalty
Lance	1100P	AT+4 Action+3 Penalty
Crystal Rod	1200P	Magic Range+5 Magic Damage+1
Chain Mail	1000P	DF+3 MV-1
Hard Leather	450P	DF+2
Speed Boots	2700P	MV+4
Necklace	650P	D+1 Command Range+2 Mercenaries+1
Amulet	700P	Resist All+20
Orb	1350P	MP+50%
Talisman	1600P	A+3 D+1 Resist Dark+5 Resist Holy+5

Secret Item:

Angel sign's head on your ship

- 1) 200P
- 2) Angel Feather Garb
- 3) Crystal Ank

Love Index:

During battle, Angelina asks you what to do

- 1) Target Kruger - Shelfanil +1
- 2) Kill enemy reinforcement - Rachel +1
- 3) Lure them to the ship - Angelina +1

Strategy:

Do not rush towards Kruger blindly or you will be hit by his ThunderStorm. Cast magic to hurt and take down Vega first since their range attack is annoying. Rachel should be put on the south as well to heal the troops who is trying to cross the bridge. Both Captain take long time to reach you, they should not be

a big problem. You can even lure them onboard then kill them.

Scenario 12

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
General	8	Gr	40	31	8	7	8	11	6	10	54	75	Phalanx*2	23	24	12	81
EQUIP: Battle Axe Hard Leather																	
BattleMaster	1	Gr	28	24	3	7	6	8	3	12	51	75	Infantry*4	16	17	14	63
													Pike*2	18	18	14	53
BraveKnight	1	Hr	29	24	3	8	9	5	3	19	41	70	Trooper*4	20	18	16	48
													Soldier*2	20	14	14	53
Gladiator	5	Gr	25	22	2	6	4	6	2	12	50	65	Pike*5	18	18	12	52
BraveKnight	3	Hr	34	27	4	10	19	7	4	19	41	70	HeavyLancer422	21	15	15	59
EQUIP: Long Sword Hard Leather Necklace																	
Silver Knight	6	Hr	26	22	2	7	6	4	2	19	40	55	Soldier*2	20	14	14	54
													HeavyLancer422	21	15	15	57
													Soldier*2	20	14	13	52
Gladiator	6	Gr	26	22	2	6	3	6	2	12	50	65	Soldier*3	20	14	12	52
													Pike*2	18	18	13	52

Enemy Reinforcement 1:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
BraveKnight	5	Hr	36	29	4	8	12	7	8	18	41	93	Dragoon*3	29	20	16	X3
EQUIP: Lance Chain Mail Amulet																	

Enemy Reinforcement 2:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Knight Master	5	Hr	45	35	7	9	16	10	9	20	46	107	Dragoon*2	29	20	17	X3

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
General	5	Gr	30	27	7	7	7	11	5	12	54	75	Pike*4	18	18	12	55
Marshal	3	Gr	19	16	10	8	0	2	8	11	55	80	Pike*4	18	18	12	58

Shop:

Great Sword 1000P AT+4
Battle Axe 1600P AT+5 MV-1 Action+3 Penalty
Mithril Axe 2100P AT+5 Action+1 Penalty
Morning Star 1100P AT+5 Action+2 Penalty
Crystal Rod 1200P Magic Range+5 Magic Damage+1
Chain Mail 1000P DF+3 MV-1
Hard Leather 450P DF+2
Mirage Robe 550P DF+2 Resist All+5 except Dark
Speed Boots 2700P MV+4
Amulet 700P Resist All+20
Orb 1350P MP+50%
Talisman 1600P A+3 D+1 Resist Dark+5 Resist Holy+5

Secret Item:

East of the map. There is a stick in the river.

- 1) 2 more options
 - A) MV+1
 - B) V+1
- 2) Nothing
- 3) Nothing

North of the map. Strange stone surrounded by mountain.

Quiz Answer: Yes, No, No, Yes.

Answer all questions correctly - Gaia Armor

Answer 2 to 3 questions correctly - Rune Stone

Answer 0 to 1 question correctly - Nothing

Love Index:

Before battle, Angelina says something

- 1) We must on guard - Shelfanil Angelina +1 Sadness -1
- 2) It is the truth - Rachel +1
- 3) It will be an easy win - Shelfanil+1 Angelina -1

Before battle, Angelina ask about lost woods

- 1) I don't remember - No change
- 2) No such thing - No change
- 3) How do you know - Trigger Lost Woods

Angelina is crying

- 1) I am with you - No change
- 2) Stop crying or don't help - Angelina -1
- 3) Finds exit together - Angelina +1

Go for which direction

- 1) North - Angelina -1
- 2) East - Angelina -1
- 3) South - Angelina -1
- 4) West - Angelina +2

NOTE: LOST WOOD EVENT IS A MUST TO GO ROAD C.

Angelina must fight with Emily at least once from scenario 12 to 15.

Strategy:

Most enemies will try to escape via north, use your fast unit to pursue them. Balrog will be easy to kill since he has only 2 Phalanx. What you need to worry is most of the enemies has two type of troops which is quite troublesome. Use attack commander technique to stay safe. A few turns later, Emily will show up at northeast corner. Place your Phalanx there to greet her. After a few turns Lanford will show up. You can just ignore him since he will retreat after Willa and Selena come to help you.

Scenario 13

Winning Condition:

1. Kill all enemies.

Losing Condition:

1. Death of Landius.
2. Fail to defeat Kruger in 20 Turns.

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
HawkLord	8	Ar	28	21	4	8	7	6	3	21	30	50Gr--Wd35Angel*4	18	19	15	93	

																	Hablok*2	19	10	19	83
Sorcerer	5	Mg	24	23	10	5	5	4	4	10	60	74	Dr84				Eagle*3	18	3	11	44
	EQUIP: Wand Robe																				
BraveKnight	1	Hr	29	24	3	10	9	6	3	19	41	70					Trooper*4	20	18	16	48
	EQUIP: Necklace																				
Summoner	7	Sm	32	27	30	6	7	6	8	10	61	X5	DrXX				Legion*4	25	19	12	93
	EQUIP: Kris Mirage Robe Amulet																				
Gladiator	10	Gr	28	24	3	6	6	8	3	12	50	65					Pike*5	18	18	12	53
Sorcerer	5	Mg	24	23	10	5	5	4	4	10	60	74	Dr84				Arbalest*3	20	7	8	44
	EQUIP: Wand Robe																				
HawkLord	8	Ar	28	21	4	8	7	6	3	21	30	50	Gr--	Wd35	Angel*4			18	19	15	93
																	Sky Archer*2	16	5	17	38

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA		
SilverKnight	6	Hr	26	22	2	7	6	4	2	19	40	55	Trooper*5	20	18	16	47		
HawkLord	6	Ar	26	20	3	8	6	5	2	21	30	50	Gr--	Wd35	Hippogriff*3	20	13	15	57
													hablok*2	19	10	18	52		

Shop:

Mithril Sword	2300P	AT+5
Mithril Axe	2100P	AT+5 Action+1 Penalty
Morning Star	1100P	AT+5 Action+2 Penalty
Mithril Lance	2250P	AT+5 Action+2 Penalty Critical
Crystal Rod	1200P	Magic Range+5 Magic Damage+1
Chain Mail	1000P	DF+3 MV-1
Mirage Robe	550P	DF+2 Resist All+5 except Dark
Speed Boots	2700P	MV+4
Orb	1350P	MP+50%
Talisman	1600P	A+3 D+1 Resist Dark+5 Resist Holy+5
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20
Saint King Charm	2300P	INT+15 D+3 Resist Holy Dark+10

Secret Item:

Southwest corner where there is a stick near the east edge of the lower cliff.

- 1) Nothing
- 2) Nothing
- 3) Rune Stone

Northeast where there is a trap door with "+" symbol.

- 1) Tiara (Shelfanil, Angelina)
Amulet (Rachel)
Knife (Other Commander)
- 2) 1000P
- 3) Nothing

Love Index:

Before battle, say something to someone

- 1) Becareful, Shelfanil - Shelfanil +1
- 2) I depend on you, Angelina - Angelina +1
- 3) Are you scare, Rachel? - Rachel +1

During battle, Ricky says the bridge will fall

- 1) Stop saying that, Ricky - Selfanil Angelina +1 Sadness -1
- 2) Are you scare, Rachel? - Rachel +1

During battle, Kruger says something

- 1) We will not stay silent - No change
- 2) Retreat for now - Shelfanil Angelina Rachel -1
- 3) Show our power to them - Shelfanil Angelina Rachel +1

During battle, after defeating Kruger, you say

1) Are you alright, Shelfanil? - Shelfanil +2

2) Are you alright, Angelina? - Angelina +2

3) Are you alright, Rachel? - Rachel +2

NOTE: Let Angelina fights Emily to achieve ROAD C requirement.

Strategy:

Depends on how you train your character. Put Ricky or Landius at the front, depending on who is the tanker. Then, All magician should hire High Elf or other long range type mercenaries and stay behind the tanker. McLaine and Angelina should stay at the back. When you reach the half of the bridge, start to cast all the magics you have. Make sure to kill all enemy long range mercenaries. Rachel should focus on healing the tanker. The magician with Arbalest on south of the map can be ignored. Now, just concentrate your fire power on Kruger and kick his ass as hard as you can. Enemy reinforcement will show up if you attack Kruger but they are too far away and can be ignored as well. Magician on the north can be taken down with Sniper.

Scenario 14

Winning Condition:

1. Defeat Balrog and Emily

Losing Condition:

1. Death of landius

2. Death of Caconsis, Willa, Selena

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
BraveKnight	2	Hr	30	24	3	8	10	5	4	19	41	70	Trooper*4	20	18	16	49
													Centaurus*2	19	8	18	44
Marshal	1	Gr	38	33	9	8	8	11	7	10	54	87	Archer*4	14	8	14	52
													Phalanx*2	23	24	12	82
BattleMaster	2	Gr	29	25	4	7	7	8	4	12	51	75	Legion*4	25	19	12	69
													Phalanx*2	18	18	14	54
Mage	1	Mg	28	23	16	6	7	5	5	10	62	85Dr95	Arbalest*3	20	7	8	45
Gladiator	8	Gr	29	25	3	6	5	7	3	12	50	65	Soldier*3	20	14	12	53
													Pike*3	18	18	13	53
Mage	2	Mg	29	23	18	6	8	5	5	10	61	85Dr95	Elf*3	16	6	13	80
KnightMaster	1	Hr	39	31	5	9	13	8	9	19	41	X5	Dragoon*4	29	20	16	X4
													Soldier*2	20	14	14	79

Enemy Reinforcement 1:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
SerpentKnight	1	NW	30	20	8	9	10	5	3	16	46	70	Merman*4	22	13	14	63
													Lord Lizard226	17	17	73	

Enemy Reinforcement 2:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
RoyalGuard	1	Hr	50	39	8	10	20	12	10	20	46	119	Dragoon*4	29	20	17	X5

NPC Strength:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries AT DF MV RA
General	6 Gr 33 30 8 7 7 11 5 12 53 95	Pike*4 18 18 12 75
	EQUIP: Gladius Hard Leather Amulet	
Marshal	4 Gr 19 20 11 8 0 2 8 10 55 110	Soldier*4 20 14 12 78
	EQUIP: Chain Mail Amulet	
Lord	1 Gr 23 20 0 5 0 1 0 12 25 75Dr70H170	
	EQUIP: Kon Stick Mirage Robe Amulet	Soldier*4 20 14 12 70

Shop:

Mithril Sword	2300P AT+5
Devil Axe	2350P AT+8 DF-4 Action+4 Penalty Resist Holy-15
Mithril Lance	2250P AT+5 Action+2 Penalty Critical
Crystal Rod	1200P Magic Range+5 Magic Damage+1
Wizard Rod	2000P Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Chain Mail	1000P DF+3 MV-1
Mirage Robe	550P DF+2 Resist All+5 except Dark
Speed Boots	2700P MV+4
Orb	1350P MP+50%
Talisman	1600P A+3 D+1 Resist Dark+5 Resist Holy+5
Fire Orb	2100P Magic Range+1 MP+50% Resist Fire+20
Saint King Charm	2300P INT+15 D+3 Resist Holy Dark+10

Secret Item:

The tile with a symbol inside the building south of the map
- Gain access to Scenario?3
Examine the secret tile with any character.
Someone must defeat Lanford to get crystal key.
Teleport the commander who defeated Lanford to the secret tile.

Love Index:

Before battle, Angelina says something, then you reply

- 1) Willa is with him - Shelfanil Angelina Rachel +1
- 2) Iva is with him - Shelfanil Angelina Rachel -1
- 3) Selene is with him - Selena +1

Before battle, Ricky and McLaine was wondering about Bruno's troop

- 1) He went for wrong road - Shelfanil Angelina Rachel -1 Sadness +1
- 2) We are just faster - Shelfanil Angelina Rachel +1

Before battle, Landius's Dream

Spade Angelina Door

Angelina Love Index is 111 and above
Angelina is scared.

- 1) What's wrong - No change
- 2) Sorry for scaring you - Counter +1
- 3) You scared - No change

Angelina is worry about something

- 1) You should talk to someone - No Change
- 2) You should talk to me - Counter +1
- 3) It is just not like you - No change

Angelina asks about men who like gentle and mannered girl.

- 1) Yes - No change
- 2) No - Counter +1
- 3) Depends - No change

Angelina talk about meeting someone in life is fate.

- 1) Believe - Counter +1
- 2) Do not believe - No change
- 3) Depends - No change

Counter +0. Angelina Love Index -1
Counter +1. No change
Counter +2. No change
Counter +3. Angelina Love Index +1
Counter +4. Angelina Love Index +1

Angelina Love Index is 110 or below

Angelina is angry.

- 1) Talk to her - Counter +1
- 2) Sneak away - No change
- 3) Hide - No change

Angelina says you laugh at people

- 1) Deny - Counter +1
- 2) Admit - No change
- 3) I just tell the truth - No change

Angelina insist you laugh at people

- 1) Argue - No change
- 2) Admit - No change
- 3) Silent - Counter +1

I am a

- 1) Authentic man - No change
- 2) Speculative man - No change
- 3) Agitate man - No change
- 4) person how people judge me - Counter +1

Counter +0. Angelina Love Index -1

Counter +1. No change

Counter +2. No change

Counter +3. Angelina Love Index +1

Counter +4. Angelina Love Index +1

Heart Rachel Door

Rachel Love Index is 111 and above

Rachel is waiting for you

- 1) I am happy - Counter +1
- 2) Nothing special - No change
- 3) What's wrong with you - No change

Rachel asks if she is fat

- 1) Yes - Rachel -1
- 2) No - No change
- 3) Even you care about it - No change
- 4) Is is important - Counter +1

Rachel ask who is your lover

- 1) Shelfanil - No change
- 2) Angelina - No change
- 3) Rachel - Counter +1
- 4) Selena - No change

Rachel ask how you want to confess

- 1) Watching sunset - Counter +1
- 2) Watching stars - Counter +1
- 3) About to die - No change
- 4) Never - No change

Counter +0. Rachel Love Index -1

Counter +1. No change

Counter +2. No change

Counter +3. Rachel Love Index +1

Counter +4. Rachel Love Index +1

Rachel Love Index is 110 or below

Rachel asks what are you doing

- 1) Come to see you - Counter +1
- 2) Dreaming - No change
- 3) Don't answer - No change

Rachel ask do you ahve anything to say

- 1) Borrow some money
 - Yes - Rachel -1
 - No - No change

- 2) I am sorry
 - After thinking of it - No change
 - Apologize - No change
 - Apologize sincerely - Counter +1

- 3) Say nothing - Rachel -1

You ask

- 1) The reason of angry - Counter +1
- 2) Whether she loves you - Rachel -1
- 3) Ricky's type - No change

Counter +0. Rachel Love Index -1

Counter +1. No change

Counter +2. Rachel Love Index +1

Counter +3. Rachel Love Index +1

Clover Selena Door

Meets Salena

- 1) Yelling at her - No change
- 2) Talk clearly - Counter +1
- 3) Talk softly - No change
- 4) Whispering - No change

She looks

- 1) Stunned - No change
- 2) Sorrow - Counter +1
- 3) Scatty - No change

You ask

- 1) What are you thinking? - No change
- 2) Is it about military? - No change
- 3) Is it about Willa

You turn red - No change

I am sorry - Counter +1

I was right - No change

Selena asks if man likes to fight

- 1) Yes - Counter +1
- 2) Man's desire - No change
- 3) No - No change

Selena asks if you like girls who fight

- 1) Princesses also fights - No change
- 2) Ability doesn't matter - Counter +1
- 3) Power isn't important - No change

Counter +0. Rachel Love Index -1

Counter +1. No change

Counter +2. Selena Love Index +1

Counter +3. Selena Love Index +1

Counter +4. Selena Love Index +2

Counter +5. Selena Love Index +3

Diamond Shelfanil Door

Shelfanil Love Index is 111 and above

Shlfanil says today has nice weather

- 1) Yes - Counter +1
- 2) Is it - No change

3) Looks like it - No change

Shelfanil asks about battlefield

1) Bruno is missing - No change

2) Enemy knows our moves - Counter +1

3) Don't ask me - No change

Shelfanil asks about her life

1) Agree with her

Yes - No change

Well - Counter +1

2) Disagree with her - Counter +1

3) Who says that - No change

Shelfanil asks about your type

1) Cute girl

Rachel - No change

You - Counter +1

2) Quiet girl

Yes - No change

You - Counter +1

3) Energetic girl

Yes - No change

Angelina - Angelina +1

4) Mature woman

No - No change

She is great - No change

Counter 0. Shelfanil Love Index -1

Counter 1. No change

Counter 2. No change

Counter 3. Shelfanil Love Index +1

Counter 4. Shelfanil Love Index +1

Shelfanil Love Index is 110 and below

Shelfanil says you like rachel

1) Yes - No change

2) No - Counter +1

Shelfanil asks you whether to fight for kingdom

1) Yes - No change

2) No - Next Question

Shelfanil asks you whether to fight to your death

1) Yes - No change

2) No - Counter +1

Shelfanil asks you whether you want to conquer the world

1) Yes - No change

2) No - Counter +1

Shelfanil asks will you stop someone from destroying the world

1) Yes - Counter +1

2) No - No change

Shelfanil asks whether you like Angelina

1) Yes - Sad +1

2) No - Next Question

Shelfanil asks you whether you are lying

1) Yes - No change

2) No - Counter +1

Counter 0. Shelfanil Love Index -1

Counter 1. No change

Counter 2. No change

Counter 3. Shelfanil Love Index +1

Counter 4. Shelfanil Love Index +2

During battle, Shelfanil asks you to hurry up

1) Hurry up to save them - Angelina +1

- 2) I don't want to - Angelina Shelfanil -1
- 3) Leave it to me - Shelfanil +1

During battle, Landius gets close to Selena

- 1) Glad to see you alright - No change
- 2) Please calm down - No change
- 3) I can't leave a beautiful woman- Selena +1

NOTE: Let Angelina fights Emily to achieve ROAD C requirement.

Strategy:

Divide your troops into two. But remember to get a magician to backup the one who go against Emily. Caconsis and Willa suck, as usual. Selena can hold the enemy off for awhile but she can't hold it for long with her berserker attitude. What you really need to do is rush to the NPC until you draw their attention. Just try to stay on the left of the bridge when crossing it to avoid great damage from the Sea Troops. Emily is really strong and should be weakened with magic first before attacking her. After that, Lanford will show up at the north of the map but Willa will destroy the bridge to stop him. Now you just have to focus on defeating Balrog.

 Scenario ?3

Winning Condition:

- 1. Kill all enemies

Losing Condition:

- 1. Death of Landius or Civilian

Player Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Villager	10	Gr	24	22	0	5	4	3	0	13	50	35	Civilian*4	0	8	11	30
EQUIP: Long Sword OR Hard Leather OR Amulet																	

Player Reinforcement:

Landius Ricky McLaine Shelfanil Angelina Rachel Selena

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
SwordMaster	1	Gr	34	29	6	8	9	10	6	12	51	87	Legion*4	25	19	12	71
KnightMaster	1	Hr	36	28	5	9	12	7	6	20	41	82	HeavyLancer422	21	15	61	
BattleMaster	8	Gr	33	28	6	7	9	10	6	12	51	75	Soldier*3	20	14	12	56
General	8	Gr	32	29	8	7	8	11	6	11	52	75	Pike*3	18	18	12	56
BraveKnight	8	Hr	34	27	5	8	12	7	6	19	41	70	Lancer*3	24	15	16	56
Mage	8	Mg	31	26	27	6	10	7	8	10	61	85Dr95	Elf*3	16	6	13	83
HawkKnight	8	Ar	23	19	1	7	3	3	1	21	30	45Wd30Gr--Hippogriff3	20	13	15	56	

NPC Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel Selena

Shop:

Long Sword	750P	AT+3
Flail	750P	AT+4 Action+2 Penalty
Wand	800P	Magic Range+4 Magic Damage+1
Plate Armor	3800P	DF+5 MV-3
Chain Mail	1000P	DF+3 MV-1

Secret Item:

None

Love Index:

None

Strategy:

This scenario is strange. First of all, all your characters are sealed. You will then take control of a group of civilians. Your main objectives is move the civilian to the side of your character to remove the seal. After removing the seal, you have to use your character to kill all enemies. The enemies will not attack your character while they are NPC. The civilians you controlled cannot fight, so you must avoid any battle or you will be doomed for sure. Before the battle start, the enemy leader will ask you where you want to place the civilians and later ask you to choose an equipment from Long Sword, Hard Leather or Amulet. The easiest way is start at right and choose Hard Leather as your equipment. The equipment will not be much help though. When you start, at the first junction, move west. Then move all the way NORTH till you reach one of your character. Please put a strong character here because the character will be surrounded once you get controlled of it. Then movce the civilians to the next character which is just southeast of your current location. Later, move the civilian to free the character on northeast seal. Next, do whatever you want to clear this scenario.

Scenario 15

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Landius

2. Death of Caconsis King or Willa.

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel Selena

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
BraveKnight	2	Hr	34	27	3	8	10	5	4	18	41	70	Dragoon*4	29	20	16	79
	EQUIP: Lance Chain Mail												Centaurus*2	19	8	18	44
Mage	1	Mg	27	23	16	6	7	5	5	10	61	85Dr95	Eagle*2	18	3	11	45
DragonKnight	2	Ar	34	24	4	11	9	7	4	21	31	70FI85Wd55	Angel*4	18	19	15	94
	EQUIP: Lance hard Leather Necklace												Hablok*2	19	10	19	84
SilverKnight	8	Hr	28	23	3	7	8	5	3	19	40	55	Trooper*5	20	18	16	48
SilverKnight	8	Hr	28	23	3	7	8	5	3	19	40	55	Trooper*5	20	18	16	48
KnightMaster	2	Hr	41	32	6	9	14	8	9	19	41	85	Dragoon*4	29	20	14	8
	EQUIP: Lance Chain Mail												Angel*2	23	21	17	X4
RoyalGuard	1	Hr	52	41	8	10	20	12	10	19	46	119	RoyalLancer430	22	16	11	5
	EQUIP: Flame Lance Knight Plate Amulet																
SilverKnight	8	Hr	28	23	3	7	8	5	3	19	40	55	Trooper*5	20	18	16	48
Mage	1	Mg	27	23	16	6	7	5	5	10	61	85Dr95	Eagle*2	18	3	11	4
BraveKnight	2	Hr	34	27	3	8	10	5	4	18	41	70	Dragoon*4	29	20	16	79
	EQUIP: Lance Chain Mail												Centaurus*2	19	8	18	44
DragonKnight	2	Ar	34	24	4	11	9	7	4	21	31	70FI85Wd55	Angel*4	18	19	15	94
	EQUIP: Lance hard Leather Necklace												Hablok*2	19	10	19	84

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
HawkLord	9	Ar	31	23	4	8	7	6	8	21	30	50	Hippogriff*520	13	15	5	8
	EQUIP: Long Sword Hard Leather																

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Marshal	4	Gr	19	20	11	8	0	2	8	10	55	X0	Soldier*3	20	14	12	78
EQUIP: Chain Mail Amulet																	
Lord	1	Gr	23	20	0	5	0	1	0	12	25	75H1Dr70	Soldier*3	20	14	12	70
EQUIP: Kon Stick Mirage robe Amulet																	

Shop:

Thunder God Sword	4000P	AT+5	Resist	Thunder+10
Morning Star	1100P	AT+5	Action	Penalty+2
Mithril Lance	2250P	AT+5	Action	Penalty+2 Critical
Wizard Rod	2000P	Magic	Range+8	Magic Area+1 Magic Damage+1 ResistAll+5
Short Bow	3000P	Indirect	7 tiles	Action10 Penalty DF-1 MV-2
Chain Mail	1000P	DF+3	MV-1	
Mirage Robe	550P	DF+2	Resist	All+5 except Holy Dark
Fairy Stone Ring	800P	MP+6	Resist	All+10 except Holy Dark
Conqueror Wristband	3750P	A+2	D+2	Mercenaries+1
Talisman	1600P	A+3	D+1	Resist Holy Dark+5
Fire Orb	2100P	Magic	Range+1	MP+50% Resist Fire+20
Saint King Charm	2300P	INT+15	D+3	Resist Holy Dark+10

Secret Item:

South of the map. There is a flower beside the swamp.

- 1) -500P
- 2) Robe
- 3) AT-1
- 4) Nothing

Love Index:

After the battle, Caconsis demands something.

- 1) It can't be helped - Shelfanil+1
- 2) It is not just started - Sadness-1
- 3) It is an eyesore - Shelfanil-1

(I really want to choose 3 here but since I don't want to decrease Shelfanil's love index, I have to choose 1 T_T)

Strategy:

This stage is very tough. All enemies will rush towards you including Lanford and Emily. What you really need to hire is Phalanx since Phalanx has good defense and most of the enemies are horse unit. Do not even try to attack all the enemies mercenaries or you are doomed for sure since both Lanford and Emily are strong. Just hire a lot of Phalanx to hold them off and Rachel, Selena should keep on healing. You can hire some sniper to stay behind Phalanx if you want to but it will not be much help. Both enemies mages will cast Zone every turn. Just pray that you will not be affected or you may need to load your game if the situation get worse. Anyway, Lanford will leave on Turn 4, so do not need to worry too much about him, just hold him off for 4 turns and he will be gone.

Scenario 16

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Caconsis or Willa
2. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel Selena

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Marshal	3	Gr	42	34	10	8	9	12	8	10	54	87	Ballista*4	25	5	8	43
													EQUIP: Battle Axe Hard Leather				
ArchMage	1	Mg	32	29	30	7	10	7	9	10	61	99Dr98H194	Arbalest*3	20	7	8	49
													EQUIP: Wand Mirage Robe				
SerpentKnight	4	NW	36	24	9	9	11	6	4	16	46	90	LordLizard*426	17	15	94	
													EQUIP: Long Sword Hard Leather Amulet				
SerpentKnight	4	NW	36	24	9	9	11	6	4	16	46	90	LordLizard*426	17	15	94	
													EQUIP: Long Sword Hard Leather Amulet				
SerpentKnight	2	NW	35	23	8	11	11	6	4	16	46	70	MermanLord*426	16	15	74	
													EQUIP: Lance Hard Leather Necklace				
SerpentKnight	2	NW	35	23	8	11	11	6	4	16	46	70	MermanLord*426	16	15	74	
													EQUIP: Lance Hard Leather Necklace				
HawkLord	9	Ar	28	21	4	8	7	6	3	21	30	50	Hippogriff*320	13	15	58	
													EQUIP: SkyArcher*2	16	5	16	38
HawkLord	9	Ar	28	21	4	8	7	6	3	21	30	50	Hippogriff*320	13	15	58	
													EQUIP: SkyArcher*2	16	5	16	38

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Lord	1	Gr	23	20	0	5	0	1	0	12	25	75Dr70H170	Soldier*4	20	14	12	70
													EQUIP: Kon Stick Mirage Robe Amulet				
Marshal	4	Gr	20	20	11	8	0	2	8	10	55	X0	Soldier*4	20	14	12	78
													EQUIP: Knife Chain Mail Amulet				

NPC Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DarkMaster	10	Sm	45	36	65	10	22	15	19	10	62	125					
ArchDemon	7	Dm	33	26	17	7	10	7	12	10	63	85Dr30H150	LesserDemon425	22	11	X7	
SeaSerpent	4	OW	36	25	7	9	12	7	5	16	48	65Dr75	Shark*4	27	14	15	55

Shop:

Ice Blade	4000P	AT+5 Resist Ice+10
Morning Star	1100P	AT+5 Action+2 Penalty
Mithril Lance	2250P	AT+5 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Gaia Armor	4000P	DF+2 MV-1
Dragon Scale	2700P	DF+3 Resist Fire+12
Mirage Robe	550P	DF+2 Resist All+5 except Dark and Holy
Speed Boots	2700P	MV+4
Amulet	700P	Resist All+20
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Conqueror Wristband	3750P	A+2 D+2 Mercenaries+1
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20

Secret Item:

None

Love Index:

After Battle, you say something to Rachel

Rachel Love Index is 115 or above

- 1) You are good girl - Rachel+1
- 2) I had fun - Rachel+2 Shelfanil Angelina-1

Rachel Love Index is below 115

- 1) Get some rest - No Change
- 2) You did great - Rachel+1

Strategy:

Put unit with high defense on southwest and southeast ship. Then put your water unit or air unit on south ship. For northeast and northwest ship, put your long range unit so you can straight away destroy some enemies when battle starts. Put a magician on top of the middle ship to destroy enemy long range units to prevent any trouble they may cause. A few turns later, Bozel will come to assist you but their help is not necessary though since you can take all the enemies down by yourself.

Scenario [17A || 17C]

Choose Agree, first option to go Road A (Light Road)
Choose Disagree, second option to go Road C (Independent Road)

Road A requirement

- Alignment is 95 or above
- Both Angelina and Shelfanil Love Index is less than 110

Road C requirement

- Scenario 12, trigger Lost Wood Event
- From Scenario 13 to Scenario 15, let Angelina and Emily fight at least once
- Both Angelina and Shelfanil Love Index is 110 or above

NOTE:

If you just fulfill requirement for one of the road, you will have no choice but to go for the road which you have the requirement fulfilled. Otherwise, you will be given a chance to choose Road.

The best way to solve this problem is fulfill the requirement of Road A but have Angelina and Shelfanil Love Index more than 110. So, make sure you read all the love index choices carefully.

Scenario 17A

Winning Condition:

- 1. Defeat Kruger

Losing Condition:

- 1. Death of Fearad
- 2. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel Selena

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DragonKnight	6	Ar	36	26	6	9	10	7	5	21	31	90FI105W75	Hablok*4	19	10	17	105
	EQUIP: Lance Hard Leather Amulet												ArchAngel*2	23	21	17	127
General	6	Gr	34	31	6	7	7	10	5	11	52	75	Phalanx*4	23	24	12	80
	EQUIP: Kris Hard Leather Greave												Trooper*2	20	18	18	50
BraveKnight	1	Hr	33	27	3	3	9	5	3	18	41	70	Dragoon*4	29	20	16	78
	EQUIP: Lance Chain Mail												Infantry*2	16	17	16	63
SerpentKnight	6	NS	37	25	10	9	12	6	5	16	46	70	Nixie*4	21	9	13	95
	EQUIP: Long Sword Hard Leather												LordLizard*226	17	17	75	
BraveKnight	7	Hr	37	30	4	8	11	6	5	18	41	70	Dragoon*4	29	20	16	80

	EQUIP: Lance Chain Mail	Infantry*2	16	17	16	65
BattleMaster	4 Gr 33 30 4 7 7 9 4 12 51 75	Legion*4	25	19	12	69
	EQUIP: Kris Hard Leather Greave	Pike*2	18	18	14	54
General	3 Gr 32 29 4 7 7 9 4 11 52 75	Phalanx*4	23	24	12	79
	EQUIP: Kris Hard Leather Greave	Elf*2	16	6	15	79
Wizard	1 Sm 31 28 35 6 8 7 9 10 61 115H110	HighElf*4	21	10	131	27
	EQUIP: Wand Mirage Robe Amulet	Legion*2	25	19	14	94
Saint	1 Hl 30 29 23 7 6 11 14 10 61 98H+52D103	Exorcist*6	21	16	13	89
	EQUIP: Wand Robe					
KnightMaster	1 Hr 39 31 5 9 12 7 6 19 41 102	Dragoon*4	29	20	161	101
	EQUIP: Long Sword Chain Mail Amulet	Elf*2	16	6	151	101

NPC Strength:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries	AT	DF	MV	RA
ArchDemon	9 Dm 34 29 20 7 11 8 13 10 63 110H70D+50L	Lilim*4	23	13	111	108
	EQUIP: Crystal Rod Mirage Robe Amulet					
SeaSerpent	9 WS 45 30 7 9 15 9 8 16 48 87D97	Wolfman*4	20	14	13	78
	EQUIP: Saber Claw Aura Shield Amulet	BoneGolem*2	19	19	13	93
DarkMaster	8 Sm 44 37 63 10 20 14 18 10 62 127H120D--	Troll*3	26	20	111	103
	EQUIP: Wizard Rod Mirage Robe Amulet					

Shop:

Thunder God Sword	4000P	AT+5 Resist Thunder+10
Morning Star	1100P	AT+5 Action+2 Penalty
Flame Lance	5000P	AT+6 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Plate Ammor	3800P	DF+5 MV-3
Gaia Armor	4000P	DF+2 MV-1
Breast Plate	4000P	DF+4 MV-1
Dragon Scale	2700P	DF+3 Resist Fire+12
Fairy Stone Ring	800P	MP+6 Resist All+10 except Holy Dark
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Talisman	1600P	A+3 D+1 Resist Holy Dark+5
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20
Saint King Charm	2300P	INT+15 D+3 Resist Holy Dark+10

Secret Item:

REFER TO SCENARIO 20C

Southwest of the map, in the middle of 4 pillars in a lake. (Landius Only)
- Excalibur

Love Index:

After Battle, Selena and caterpillar incident

- 1) Hug her
 - Selena Love Index 105 or above - Selena+2
 - Selena Love Index 104 or below - Selena-2
- 2) Stare at her
 - Selena Love Index 105 or above - Selena+1
 - Selena Love Index 104 or below - No change
- 3) Do nothing
 - Selena Love Index 105 or above - Selena-1
 - Selena Love Index 104 or below - No change

Strategy:

Your first priority is save Fearad, Bozel as fast as possible since he won't be able to last long. Just focus your fire power on the commanders to prevent any unnecessary casualties. Use your sea units to fight Nixie groups and any other troops near water. Magic don't really work well here. You can have your weak character to cast quick on strong character in order to move faster. Have your sea units to draw some troops away from the bridge if you can in order to move

actoss the bridge faster. Later, Bruno helps you to kill Caconsis King with two WindCutter, yeah. Finally he helps you to get rid of the junk.

Scenario 18A

Winning Condition:

1. Defeat Bruno

Losing Condition:

1. Death of Landius
2. Death of Willa

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Rachel Selena

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DeathKnight	1	UH	33	27	3	8	9	5	3	18	41	80H55D+30	ZombieKnight	42	16	16	63
													Phantom*2	18	12	13	73
GelGazer	10	Gl	22	22	0	5	2	5	1	12	45	45F25D--	Gel*5	18	20	11	41
Vampire	1	UG	37	29	21	8	10	8	9	12	51	100H80D--	Skeleton*4	21	16	11	69
													Phantom*2	18	12	13	79
Death	2	St	34	27	24	8	12	8	12	8	65	94H75P94	Phantom*4	18	12	11	82
Cerberus	3	SH	39	29	4	9	14	8	8	20	41	82H65F+80	HellHound*4	23	14	16	58
													Basilisk*2	28	18	16	48
MithrilGolem	3	Sp	34	37	0	10	10	14	7	13	41	97T85P95	BoneGolem*4	19	19	11	72
													Basilisk*2	28	18	16	47
ChaosDragon	3	Dr	40	32	9	11	14	12	10	14	32	97F78WD--	RedDragon*6	23	15	10	90
DarkSaint	7	Hl	40	36	48	7	11	14	20	9	62	104H83F124	Witch*4	18	1	11	118
													Shade*2	21	20	14	100

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Marshal	4	Gr	20	19	11	8	0	2	8	11	55	80	Pike*4	18	18	12	58

EQUIP: Knife Hard Leather

Shop:

Ice Blade	4000P	AT+5	Resist	Ice+10
Hrunting	5000P	AT+6	Poison	Attack4
Morning Star	1100P	AT+5	Action+2	Penalty
Flame Lance	5000P	AT+6	Action+2	Penalty Critical
Wizard Rod	2000P	Magic	Range+8	Magic Area+1 Magic Damage+1 ResistAll+5
Long Bow	4500P	Indirect	10 tiles	Action16 Penalty DF-3 MV-3
Plate Armor	3800P	DF+5	MV-3	
Gaia Armor	4000P	DF+2	MV-1	
Breast Plate	4000P	DF+4	MV-1	
Speed Boots	2700P	MV+4		
Amulet	700P	Resist	All+20	
Star Piece	4000P	MP	Consume 3/4	Magic Range+1 Magic Standby-3C
Conqueror Wristband	3750P	A+2	D+2	Mercenaries+1
Talisman	1600P	A+3	D+1	Resist Holy Dark+5
Fire Orb	2100P	Magic	Range+1	MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 21C

West of the map where there is a stick in the middle of forest below the wall

Note: Must get secret item on Scenario 12 in order to trigger this

1) Nothing

- 2) 3 more options
 - A) Hedin
 - B) Nothing
 - C) Nothing
- 3) Nothing

Love Index:

Before Battle, Ricky asks you which girls do you like

- 1) Answer honestly
 - A) Shelfanil - Shelfanil+3, Angelina Rachel Selena-1, make Ricky your "RIVAL"
 - B) Angelina - Angelina+3, Shelfanil Rachel Selena-1
 - C) Rachel - Rachel+3, Shelfanil Angelina Selena-1
 - D) Selena - Selena+3, Shelfanil Angelina Rachel-1
- 2) Lie
 - A) Shelfanil - Sadness+2, Shelfanil-1
 - B) Angelina - Angelina-1
 - C) Rachel - Rachel-1
 - D) Selena - Selena-1
- 3) Nobody - Sadness+1, Shelfanil Angelina Rachel Selena-1

During Battle, Angelina attacks Bruno - Angelina+1

During Battle, Shelfanil attacks Bruno - Shelfanil+1

During Battle, Selena attacks Bruno - Selena+1

After battle, if you make Ricky your rival and when Shelfanil becomes queen,

- 1) You should be alright - No change
- 2) You must have confident - Shelfanil+1
- 3) Hand it to Willa - Selena-1
- 4) Hand it to me - Rachel-1

Strategy:

Like previous scenario, you need to move fast here. Just make sure that your units are inside your command range when you are moving or your troops will be wiped out for sure. Quick works well here to block enemy from chasing the weakling Willa. Willa will move to the cathedral, so it is best to block enemy from reaching him or he will be wasted. It is better to put your slow units on top, cast quick on it and have it block the enemy from reaching Willa, other character should move fast as well to give support to the character who blocks the enemy. There are many enemy weak against magic here, check their magic properties properly before casting any magic. Holy units work quite well against demon and undead units, use this to your advantage.

Scenario 19A

Winning Condition:

1. Defeat Iva

Losing Condition:

1. Death of Landius

When monster shows up

Winning Condition:

1. Defeat Iva and all monsters

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Selena Lanford

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Mage	7	Mg	30	28	37	6	9	6	8	10	61	90H85D95	Arbalest*3	20	7	8	48
	EQUIP: Wand Mirage Robe Orb																
BraveKnight	5	Hr	32	26	4	8	11	6	5	19	41	70	Lancer*4	24	15	16	55
General	5	Gr	30	26	5	7	7	10	5	11	52	75	Phalanx*4	23	24	12	80
Mage	7	Mg	30	28	37	6	9	6	8	10	61	90H85D95	Arbalest*3	20	7	8	48
	EQUIP: Wand Mirage Robe Orb																
SwordMaster	1	Gr	38	31	6	8	9	10	6	12	51	107	Legion*4	25	19	12	91
	EQUIP: Great Sword Hard Leather Amulet																
ArchMage	1	Mg	32	29	45	7	10	7	9	10	61	99H94F119	Ballista*3	25	5	8	44
	EQUIP: Crystal Rod Mirage Robe Fire Orb																
Marshal	1	Gr	37	32	9	8	8	11	7	11	52	107	Phalanx*4	23	24	12	102
	EQUIP: Great Sword Hard Leather Amulet																
KnightMaster	1	Hr	40	31	5	11	12	8	6	19	41	82	BowKnight*4	22	13	16	56
	EQUIP: Lance Chain Mail Necklace																
ArchMage	1	Mg	33	28	94	9	10	8	9	10	61	94D98	Slinger*4	16	10	11	54
	EQUIP: Staff Clothes Necklace																

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Raise	8	St	32	25	21	9	11	8	10	8	65	80H50FD--	Specter*3	17	14	11	80
	EQUIP: Wand Necklace																
	Nightmare*3 22 15 12 85																

Shop:

Thunder God Sword	4000P	AT+5 Resist Thunder+10
Hrunting	5000P	AT+6 PoisonAttack4
Flame Lance	5000P	AT+6 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Long Bow	4500P	Indirect 10 tiles Action16 Penalty DF-3 MV-3
Plate Armor	3800P	DF+5 MV-3
Breast Plate	4000P	DF+4 MV-1
Speed Boots	2700P	MV+4
Fairy Stone Ring	800P	MP+6 Resist All+10 except Holy Dark
Power Ring	5000P	AT+4 A+2
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Conqueror Wristband	3750P	A+2 D+2 Mercenaries+1
Talisman	1600P	A+3 D+1 Resist Holy Dark+5
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20

Secret Item:

Southwest corner where there is a hidden path

- 1) INT+4
- 2) Mjollnir
- 3) Resist Thunder+5

Love Index:

When Rachel disappeared, Landius says

- 1) Don't worry, she will be alright - No change
- 2) She is not a kid, she will be alright - Rachel+1
- 3) She is still a kid - Rachel-1

When inside the cave, Angelina freak out. Landius says

- 1) Don't think you are the type to get scared - Angelina+1
- 2) It is strange to see you get scared - No change
- 3) Rachel will be scared even more - Rachel+1 Shelfanil Angelina-1

Strategy:

All the mages here can cast annoying magics. It is best to waste them first. Remember to hire mercenaries with high magic defense or you will be wasted in no time. The archmage in the middle of the map is very annoying as well since

she can cast meteor. Have your high magic defense troops approach her and kill her as soon as possible. Later, Monster will show up and Iva will try to escape after a few turns. So, you have to focus your firepower on Iva first because I would not like to let him escape no matter what. Finally, just waste the monster to clear this scenario.

Scenario 20A

Winning Condition:

1. Defeat Gizarov and Kruger

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Selena Lanford

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
BattleMaster	7	Gr	32	27	5	7	8	9	5	12	51	75	Legion*4	25	19	12	70	
													Phalanx*2	23	24	14	80	
BraveKnight	8	Hr	34	27	5	8	12	7	6	19	41	70	Dragoon*4	29	20	16	81	
													infantry*2	16	17	16	66	
Mage	7	Mg	31	27	25	6	9	6	8	10	61	87D97	Arbalest*3	20	7	8	48	
													EQUIP: Staff Robe					
Saint	5	Hl	33	31	27	7	8	13	17	10	61	96H+50D101	Crusader*4	22	18	13	87	
DarkMaster	4	Sm	42	37	84	10	21	14	21	10	63	127H95D--	Ballista*4	25	5	8	56	
													EQUIP: Wand Mirage Robe Fire Orb	Legion*2	25	19	14	86
Wizard	3	Sm	33	29	57	6	9	8	10	10	61	95H90D94	HighElf*4	21	10	13	110	
													EQUIP: Wand Mirage Robe Orb	Dragoon*2	29	20	18	85
Marshal	2	Gr	39	33	10	8	9	12	7	10	52	87	Phalanx*4	23	24	12	82	
													EQUIP: Battle Axe Hard Leather	Legion*2	25	19	14	72
Mage	7	Mg	31	27	25	6	9	6	8	10	61	87D97	Arbalest*3	20	7	8	48	
													EQUIP: Staff Robe					
General	7	Gr	31	28	7	7	7	10	6	11	52	75	Phalanx*4	23	24	12	81	
													Sniper*2	20	3	13	46	
BraveKnight	8	Hr	34	27	5	8	12	7	6	19	41	70	Dragoon*4	29	20	16	81	
													infantry*2	16	17	16	66	
Saint	5	Hl	33	31	27	7	8	13	17	10	61	96H+50D101	Crusader*4	22	18	13	87	

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
BattleMaster	3	Gr	29	25	4	7	7	9	4	12	51	75	Legion*4	25	19	12	69
													Pike*2	18	18	14	54

Shop:

Ice Blade	4000P	AT+5 Resist Ice+10
Hrunting	5000P	AT+6 PoisonAttack4
Flame Lance	5000P	AT+6 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Long Bow	4500P	Indirect 10 tiles Action16 Penalty DF-3 MV-3
Plate Armor	3800P	DF+5 MV-3
Mithril Armor	4200P	DF+5 MV-2
Gaia Armor	4000P	DF+2 MV-1
Breast Plate	4000P	DF+4 MV-1
Mirage Robe	550P	DF+2 Resist All+5 except Dark and Holy
Power Ring	5000P	AT+4 A+2
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 18C

Broken Pillar on northeast of the map.

- 1) Nothing
- 2) Nothing
- 3) RuneStone

Left Goddess statue near throne

- 1) Star Piece
- 2) Tiara
- 3) Nothing
- 4) Hear about right statue

Right Goddess statue near throne

- 1) Dragoon Spear
- 2) Bloody Lance
- 3) Nothing
- 4) Hear about left statue

Can only choose one of the statue

Love Index:

During Battle, Selena is worried when enemy reinforcement arrived.

- 1) Make her calm - Selena+1
- 2) Ask her not to worry - Selena+1
- 3) Tell her to stay alert - Selena-1

After Battle, Lanford asks about Rachel

- 1) She is a kid - Rachel-1 Selena+1
- 2) Oh, I am worried - Shelfanil Angelina+1
- 3) Oh, Rachel - Rachel+1 Shelfanil Angelina Selena-1

Strategy:

Use any of your units to destroy enemy front line ground units. After that, move your phalanx inside and have healer back up them. After defeating all the horse units, use Phalanxs to go after the mages. Enemy reinforcement arrive at bottom of the map but he is so weak though. After that, have your units go after the saints on both side first. Kruger and Gizarov can cast annoying magic, keep that in mind. Gizarov's Ballista can be destroyed easily using magic but Kruger's highelf will be troublesome, if you are confident with your defense, cast quick, protection2 on your phalanx and go after the highelfs along with Kruger or you may just waste Kruger. After that kill Gizarov to clear this scenario.

Scenario [21A || 21B]

Choose to believe in Jessica, first option stay on Road A (Light Road)

Choose to believe in Bozel, second option to get a chance to go Road B(DarkRoad)

IF YOU CHOOSE TO BELIEVE IN BOZEL.

Later you will be given 3 choices

- 1 - I am happy with this world
- 2 - This world is growing
- 3 - Not growing is bad

Choose I am happy with this world will stay on Road A.

Choose This world is growing will also stay on Road A.

Choose Not growing is bad will go Road B.

Road A requirement

- Alignment is less than 105

Road B requirement

- Alignment is more than 112

Can choose between Road A and Road B

- Alignment is between 105 and 112.

In order to get a chance to choose your own road, you should increase your alignment as high as you can. Then, if you want to stay on Road A, you just have to choose believe in Jessica. Otherwise, if you want to go to Road B, you need to choose to Believe in Bozel. Then, choose Not growing is bad and you will be on Road B.

NOTE:

If you play previous Langrisser series, you knew that Jessica is 1000++ years old and she is another form of Lushiris, the goddess of Light. On the other hand, Bozel is prince of Darkness who serves Chaos, The God of Darkness. But if you just play this game but not other Langrisser series, you may be believe in Bozel since he helped you during previous mission and Jessica helped Gizarov with his evil plan. Thing is twisted here... So, you should know who is the bad guy.

Scenario 21A

Winning Condition:

1. Defeat Iva

Losing Condition:

1. Death of Landius

When all enemies defeated except Iva

Losing Condition:

1. Iva escaped

2. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Selena Lanford

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Lamia	1	Mg	31	26	30	7	8	8	8	10	61	90D105	Ballista*2	25	5	8	43
ChaosDragon	5	Dr	43	33	10	11	15	13	11	14	32	97W78H85	BlackDragon427	15	10	91	
													WhiteDragon228	20	12	91	
Lamia	1	Mg	31	26	30	7	8	8	8	10	61	90D105	Ballista*2	25	5	8	43
ChaosDragon	5	Dr	43	33	10	11	15	13	11	14	32	97W78H85	BlackDragon427	15	10	91	
													WhiteDragon228	20	12	91	
DarkSaint	2	Hl	33	30	24	7	7	11	17	10	61	96H75D101	BoneGolem*6	19	19	11	82
DarkPrincess	2	Hl	41	39	49	8	12	15	26	9	62	98H85D--	Witch*4	18	1	11124	
													DarkGuard*2	26	22	14111	
VampireLord	1	UG	46	36	33	10	14	12	16	13	47	105H90F95	Witch*4	18	1	11114	
													ZombieFighter225	22	13	96	
Cerberus	3	SH	39	29	4	9	14	8	8	20	41	82H65F+80	Ortros*4	30	18	16	68
													Troll*2	26	20	13	73
Death	3	St	35	27	25	8	12	8	13	8	65	94H75D--	Shade*4	21	20	12	93
ArchMage	10	Mg	41	33	45	7	15	10	14	10	61	96D100	Slinger*4	16	10	11	59
													Log*2	20	13	15	64

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8	Magic Area+1 Magic Damage+1 ResistAll+5
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Mithril Armor	4200P	DF+5	MV-2
Gaia Armor	4000P	DF+2	MV-1
Breast Plate	4000P	DF+4	MV-1
Speed Boots	2700P		MV+4
Fairy Stone Ring	800P	MP+6	Resist All+10 except Holy Dark
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20

Secret Item:
None

Love Index:
During Battle, Selena tells you about Lamia
1) Understand - Selena+1
2) Why - No change
3) I know - Selena-1

Strategy:
Make sure you hire units with high magic defense here because you will be hit by Meteor spells a lot in this scenario. First of all, use magic to kill all the Ballista. Have your long range unit like Nixie to kill Lamia since they hide at very good location. Dragons can be killed with Decline and wind magic. The enemy on north is capable of casting Meteor spell as well, so your low physical magic defense unit should stay away or they will be wipe out in a blink. Nixie works well here since enemy witches is protected by the wall and witches cannot be killed with magic. So, you need to use Nixie to attack Null and Ristil directly to get rid of them. Then, have your troops focus fire power on Iva since he will try to escape once most of his troops are wasted. After that, Jessica will teleports in and join your party.

Scenario 22A

Winning Condition:
1. Kill all enemies

Losing Condition:
1. Death of Landius

Player Strength:
Landius Ricky McLaine Shelfanil Angelina Selena Lanford Jessica

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Giant	1	Gr	37	32	0	9	12	10	5	11	51	90D95	Troll*4	26	20	11	70
													Puppet*2	17	21	13	65
Cerberus	1	SH	37	28	3	9	13	7	7	20	41	82H65D85	Ortros*4	30	18	16	67
													Basilisk*2	28	18	16	47
Lamia	1	Mg	31	26	30	7	8	8	8	10	61	90D105	Ballista*4	25	5	8	43
VampireLord	1	UG	54	33	33	10	14	12	16	10	47	100H75F90	LesserDemon425	22		11	11
													ZombieKnight221	16	18	76	
DarkPrincess	2	Hl	41	38	49	8	12	15	26	10	62	103H185	DarkDisciple424	17		12	18
													LesserDemon225	22		13	12
DemonLord	1	Dm	34	27	21	8	10	8	10	11	56	97H78GD--	LesserDemon425	22		11	10

DemonLord	1	Dm	34	27	21	8	10	8	10	11	56	97H78GD--	LesserDemon425	22	11105
Giant	1	Gr	37	32	0	9	12	10	5	11	51	90D95	Troll*6	26	20 11 70
Cerberus	1	SH	37	28	3	9	13	7	7	20	41	82H65D85	Ortros*6	30	18 16 67
MithrilGolem	1	Sp	33	34	0	10	9	12	6	13	41	97T85P95	MudGolem*6	23	23 11 86
Death	2	St	34	27	24	8	12	8	12	8	65	94H75D--	Shade*4	21	20 12 92
													Witch*2	18	1 13110

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8	Magic Area+1 Magic Damage+1 ResistAll+5
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Long Bow	4500P	Indirect	10 tiles Action16 Penalty DF-3 MV-3
Mithril Armor	4200P	DF+5	MV-2
Gaia Armor	4000P	DF+2	MV-1
Breast Plate	4000P	DF+4	MV-1
Mirage Robe	550P	DF+2	Resist All+5 except Dark and Holy
Speed Boots	2700P	MV+4	
Amulet	700P	Resist	All+20
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume	3/4 Magic Range+1 Magic Standby-3C
Conqueror Wristband	3750P	A+2	D+2 Mercenaries+1
Talisman	1600P	A+3	D+1 Resist Holy Dark+5
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20
Saint King Charm	2300P	INT+15	D+3 Resist Holy Dark+10

Secret Item:

Northwest rooms with treasure chest
 Left chest - Crown
 Right Chest - Aeneas Armor

can only choose one of the chest

Love Index:

None

Strategy:

This scenario is quite hard since you need to divide your troops into two. You must hire mercenaries with high magic defense, again since magic defense is the most important thing near the end of the game. Remember to put healer on both side or you will be toasted. Units on the left should rush to rendezvous with units on the right, that means you need to kill enemies in your way by just attacking the commander. You will be hit by Meteor many times in this scenario, put on something like necklace will help to reduce casualties. Units on the right should just attack the monster nearby and should not go after Ristil or Death. Later, focus your fire power on Null and take him down. Next, kill Death who hide at the bottom of the map and finally deal with Ristil and both DemonLord.

 Scenario 23A

Winning Condition:

1. Defeat Chaos and Bozel

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Selena Lanford Jessica

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Cerberus	2	SH	38	29	3	9	14	8	8	20	41	82F+80H62	Crawler*4	21	16	16	48
													Scorpion*2	27	10	17	48
Death	1	St	33	26	34	8	11	7	11	8	65	94H75D--	Shade*4	21	20	12	91
MithrilGolem	3	Sp	34	37	0	10	10	14	7	13	41	97T85D--	MudGolem*4	23	23	11	87
													BlackGel*2	20	26	13	87
Death	3	St	35	27	37	8	12	8	13	8	65	94H75D--	Shade*4	21	20	12	93
Death	3	St	35	27	37	8	12	8	13	8	65	94H75D--	Shade*4	21	20	12	93
MithrilGolem	3	Sp	34	37	0	10	10	14	7	13	41	97T85D--	MudGolem*4	23	23	11	87
													BlackGel*2	20	26	13	87
Death	1	St	33	26	23	8	11	7	11	8	65	94H75D--	Shade*4	21	20	12	91
Cerberus	2	SH	38	29	3	9	14	8	8	20	41	82F+80H62	Crawler*4	21	16	16	48
													Scorpion*2	27	10	17	48
ChaosKing	3	Dm	50	40	45	10	19	16	28	12	47	--H125D+98	LesserDemon426	23	11	12	6
Death	3	St	35	27	25	8	12	8	13	8	65	94H75D--	Shade*4	21	20	12	93
Death	2	St	34	27	24	8	12	8	12	8	65	94H75D--	Shade*4	21	20	12	92
DarkMaster	3	Sm	50	37	57	12	19	13	15	10	62	127H65D--	DarkGuard*4	26	22	12	110
													Witch*2	18	1	13	123

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8	Magic Area+1 Magic Damage+1 ResistAll+5
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Elfen Bow	6500P	Indirect	14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5	MV-2 Action-5 include mercenaries
Gaia Armor	4000P	DF+2	MV-1
Breast Plate	4000P	DF+4	MV-1
Mirage Robe	550P	DF+2	Resist All+5 except Dark and Holy
Speed Boots	2700P	MV+4	
Amulet	700P	Resist	All+20
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP	Consume 3/4 Magic Range+1 Magic Standby-3C

Secret Item:

REFERS TO SCEBARIO 25C

Use a commander to stand on small magma pool on southwest, middle and east.

- Burning Staff (For air unit only)

Access to Scenario ?4

TO gain access to Scenario ?4, have one of your character stand on the middle of the magic seal on the west. Then defeat Chaos with one of your character other than Landius. Chaos will resurrect and trigger another switch.

Love Index:

None

Strategy:

Equip your characters with Necklace because Bozel can cast many nasty magics. Characters with Holy magic works well. Turn Undead is very useful since there

In the middle of the map, where there is a small word inside a blanket.
Landius only. When you back to real world.

- 1) Nothing
- 2) Two more choices
 - a) McLaine search for Jessica.. More story??
 - b) Langrisser QuizAnswers>2,3,3,4,3,1,3,4,4,3
- c) Show Love Index
- 3) Words from Creator?

Love Index:

Path A:		Path C:	
Angelina	- 120	Angelina	- 125
Shelfanil	- 120	Shelfanil	- 122
Rachel	- 120	Rachel	- 120
Selena	- 115	Ristil	- 107

Strategy:

If you played Langrisser 1 & 2, you should know this scenario very well. This is the scenario where you need to take Langrisser Sword before your enemy do. Hein is originally from Langrisser 2 as well. He is one of the main character since you can use him in every scenarios in Langrisser 2. The objectives in this scenario is still the same but now you need to go for the teleporter, not Langrisser. Only Hein will travel north. The rest of the troops will go east and attack you. Have your fast moving units travel north to handle Hein and two Dragon Lord. You have to put most of your forces south of the map. As usual, put unit with better defense to guard your magician. Your magicians should cast Meteor or any other magics to wipe out the enemies before they reach you. Put McLaine or Ricky near water so they can kill Nixie as soon as possible. Both the builders have nice troops since magics don't work. You could just attack the commanders. After the scenario, you will be given a chance to confess to the girl you love. If you choose Jessica, Landius will just say some crap but nothing else.

- | | |
|-----------------------|----------------------|
| 1 - Shelfaniel | 1 - Rachel |
| 2 - Angelina | 2 - Jessica |
| 3 - Selena | 3 - Back to previous |
| 4 - Some other person | |

Scenario 24A

Winning Condition:

1. Defeat Bruno

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Selena Lanford Jessica

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
DarkSaint	7	Hl	36	36	32	7	13	16	20	10	62	109ID114	Witch*4	18	1	11118		
	EQUIP: Wizard Rod Dragon Scale Conqueror WristbandDarkGuard*4												26	22	14105			
Vampire	6	UG	39	30	28	8	12	10	13	12	51	95H80D--	ZombieFighter425	22	11	93		
													ZombieKnight221	16	18	73		
ChaosDragon	5	Dr	43	33	10	11	15	13	11	14	32	97GD--W78	BlackDragon427	15	10	91		
													Gremlin*2	20	9	19	86	
Cerberus	2	SH	38	29	3	9	14	8	8	20	41	82F+80H65	Ortros*4	30	18	16	68	
													Troll*2	26	20	13	73	

Cerberus	2 SH 38 29 3 9 14 8 8 20 41 82F+80H65	Ortros*4	30 18 16 68
		Troll*2	26 20 13 73
Sphinx	3 Ar 38 27 6 10 13 10 8 22 31 94W70G--	Gargoyle*4	25 20 15 88
		Gremlin*2	20 9 19 83
Giant	2 Gr 38 33 0 9 13 10 5 11 51 90D95	Troll*4	26 20 11 70
		Ortros*2	30 18 16 65
MithrilGolem	1 Sp 33 34 0 10 9 12 6 13 41 97T85D--	MudGolem*4	23 23 11 86
		Ortros*2	30 18 18 66
MithrilGolem	1 Sp 33 34 0 10 9 12 6 13 41 97T85D--	MudGolem*4	23 23 11 86
		Ortros*2	30 18 18 66
ArchDemon	4 Dm 31 24 14 7 8 7 7 10 62 85H50D+30	Ballista*4	25 5 8 42
ArchDemon	4 Dm 31 24 14 7 8 7 7 10 62 85H50D+30	Ballista*4	25 5 8 42
Death	4 St 36 28 26 10 13 9 14 8 65 94F75D--	Shade*4	21 20 12 94
	EQUIP: Necklace		
Death	4 St 36 28 26 10 13 9 14 8 65 94F75D--	Shade*4	21 20 12 94
	EQUIP: Necklace		

Shop:

Hunting	5000P	AT+6 PoisonAttack4
Dagda Kon Stick	6500P	AT+7 MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7 Resist Wind+10 Action+2 Penalty Critical
Life Staff	10000P	Magic Range+5 Magic Damage+1 Regenerate
Miracle Staff	12500P	Magic Range+7 Magic Area+2 Magic Damage+1
Elfen Bow	6500P	Indirect 14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5 MV-2 Action-5 include mercenaries
Breast Plate	4000P	DF+4 MV-1
Speed Boots	2700P	MV+4
Amulet	700P	Resist All+20
Protect Ring	5000P	DF+4 D+2
Power Ring	5000P	AT+4 A+2
Tiara	3000P	MP+12 INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20

Secret Item:

REFERS TO SCENARIO 22B

Inside the stronghold, where there is a small stones at the middle of east lake.

- Bloody Contract (McLaine only)

For other characters, there will be a few choices

- 1) Nothing
- 2) Nothing
- 3) 3 more choices
 - a) Nothing
 - b) Nothing
 - c) Blood Contract

Love Index:

During Battle, Angelina attacks Bruno - Angelina+1

During Battle, Shelfanil attacks Bruno - Shelfanil+1

During Battle, Angelina defeats Bruno - Angelina+1

During Battle, Shelfanil defeats Bruno - Shelfanil+1

Strategy:

Use magic to wipe out all Ballista first. You may need to cast decline on the monsters who guard the gate and then kill them with either Holy Blaze or other offensive magic. After that, use your air units or ground units to go through the gate and touch the device west of the gate. The gate will be opened. Now,

most of the enemies will be offensive and rush towards you except Bruno and 2 commanders south of him. Now, get your decline magic and other offensive magic ready and bombard all the enemies. After killing all the monsters come towards you, you can now get ready to kill Bruno. Use Decline and Holy Blaze on him is quite effective though. Bruno can cast Holy Blaze as well, keep that in mind.

Scenario 25A

Winning Condition:

1. Kill Gizarov and Kruger

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Shelfanil Angelina Selena Lanford Jessica

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
EvilGod	10	Dm	47	42	45	10	26	21	24	11	48	113D+103	HighElf*4	21	10	13	124
	EQUIP: Burning Staff Rune Force Talisman												Grenadia*2	26	21	14	99
Wizard	10	Sm	38	34	75	6	12	10	14	10	61	105	Dragoon*4	29	20	16	99
	EQUIP: Wizard Rod Dark Robe Fire Orb												HighElf*2	21	10	12	10
Bell Zephtr	10	Dm	28	22	40	--	12	10	14	11	--	124					
ArchDemon	8	Dm	33	29	19	7	10	8	9	10	62	110F122H75	LesserDemon625	22	11	124	
	EQUIP: Wizard Rod Dragon Scale Amulet																
ArchDemon	8	Dm	33	29	19	7	10	8	9	10	62	110F122H75	LesserDemon625	22	11	124	
	EQUIP: Wizard Rod Dragon Scale Amulet																
DragonLord	5	Ar	40	31	10	10	13	10	8	22	31	107W80F122	Angel*4	18	19	15	118
	EQUIP: Long Sword Dragon Scale Amulet												Hablok*4	19	10	19	108
Death	5	St	36	30	28	10	13	10	14	8	65	104H80D--	Shade*4	21	20	12	94
	EQUIP: Wizard Rod Mirage Robe Necklace																
Death	5	St	36	30	28	10	13	10	14	8	65	104H80D--	Shade*4	21	20	12	94
	EQUIP: Wizard Rod Mirage Robe Necklace																
ArchMage	5	Mg	35	31	42	7	12	9	11	10	61	114H99P104	Ballista*4	25	5	8	56
	EQUIP: Wizard Rod Mirage Robe Fairy Stone Ring																
ArchMage	5	Mg	35	31	42	7	12	9	11	10	61	114H99P104	Ballista*4	25	5	8	56
	EQUIP: Wizard Rod Mirage Robe Fairy Stone Ring																
Vampire	5	UG	38	31	40	8	12	10	12	12	51	105F125H85	Witch*4	18	1	11	110
	EQUIP: Wizard Rod Mirage Robe Fire Orb																
Vampire	5	UG	38	31	40	8	12	10	12	12	51	105F125H85	Witch*4	18	1	11	110
	EQUIP: Wizard Rod Mirage Robe Fire Orb																

Shop:

Gram	7500P	AT+6	Effective against Dragon
Force Hammer	9800P	AT+2	MP-2 everytime you attack.
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critical
Life Staff	10000P	Magic	Range+5 Magic Damage+1 Regenerate
Miracle Staff	12500P	Magic	Range+7 Magic Area+2 Magic Damage+1
Elfen Bow	6500P	Indirect	14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5	MV-2 Action-5 include mercenaries
Speed Boots	2700P	MV+4	
Amulet	700P	Resist	All+20
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP	Consume 3/4 Magic Range+1 Magic Standby-3C

Secret Item:

None

Love Index:

None

Strategy:

Spend all your money here since this is the final battle. Magic defense is very important here, make sure all the troops you hired have high magic defense. Nixie and HighElf are very useful since they can withstand magic damage and have range attack. Your first priority here is kill all the ballista at the middle of the map with your offensive magic. After that, kill the commanders using HighElf or Nixie. Then, use your high defense units fighters to go after both Vampire on Both sides. After killing all the mages and Vampires, go for Death on both sides. Cast Decline and Holy Blaze to kill them quickly. Now, approach Kruger slowly using HighElf and then take him down with HighElf ignoring all his troops. Now, ArchDemon on both sides will start moving. Use Decline and Holy Blaze combo on them as well to weaken and then kill them. Now, this is time to kill Gizarov. Stay out of his High Elf attack range because the High Elf is strong as heck. Use Decline and Holy Blaze on him. When he is weaken, cast Attack2 and Protection2 on Landius and let him kill Gizarov.

Scenario 21B

Winning Condition:

1. Defeat Rachel

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Iva

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
GaiFrame	1	MS	61	46	0	8	20	14	7	12	42	120D--	Gargoyle*4	25	20	15	87
													EQUIP: Saber Claw				
DragonLord	1	Ar	38	28	8	10	13	8	6	22	31	87FI90W60	Hablok*4	19	10	17	86
													Angel*2	18	19	17	96
													EQUIP: Lance Hard Leather				
KnightMaster	1	Hr	40	31	5	9	14	7	6	19	41	82	Dragoon*4	29	20	16	81
													BowKnight*2	22	13	18	56
													EQUIP: Lance Chain Mail				
DragonLord	1	Ar	38	28	8	10	13	8	6	22	31	87FI90W60	ArchAngel*4	23	21	15	101
													Hablok*2	19	10	19	86
													EQUIP: Lance Hard Leather				
KnightMaster	1	Hr	40	31	5	9	14	7	6	19	41	82	Dragoon*4	29	20	16	81
													Infantry*2	16	17	16	66
													EQUIP: Lance Chain Mail				
SwordMaster	2	Gr	39	32	6	8	12	10	6	12	51	87	Legion*4	25	19	12	71
													Phalanx*2	23	24	14	81
													EQUIP: Great Sword Hard Leather				
ArchMage	1	Mg	32	29	45	7	12	7	9	10	61	99D98H94	Elf*4	16	6	13	84
													EQUIP: Crystal Rod Mirage Robe Orb				

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
ArchMage	1	Mg	32	29	45	7	12	7	9	10	61	99D98H94	Eagle*3	18	3	11	49
													EQUIP: Crystal Rod Mirage Robe Orb				
ArchMage	1	Mg	32	29	45	7	12	7	9	10	61	99D98H94	Eagle*3	18	3	11	49
													EQUIP: Crystal Rod Mirage Robe Orb				

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8	Magic Area+1 Magic Damage+1 ResistAll+5

Life Staff	10000P	Magic Range+5 Magic Damage+1 Regenerate
Saber Claw	900P	AT+4
Long Bow	4500P	Indirect 10 tiles Action16 Penalty DF-3 MV-3
Elfen Bow	6500P	Indirect 14 tiles Action 20 Penalty DF-5 MV-1
Mithril Armor	4200P	DF+5 MV-2
Breast Plate	4000P	DF+4 MV-1
Aura Shield	1750P	DF+3 Resist All+2
Mirage Robe	550P	DF+2 Resist All+5 except Dark and Holy
Amulet	700P	Resist All+20
Fairy Stone Ring	800P	MP+6 Resist All+10 except Holy Dark
Protect Ring	5000P	DF+4 D+2
Power Ring	5000P	AT+4 A+2
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20

Secret Item:

REFERS TO SCENARIO 26C

Southeast corner where there are 4 stones near the east most starting point.

Choose 2,3,1 to get Killer Claw

Love Index:

None

Strategy:

You will be surrounded by enemies. Just stay defensive and slay enemies who rush towards you. Beware of the range of the Bow type enemies as well. Since all your troops are near to each other, Heal1 and Heal2 spells are very useful here. After destroying all the enemies except Rachel, approach her slowly. Turn5 enemy reinforcement will arrive at northeast corner and north of Rachel. Rachel will now start moving. Use Decline and any other offensive spells to waste those mages as soon as possible. Then, use the same tactics on Rachel to weaken her. Rachel is very strong and you should not approach her if you before casting Attack2 and Protection2 on your strong fighters.

Scenario 22B

Winning Condition:

- 1. Defeat Gizarov

Losing Condition:

- 1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Iva Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DarkMaster	3	Sm	41	37	82	10	22	13	20	10	63	127H95	HighElf*4	21	10	13	120
EQUIP: Life Staff Mirage Robe Fire Orb																	
ArchMage	3	Mg	34	29	33	9	13	9	10	10	61	96D100	Arbalest*3	20	7	8	50
EQUIP: Crystal Rod Robe Necklace																	
Saint	3	Hl	32	31	25	9	9	13	16	10	61	98D103H+52	Arbalest*3	20	7	8	56
EQUIP: Crystal Rod Robe Necklace																	
Wizard	1	Sm	31	28	52	6	10	7	9	10	61	100F120H95	HighElf*4	21	10	13	109
EQUIP: Wizard Rod Mirage Robe fire Orb																	
Marshal	3	Gr	39	35	10	8	11	12	8	9	52	107	Phalanx*6	23	24	12	103
EQUIP: Battle Axe Chain Mail Amulet																	
KnightMaster	3	Hr	43	34	6	9	15	8	7	17	41	102	Dragoon*6	29	20	16	102
EQUIP: Mithril Lance Plate Armor Amulet																	
Saint	3	Hl	32	31	25	7	12	13	16	10	61	98D108H+57	Exorcist*6	21	16	13	91

EQUIP: Crystal Rod Robe Talisman

SwordMaster	3 Gr 40 33 7 8 12 11 7 15 51 87	Legion*6	25 19 16 72
	EQUIP: Great Sword Chain Mail Speed Boots		
Mage	7 Mg 30 27 37 6 11 6 8 10 61 87D97	Ballista*3	25 5 8 43
	EQUIP: Wand Robe Orb		
HighPriest	3 Bs 30 28 45 6 8 11 13 10 60 96D101H+52Sniper*4		20 3 11 53
	EQUIP: Wand Robe Orb		
Mage	7 Mg 30 27 37 6 11 6 8 10 61 87D97	Sniper*3	20 3 11 48
	EQUIP: Wand Robe Orb		
Mage	7 Mg 30 27 37 6 11 6 8 10 61 87D97	Sniper*3	20 3 11 48
	EQUIP: Wand Robe Orb		
Mage	7 Mg 30 27 37 6 11 6 8 10 61 87D97	Ballista*3	25 5 8 43
	EQUIP: Wand Robe Orb		
HighPriest	3 Bs 30 28 45 6 8 11 13 10 60 96D101H+52Sniper*4		20 3 11 53
	EQUIP: Wand Robe Orb		
Saint	3 Hl 32 31 25 7 12 13 16 10 61 98D108H+57Sniper*3		20 3 11 56
	EQUIP: Crystal Rod Robe Talisman		

Shop:

Hunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Saber Claw	900P	AT+4	
Long Bow	4500P	Indirect 10 tiles	Action16 Penalty DF-3 MV-3
Elfen Bow	6500P	Indirect 14 tiles	Action 20 Penalty DF-5 MV-1
Mithril Armor	4200P	DF+5	MV-2
Gaia Armor	4000P	DF+2	MV-1
Breast Plate	4000P	DF+4	MV-1
Aura Shield	1750P	DF+3	Resist All+2
Mirage Robe	550P	DF+2	Resist All+5 except Dark and Holy
Speed Boots	2700P	MV+4	
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3

Secret Item:

REFERS TO SCENARIO 24A

Inside the stronghold, where there is a small stones at the middle of east lake.

- Bloody Contract (McLaine only)

For other characters, there will be a few choices

- 1) Nothing
- 2) Nothing
- 3) 3 more choices
 - a) Nothing
 - b) Nothing
 - c) Blood Contract

Love Index:

None

Strategy:

Kruger will leave on Turn 4, so do not need to worry about him. As usual, use your magics and Decline to kill all enemies near to you before entering the stronghold. The units u put on both sides must be strong enough or they will be wiped out by the enemies in no time. After killing all the front line enemies, use your units with Phalanx to open the gate. Now, most of the enemies units will rush towards you. use Decline and Offensive Magic combo again to waste them. Just remember to check the action list so enemies do not have enough time to cast Fain on the Declined units. Finally, use magics to kill the ballista

on north of the map and then kick Gizarov to hell. Decline and Holy Blaze work on Gizarov, keep that in mind. Always remember to cast Attack2 and Protection2 when you deal with Boss.

Scenario 23B

Winning Condition:

1. Defeat Willa, Lanford, Balrog and Selena, Emily

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Iva Rachel

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
RoyalGuard	5	Hr	55	42	8	10	23	14	10	19	46	119W127	RoyalLancer430	22	16	115		
													EQUIP: Dragoon Spear Knight Plate Amulet	Legion*2	25	19	14 95	
Marshal	3	Gr	22	18	10	8	0	2	8	10	55	100G112	Pike*4	18	18	12 78		
													EQUIP: Kris Gaia Armor Amulet					
ArchMage	6	Mg	36	32	57	7	15	9	12	10	61	104H99D103	Sniper*3	20	3	11 52		
													EQUIP: Wizard Rod Mirage Robe Orb					
Marshal	6	Gr	47	35	12	8	12	14	9	8	54	107H92	Phalanx*4	23	24	12	104	
													EQUIP: Devil Axe Breast Plate Amulet	Legion*2	25	19	14 94	
Marshal	5	Gr	40	37	11	8	12	13	9	9	52	107	Phalanx*4	23	24	12	104	
													EQUIP: Battle Axe Chain Mail Amulet	HighElf*2	21	10	15	127
SwordMaster	5	Gr	42	33	8	10	13	13	8	8	51	87	Legion*4	25	19	12	73	
													EQUIP: Great Sword hard Leather Necklace	Phalanx*2	23	24	14	83
KnightMaster	5	Hr	46	33	7	11	16	10	8	19	41	82	Dragoon*4	29	20	16	83	
													EQUIP: Mithril Lance Chain Mail Necklace	BowKnight*2	22	13	18	58
Marshal	5	Gr	40	37	11	8	12	13	9	9	52	107	Phalanx*4	23	24	12	104	
													EQUIP: Battle Axe Chain Mail Amulet	HighElf*2	21	10	14	127
ArchMage	5	Mg	35	31	54	7	14	9	11	10	61	104H99D103	Ballista*3	25	5	8	46	
													EQUIP: Wizard Rod Mirage Robe Orb					

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DragonLord	1	Ar	39	28	8	12	13	9	6	22	31	87FI90W60	Hablok*6	19	10	17	86
													EQUIP: Mithril Lance Hard Leather Necklace				
SerpentLord	3	NS	44	29	13	12	16	9	7	17	46	82	Nixie*4	21	9	13	97
													EQUIP: Mithril Lance Hard Leather Necklace	LordLizard*2	26	17	17 77
SerpentLord	3	NS	44	29	13	12	16	9	7	17	46	82	Nixie*4	21	9	13	97
													EQUIP: Mithril Lance Hard Leather Necklace	LordLizard*2	26	17	17 77

Enemy Reinforcement 2:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
Queen	5	Gr	51	40	14	8	17	15	10	14	53	112F124	Grenadia*4	26	21	12	105	
													EQUIP: Gram Dragon Scale Amulet	Phalanx*2	23	24	14	105
KnightMaster	8	Hr	50	36	8	9	18	11	12	20	41	105F127	Dragoon*4	29	20	16	107	
													EQUIP: Flame Lance Dragon Scale Amulet	ArchAngel*2	23	21	17	127

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Force Hammer	9800P	AT+2	MP-2 everytime you attack.
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critic
Miracle Staff	12500P	Magic Range+7	Magic Area+2 Magic Damage+1
Saber Claw	900P	AT+4	

Elfen Bow	6500P	Indirect 14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5 MV-2 Action-5 include mercenaries
Gaia Armor	4000P	DF+2 MV-1
Aura Shield	1750P	DF+3 Resist All+2
Amulet	700P	Resist All+20
Protect Ring	5000P	DF+4 D+2
Power Ring	5000P	AT+4 A+2
Tiara	3000P	MP+12 INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Conqueror Wristband	3750P	A+2 D+2 Mercenaries+1

Secret Item:

REFER TO SCENARIO 19C

southwest corner of the map where there is a bird shadow in water.

- 1) Nothing
- 2) RuneForce
- 3) Nothing

Love Index:

None

Strategy:

If you check the enemy list, you will notice that there are less enemies in this scenario compared to the last scenario, it means there will be enemy reinforcement. Enemies in this scenario have high status as well, so you really need to plan your move carefully. Anyway, kill the Mage on the island with Decline and offensive magics. Then, kill the marshal with your units. After crossing the second bridge, you have to travel slowly and lure both KnightMaster and SwordMaster to you and kill them. When you reach the middle of the map, Willa will call in the ambush units. One SerpentLord in the water between two bridges. Another SerpentLord at south of the northeast island. A DragonLord at northwest of the northeast island. Now, get your units on the bridge to kill the SerpentLord between two bridges as soon as possible. All other magicians should start casting offensive magic and try to kill the DragonLord and Serpent Lord on northeast corner. Nixie is dangerous if it is in the water, you need to waste them quickly or just waste the commander. After that, follow the path to northeast. After killing the Marshal at northwest corner, Selena and Emily will show up. They are pretty strong as well. Now, the real challenge comes, you need to kill all the enemy commanders. Enemy becomes offensive and rush towards you. Put on a defensive line at northwest and use Decline and offensive magic to kill the mage first. Then, use your sea units to kill the enemy who try to get through the defensive line. Mages should stay back and provide support and Decline, offensive spell combo.

Scenario 24B

Winning Condition:

1. Kill all enemies
2. Defend Bozel for 20 turns

Losing Condition:

1. Death of Bozel
2. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Iva Rachel

Enemy Strength:

Class LV TY AT DF MP CR A+ D+ M+ MV Jd RA Mercenaries AT DF MV RA

KnightMaster	10 Hr 55 37 8 9 22 11 10 19 41 82	Dragoon*4	29 20 16 85
	EQUIP: Mithril Sword Chain Mail Power Ring	Legion*2	25 19 14 75
Marshal	10 Gr 48 42 14 8 15 17 11 9 52 87	Phalanx*4	23 24 12 86
	EQUIP: Battle Axe Chain Mail Power Ring	Sniper*2	20 3 13 51
Marshal	10 Gr 48 42 14 8 15 17 11 9 52 87	Phalanx*4	23 24 12 86
	EQUIP: Battle Axe Chain Mail Power Ring	Sniper*2	20 3 13 51
SwordMaster	10 Gr 52 37 10 8 18 14 10 12 51 87	Legion*4	25 19 12 75
	EQUIP: Mithril Sword Hard Leather Power Ring	Phalanx*2	23 24 14 85
DragonLord	10 Ar 51 35 14 10 20 11 10 22 31 97W60F102	Hablok*4	19 10 17 90
	EQUIP: Mithril Lance Dragon Scale Power Ring	ArchAngel*2	23 21 17105
Avatar	10 Hl 39 37 44 7 16 17 23 10 63 103H+85	SaintPerson	423 18 12108
	EQUIP: Miracle Staff Mirage Robe Talisman	HighElf*2	21 10 15123
RoyalGuard	10 Hr 56 42 8 10 22 16 10 19 43 104W114	RoyalLancer	430 22 16100
	EQUIP: Dragoon Spear Mithril Armor Crystal Ank	Legion*2	25 19 14 80
Princess	10 Hl 40 37 41 8 14 16 22 14 62 105	Grenadia*4	26 21 16 97
	EQUIP: Life Staff Mirage Robe Speed Boots	ballista*2	25 5 14 57

Enemy Reinforcement:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries	AT DF MV RA
EvilGod	10 Dm 50 40 42 10 24 20 27 11 47 127D+125	DarkGuard*4	26 22 12127
	EQUIP: Burning Staff Dark Robe Amulet	Witch*2	18 1 13127
Cerberus	10 SH 56 37 7 9 22 10 13 20 41 84F+82H67	Ortros*4	30 18 16 73
	EQUIP: Killer Claw Aura Shield Power Ring	Basilisk*2	28 18 16 53
MithrilGolem	10 Sp 45 48 0 12 14 21 11 13 41 99T87P97	MudGolem*6	23 23 11 91
	EQUIP: Killer Claw Aura Shield Necklace		
Cerberus	10 SH 56 37 7 9 22 10 13 20 41 84F+82H67	Ortros*4	30 18 16 73
	EQUIP: Killer Claw Aura Shield Power Ring	Basilisk*2	28 18 16 53
Lamia	10 Mg 40 32 67 7 15 11 13 10 61 100H95	Witch*3	18 1 11111
	EQUIP: Wizard Rod mirage Robe Orb		
Lamia	10 Mg 40 32 67 7 15 11 13 10 61 100H95	Witch*3	18 1 11111
	EQUIP: Wizard Rod mirage Robe Orb		

NPC Strength:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries	AT DF MV RA
DemonLord	10 Dm 47 35 32 8 17 12 17 11 56 102H78	LesserDemon	625 22 11112
	EQUIP: Saber Claw Mirage Robe		
DemonLord	10 Dm 47 35 32 8 17 12 17 11 56 102H78	LesserDemon	625 22 11112
	EQUIP: Saber Claw Mirage Robe		
DarkMaster	10 Sm 54 40 65 10 27 16 19 10 62 127H85	DarkGuard*4	26 22 12127
	EQUIP: Alhazard Dark Robe Amulet	Witch*2	18 1 13127

Shop:

Gram	7500P	AT+6 Effective against Dragon
Force Hammer	9800P	AT+2 MP-2 everytime you attack.
Dagda Kon Stick	6500P	AT+7 MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7 Resist Wind+10 Action+2 Penalty Critical
Miracle Staff	12500P	Magic Range+7 Magic Area+2 Magic Damage+1
Killer Claw	4000P	AT+6
Elfen Bow	6500P	Indirect 14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5 MV-2 Action-5 include mercenaries
Speed Boots	2700P	MV+4
Amulet	700P	Resist All+20
Protect Ring	5000P	DF+4 D+2
Power Ring	5000P	AT+4 A+2
Tiara	3000P	MP+12 INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C

Secret Item:

None

Love Index:

None

Strategy:

Look at enemy status, you will regret for choosing this evil path. You start at south of the map and Bozel is at north of the map. You don't have much choice but to rush to Bozel. When you reach the middle of the map, Kruger will show up along with his monsters. Ignore them and let them fight with Shelfanil's troops. On Turn 10, Rachel will back to normal and asking why Landius work with Demon. Then, Rachel and Ricky will become enemy and make this battle a hell. To prevent Ricky and Rachel become enemy, just let Rachel die before the event take place. Then, you just have to defend Bozel for 20 turns in order to win. Don't try to kill all enemies since it is damn hard and is consider near impossible. Kruger will resurrect his monsters after you destroyed them. So, you need to kill Kruger to prevent him from resurrecting his monsters. But since your main objective is guard Bozel, you can ignore him.

Scenario 17C

Winning Condition:

1. Defeat Ristil and Null

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DemonLord	1	Dm	37	29	21	8	13	8	13	11	57	122H198	LesserDemon	525	22	111	27
EQUIP: Gladius Mirage Robe Amulet																	
Wyvern	5	Ar	36	26	4	9	11	8	5	21	31	72Dr67Wd57	Gremlin*4	20	9	17	80
EQUIP:Saber Claw Aura Shield Gargoyle*2 25 20 17 85																	
Minotaurus	5	Gr	40	27	0	8	11	9	4	8	51	65Dr75H150	Ogre*4	25	18	11	59
EQUIP: Devil Axe Chain Mail BoneGolem*2 19 19 13 69																	
IronGolem	5	Sp	30	30	0	9	6	8	4	13	41	92Dr--	MudGolem*4	23	23	11	84
EQUIP: Flail Aura Shield DarkElf*2 16 7 15 81																	
SaberTiger	5	SH	30	20	0	8	4	1	2	19	41	67Dr77	HellHound*4	23	14	16	52
EQUIP: Saber Claw Aura Shield Scorpion*2 27 10 17 42																	
SeaSerpent	6	WS	42	29	7	9	15	8	6	16	48	67Dr77	SeaWorm*4	27	15	15	66
EQUIP: Saber Claw Aura Shield KillerOctopus224 13 15 46																	

Shop:

Thunder God Sword	4000P	AT+5 Resist Thunder+10
Devil Axe	2350P	AT+8 DF-4 Action+4 Penalty Resist Holy-15
Morning Star	1100P	AT+5 Action+2 Penalty
Mithril Lance	2250P	AT+5 Action+2 Penalty Critical
Gaia Armor	4000P	DF+2 MV-1
Amulet	700P	Resist All+20
Fairy Stone Ring	800P	MP+6 Resist All+10 except Holy Dark
Conqueror Wristband	3750P	A+2 D+2 Mercenaries+1

Secret Item:

Cross on northwest small island
- Magical Bikini

Love Index:

During Battle, when Landius is close to Ristil

- 1) Something like that? - No change
- 2) Hate Demon - Ristil-1
- 3) My instinct - Ristil+1
- 4) Do not like you - Ristil-2

During Battle, when Ristil offer to join

- 1) Good for you - Ristil-2
- 2) Do what you want - Ristil+1

Strategy:

You really lack of man power in this scenario. Hopefully you have Ricky or McLaine turned to Serpent Master or you will suffer. If you are not strong enough, it is better to rush to north and kill Ristil first, you just have to beware of her magic. Dealing with Null in water is tough so it is recommended to kill Ristil first and then lure Null out of the water. One more thing, the SaberTiger is quite fast and place your Phalanx troops at the back for safety. The IronGolem is slow and can be ignored completely.

Scenario 18C

Winning Condition:

- 1. Defeat Iva

Losing Condition:

- 1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
General	6	Gr	35	30	6	7	8	10	5	14	52	75	Phalanx*4	23	24	16	80
	EQUIP: Flail Chain Mail Speed Boots												Infantry*2	16	17	20	65
Mage	4	Mg	29	26	21	6	9	6	6	10	61	110Dr115	Arbalest*3	20	7	8	66
	EQUIP: Crystal Rod Mirage Robe Amulet																
KnightMaster	1	Hr	41	31	5	9	13	8	6	19	41	84Dr87H187	Dragoon*4	29	20	16	83
	EQUIP: Mithril Lance Chain Mail Cross												Hablok*2	19	10	19	88
General	6	Gr	35	30	6	7	8	10	5	14	52	75	Phalanx*4	23	24	16	80
	EQUIP: Flail Chain Mail Speed Boots												Infantry*2	16	17	20	65
Mage	4	Mg	29	26	21	6	9	6	6	10	61	110Dr115	Arbalest*3	20	7	8	66
	EQUIP: Crystal Rod Mirage Robe Amulet																
HighPriest	1	Bs	29	29	27	6	6	10	12	9	60	114Dr119	Exorcist*4	21	16	13	107
	EQUIP: Crystal Rod Chain Mail Amulet												HighElf*2	21	10	15	127
ArchMage	1	Mg	33	28	30	9	11	8	9	10	61	96	Ballista*44	25	5	8	44
	EQUIP: Staff Robe Necklace																

Shop:

Ice Blade	4000P	AT+5 Resist Ice+10
Devil Axe	2350P	AT+8 DF-4 Action+4 Penalty Resist Holy-15
Morning Star	1100P	AT+5 Action+2 Penalty
Mithril Lance	2250P	AT+5 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Saber Claw	900P	AT+4
Short Bow	3000P	Indirect 7 tiles Action10 Penalty DF-1 MV-2
Gaia Armor	4000P	DF+2 MV-1
Dragon Scale	2700P	DF+3 Resist Fire+12
Aura Shield	1750P	DF+3 Resist All+2
Mirage Robe	550P	DF+2 Resist All+5 except Dark and Holy
Amulet	700P	Resist All+20

Star Piece 4000P MP Consume 3/4 Magic Range+1 Magic Standby-3C
Conqueror Wristband 3750P A+2 D+2 Mercenaries+1
Fire Orb 2100P Magic Range+1 MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 20A

Broken Pillar on northeast of the map.

- 1) Nothing
- 2) Nothing
- 3) RuneStone

Left Goddess statue near throne

- 1) Star Piece
- 2) Tiara
- 3) Nothing
- 4) Hear about right statue

Right Goddess statue near throne

- 1) Dragoon Spear
- 2) Bloody Lance
- 3) Nothing
- 4) Hear about left statue

Can only choose one of the statue

Love Index:

Before Battle, Angelina chat with Rachel

- 1) Negative emotion in battle - Angelina Rachel-1
- 2) Someone take care of flower - Rachel+1
- 3) Moon shines because of Sun - Rachel+2 Angelina+1

During Battle, Ristil talks about Iva

- 1) He is useless - Ristil+1
- 2) He is what he appears to be - No change
- 3) He is strong - Ristil-1

Strategy:

All the enemies are defensive. Do not put Null or Ristil at front because they are too weak to handle the enemies. Use magic to kill all the Arbalest first. Then use Ricky, McLaine or Landius or take down the enemies on both side. Ristil and Null should stay back and take down any weaken enemies for experience. If you have heal magic, just let all the mages to cast the magic until they out of MP and then take them down without pain. After you destroyed the mages, the KnightMaster will start to move. He is not strong at all, just waste him. After that, HighPriest will summon Jinn. Beware of the Iva, Archmage since he can cast Meteor and any Demon type should stay away from HighPriest as well. Use magic to Bombard her and Iva troops first before doing any moves, as usual Decline magic is useful here.

Scenario 19C

Winning Condition:

1. Defeat Shelfanil and Selena

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null

Player Reinforcement:

Angelina

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Mage	5	Mg	29	27	33	6	10	6	7	10	61	90H185Dr95Ballista*3	25	5	8	42	
	EQUIP: Crystal Rod Mirage Robe Orb																
BraveKnight	8	Hr	38	30	5	10	13	8	6	18	41	70	Dragoon*4	29	20	16	81
	EQUIP: Lance Chain Mail Necklace																
BattleMaster	8	Gr	36	31	6	9	10	11	6	11	51	75	Legion*4	25	19	12	71
	EQUIP: Long Sword Chain Mail Necklace																
General	8	Gr	37	32	8	7	9	11	6	9	52	95	Phalanx*4	23	24	121	01
	EQUIP: Battle Axe Chain Mail Amulet																
BraveKnight	7	Hr	37	30	4	10	12	7	5	18	41	70	Dragoon*4	29	20	16	80
	EQUIP: Lance Chain Mail Necklace																
Paladin	5	Hl	31	28	19	6	9	11	10	9	61	87DrX2Hl125SaintPerson5	23	18	12	95	
	EQUIP: Flail Chain Mail Talisman																
Mage	5	Mg	29	27	33	6	10	6	7	10	61	90H185Dr95Ballista*3	25	5	8	42	
	EQUIP: Crystal Rod Mirage Robe Orb																
Marshal	2	Gr	38	35	12	8	11	13	7	11	54	107	Phalanx*4	23	24	121	02
	EQUIP: Great Sword Chain Mail Amulet																
ArchMage	2	Mg	33	30	37	7	13	8	10	10	62	127D126	Sniper*3	20	3	11	70
	EQUIP: Wizard Rod Mirage Robe Amulet																

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DragonKnight	8	AR	33	27	7	9	14	9	6	22	33	90FIX5Wd75ArchAngel*6	23	21	161	27	
	EQUIP: Hard Leather Amulet																

Shop:

Thunder God Sword	4000P	AT+5 Resist Thunder+10
Hrunting	5000P	AT+6 PoisonAttack4
Morning Star	1100P	AT+5 Action+2 Penalty
Flame Lance	5000P	AT+6 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Saber Claw	900P	AT+4
Breast Plate	4000P	DF+4 MV-1
Dragon Scale	2700P	DF+3 Resist Fire+12
Aura Shield	1750P	DF+3 Resist All+2
Fairy Stone Ring	800P	MP+6 Resist All+10 except Holy Dark
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C
Talisman	1600P	A+3 D+1 Resist Holy Dark+5
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20
Saint King Charm	2300P	INT+15 D+3 Resist Holy Dark+10

Secret Item:

REFER TO SCENARIO 23B

southwest corner of the map where there is a bird shadow in water.

- 1) Nothing
- 2) Rune Force
- 3) Nothing

Love Index:

During Battle, Ristil asks about Rachel

- 1) She is important - No change
- 2) You demon.... - Ristil-1
- 3) Don't think relative important?- Ristil+1

Strategy:

Shelfanil and Selena will give you a warm welcome here. You need to take out the mages first since they are so annoying. If you have sea units or air unit, you can ambush them without pain. Otherwise, do it with Decline and attack magic combo. You may do this slowly since there is no time limit. When you reach the first bridge Angelina will show up and wished to stop her sister Shelfanil but failed. After a few turns Shelfanil will treat Angelina as enemy and attack her. Then you can control Angelina again. Selena is strong, so you have to make sure you had cleared every enemy on the map first before dealing with her. Attack2, Protection2, Decline, use what you have here before dealing with her or you are just digging your own grave.

Scenario 20C

Winning Condition:

1. Defeat Shelfanil and Selena

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Angelina

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA		Mercenaries	AT	DF	MV	RA	
General	8	Gr	37	32	8	7	10	11	6	9	52	95		Phalanx*6	23	24	12	101	
	EQUIP: Battle Axe Chain Mail Amulet																		
SwordMaster	1	Gr	38	32	6	10	11	11	6	11	51	87		Legion*6	25	19	12	71	
	EQUIP: Great Sword Chain Mail Necklace																		
UnicornKnight	8	SH	37	29	9	8	14	8	6	19	42	87D+15H190	Baron*6		25	19	16	98	
	EQUIP: Lance Hard Leather Cross																		
SwordMaster	1	Gr	38	32	6	10	11	11	6	11	51	87		Legion*6	25	19	12	71	
	EQUIP: Great Sword Chain Mail Necklace																		
UnicornKnight	8	SH	37	29	9	8	14	8	6	19	42	87D+15H190	Baron*4		25	19	16	98	
	EQUIP: Lance Hard Leather Cross HighElf*2 21 10 15108																		
Marshal	3	Gr	39	36	12	8	11	13	8	11	54	107Th117	Phalanx*4		23	24	12	103	
	EQUIP: Thunder God Sword Chain Mail Amulet Legion*2 25 19 14 93																		
ArchMage	3	Mg	34	30	38	9	13	9	10	10	62	107Dr106	HighElf*3		21	10	13	110	
	EQUIP: Wizard Rod Mirage Robe Necklace																		
DragonLord	1	Ar	38	29	8	10	11	8	6	21	31	107FI110	Hablok*4		19	10	17	106	
	EQUIP: Lance Chain Mail Amulet ArchAngel*2 23 21 17121																		

Shop:

Ice Blade	4000P	AT+5 Resist Ice+10
Hrunting	5000P	AT+6 PoisonAttack4
Morning Star	1100P	AT+5 Action+2 Penalty
Flame Lance	5000P	AT+6 Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8 Magic Area+1 Magic Damage+1 ResistAll+5
Saber Claw	900P	AT+4
Long Bow	4500P	Indirect 10 tiles Action16 Penalty DF-3 MV-3
Breast Plate	4000P	DF+4 MV-1
Gaia Armor	4000P	DF+2 MV-1
Aura Shield	1750P	DF+3 Resist All+2
Greave	400P	DF+2
Speed Boots	2700P	MV+4
Amulet	700P	Resist All+20
Conqueror Wristband	3750P	A+2 D+2 Mercenaries+1
Talisman	1600P	A+3 D+1 Resist Holy Dark+5
Fire Orb	2100P	Magic Range+1 MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 17A

Southwest of the map, in the middle of 4 pillars in a lake. (Landius Only)

- Excalibur

Love Index:

During Battle, Ristil asks something

- 1) This is not good - Ristil+1
- 2) Depends on situation - No change
- 3) Caconsis King is Demon - Ristil-1

During Battle, Angelina asks something

- 1) It is doom - Angelina-1
- 2) We must work harder - Angelina+1
- 3) Willa is alright - No change
- 4) Shelfanil will be alright - Shelfanil+1

Strategy:

Put a Spear and Horse units on top to kill both commanders first. For the south part, you should hire Phalanx and stay defensive. Have a mage on a bridge and cast decline, offensive magics on enemy who rush to you blindly. All long range units should stay on bridge as well to kill all enemies who came close.

Shelfanil and Selena will start to move a few turns later. Just make sure to finish off most of the enemy before they move or you will be in trouble. Selena is strong, so it is recommended to weaken her with decline and offensive magic before battling with her. Shelfanil has HighElf which is hard to deal with. The simple way is cast protection on your troops and then rush to her like hell to take down the HighElf in one shot. After you had defeated Shelfanil, she will ask why you object the alliance with Demon since you have Demons, Ristil in your party. She doesn't like Landius to flirt other female, perhaps. ^_^ Shelfanil goes back and tell her father about Bruno but that idiot refuse to believe. Finally, Bruno kills the fat, ugly useless junk for you. YEAH.. This is the best part of the story, I want to kill that idiot since the I first saw him.

Scenario 21C

Winning Condition:

- 1. Defeat Bruno

Losing Condition:

- 1. Death of Shelfanil or Selena
- 2. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Angelina

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
Lamia	1	Mg	31	28	45	7	8	8	8	10	61	95D105H90	Witch*3	18	1	111	06	
													EQUIP: Crystal Rod Mirage Robe Orb					
Cerberus	2	SH	42	32	3	9	14	8	8	20	41	84F+82H67	Ortros*6	30	18	16	68	
													EQUIP: Saber Claw Aura Shield					
Death	1	St	33	29	34	8	11	7	11	8	65	96Dr--H177Shade*4		21	20	12	91	
													EQUIP: Crystal Rod Aura Shield Orb					
Sphinx	2	Ar	41	30	5	10	13	10	8	22	31	96Wd72D101Gargoyle*6		25	20	15	88	
													EQUIP: Saber Claw Aura Shield					
DarkSaint	8	Hl	37	36	33	7	14	14	21	10	62	127H1108	Witch*4	18	1	111	27	
													EQUIP: Wizard Rod Mirage Robe Amulet	DarkGuard*2	26	22	141	27
Death	1	St	33	29	34	8	11	7	11	8	65	96Dr--H177Shade*4		21	20	12	91	

EQUIP: Crystal Rod Aura Shield Orb
MithrilGolem 1 Sp 41 33 0 10 9 12 6 11 41 99Hl84Dr--MudGolem*6 23 23 11 86
EQUIP: Devil Axe Aura Shield
Giant 1 Gr 42 35 0 9 12 10 5 10 51 90Dr95 Troll*4 26 20 11 70
EQUIP: Morning Star Chain Main MudGolem*2 23 23 13 85

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
SuperGazer	5	Gl	28	31	0	8	7	12	5	13	46	+95F50IC80BlackGel*6	20	26	11	85	

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Shelfanil													HighElf*4	21	10	13	19
Marshal	3	Gr	37	36	12	8	9	13	8	11	54	107	Phalanx*5	23	24	12	103

EQUIP: Long Sword Chain Mail Amulet

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Wizard Rod	2000P	Magic Range+8	Magic Area+1 Magic Damage+1 ResistAll+5
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Saber Claw	900P	AT+4	
Long Bow	4500P	Indirect	10 tiles Action16 Penalty DF-3 MV-3
Mithril Armor	4200P	DF+5	MV-2
Breast Plate	4000P	DF+4	MV-1
Aura Shield	1750P	DF+3	Resist All+2
Speed Boots	2700P	MV+4	
Fairy Stone Ring	800P	MP+6	Resist All+10 except Holy Dark
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 18A

West of the map where there is a stick in the middle of forest below the wall

Note: Must get secret item on Scenario 12 in order to trigger this

- 1) Nothing
- 2) 3 more options
 - A) Hedin
 - B) Nothing
 - C) Nothing
- 3) Nothing

Love Index:

During Battle, response to Ristil when you saw Bruno is a demon

- 1) We have to believe it - Ristil-1
- 2) I partially believe - Ristil+1
- 3) No, still do not know for sure - Ristil-1

During Battle, Shelfanil say something and you reply

- 1) Don't say that I don't want to help - Shelfanil-1
- 2) Leave it to us - Shelfanil+1
- 3) Why you hate us so? - No change

During Battle, Angelina attacks Bruno - Angelina+1

During Battle, Shelfanil attacks Bruno - Shelfanil+1

Strategy:

Put a holy class character behind because enemy reinforcement will show up

later. So, use your fastest troops to rendezvous with Shelfanil and Selena as soon as you can or their troops will be wiped out. Bruno will be very aggressive here so it is easy to kill him to end this scenario but you will not gain experience then. When you meet up with Shelfanil, you will be given a choice to either let her fight or ask her to escape. you should let her fight since we need her magic. Just remember to use strong character to guard Shelfanil or she will be wasted for sure. After killing enough enemy, defeat Bruno to end this scenario.

Scenario 22C

Winning Condition:

1. Defeat Bruno

Losing Condition:

1. Death of Landius

After Bruno take hostage:

Losing Condition:

1. Death of Caconsis Queen, Angelina or Shelfanil
2. Death of Landius

After Jessica shows up:

Losing Condition:

1. Death of Landius, Jessica or Caconsis Queen.

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil

Player Reinforcement:

Angelina Shelfanil

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DarkSaint	10	Hl	39	38	35	7	15	15	23	10	62	127H1103	Ballista*4	25	5	8	78
													EQUIP: Miracle Staff Mirage Robe Amulet	DarkGuard*2	26	22	14127
ArchDemon	6	Dm	37	28	16	7	13	8	8	10	62	85D+35H55	LesserDemon625	22	111	103	
													EQUIP: Thunder God Sword Dragon Scale Talisman				
Lamia	6	Mg	36	30	57	7	12	10	11	10	61	100H95F120Witch*4		18	1	111	09
													EQUIP: Wizard Rod Mirage Robe Fire Orb				
MithrilGolem	2	Sp	38	38	0	10	11	13	7	13	41	119D--T107Ortros*5		30	18	18	87
													EQUIP: Saber Claw Aura Shield Amulet				
Death	2	St	34	30	36	8	13	8	12	8	65	101H82D--	Shade*6	21	20	12	92
													EQUIP: Wizard Rod Aura Shield Orb				
Lamia	2	Mg	32	28	48	7	10	9	9	10	61	100D110H95Ballista*3		25	5	8	44
													EQUIP: Wizard Rod Mirage Robe Orb				
Vampire	2	UG	35	32	34	8	11	9	10	11	51	95H80D--	Witch*4	18	1	111	08
													EQUIP: Burning Staff Breast Plate Orb	ZombieFighter*225	22	13	90
Giant	2	Gr	38	33	0	9	14	10	5	11	51	90D95	Troll*4	26	20	11	70
													MudGolem*2	23	23	13	85
Vampire	2	UG	35	32	34	8	11	9	10	11	51	95H80D--	Witch*4	18	1	111	08
													EQUIP: Burning Staff Breast Plate Orb	ZombieFighter*225	22	13	90
Lamia	2	Mg	32	28	48	7	10	9	9	10	61	100D110H95Ballista*3		25	5	8	44
													EQUIP: Wizard Rod Mirage Robe Orb				
Death	2	St	34	30	36	8	13	8	12	8	65	101H82D--	Shade*6	21	20	12	92
													EQUIP: Wizard Rod Aura Shield Orb				

Enemy Reinforcement:

Shelfanil Angelina

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Healer	10	Hl	22	19	9	4	1	4	3	10	60	70H+1D85					

NPC Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
HighPriest	6	Bs	32	31	60	6	7	12	15	10	62	104Hl+55	SaintPerson523	18	12	100	

EQUIP: Wizard Rod Mirage Robe Orb

Shop:

Hunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Saber Claw	900P	AT+4	
Long Bow	4500P	Indirect 10 tiles	Action16 Penalty DF-3 MV-3
Mithril Armor	4200P	DF+5	MV-2
Breast Plate	4000P	DF+4	MV-1
Aura Shield	1750P	DF+3	Resist All+2
Speed Boots	2700P	MV+4	
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume 3/4	Magic Range+1 Magic Standby-3C
Conqueror Wristband	3750P	A+2	D+2 Mercenaries+1
Talisman	1600P	A+3	D+1 Resist Holy Dark+5
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 9

NOTE: Only Scenario 9 has the secret ticket.

Northwest Goddess Statue. Only Landius can get it.

- 1) Saint King Charm
- 2) Resist Holy+10
- 3) 4 other options - refer to love index
- 4) nothing

Northeast Goddess Statue

- 1) Tiara
- 2) M+1
- 3) Resist Holy+10
- 4) Nothing

Can only choose one of the Goddess

Love Index:

During Battle, Angelina get close to Caconsis Queen - Angelina+1

During Battle, Shelfanil get close to Caconsis Queen - Shelfanil+1

During Battle, Battle with Angelina when she is enemy - Angelina-1

During Battle, Battle with Shelfanil when she is enemy - Shelfanil-1

During Battle, Angelina attacks Bruno - Angelina+1

During Battle, Shelfanil attacks Bruno - Shelfanil+1

During Battle, Ristil attacks Bruno - Ristil+1

After Battle, when Shelfanil become Queen, you say

- 1) Have confident - Shelfanil+1
- 2) Angelina will help you - Angelina+1
- 3) I am worry - Angelina Shelfanil-1

Strategy:

This scenario will be very annoying if you play the first time and assume you do not know trump card of the enemy. You should stay defensive and have a magic war with all the mages on the front. Decline and offensive magic is what you need. Any long range units might help but you need to beware since they all weak against magic. After destroying all the mages, put Angelina and Shelfanil far away from your other unit. Put them at the corner of the map or you will regret later. Then, let your holy deal with the death and send them back to hell again. Now move all your troops into the castle quickly except Angelina and Shelfanil. After that, Bruno will take Caconsis Queen as hostage and ask Shelfanil and Angelina to attack you. If you teleport Caconsis Queen away, Bruno will cast Thunder to kill her. Why suddenly Bruno has thunder which can hit the whole map and he doesn;t want to use it on you? This is the fault of the stupid programmer. If you kill Bruno, the same thing will happen. There is something special about this Bruno. He can still cast magic even he has 0 MP, or 0 HP. So, waste all his troops and other commanders first. After Jessica show up to help you, you can now waste Bruno to hell.

Scenario 23C

Winning Condition:

1. Defeat Bruno

Losing Condition:

1. Death of Landius

When Iva shows up:

Winning Condition:

1. Defeat Bruno and Iva

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DragonLord	3	Ar	45	30	9	10	15	9	7	22	31	87D102W60	ArchAngel*4	23	21	15	102
													EQUIP: Mithril Lance Dragon Scale Power RingHablok*2	19	10	19	87
DragonLord	3	Ar	45	30	9	10	15	9	7	22	31	87D102W60	ArchAngel*4	23	21	15	102
													EQUIP: Mithril Lance Dragon Scale Power RingSkyArcher*2	16	5	17	42
DarkSaint	10	Hl	39	38	35	9	15	16	23	10	62	114H188	HighElf*4	21	10	13	123
													EQUIP: Wizard Rod Mirage Robe Necklace				
ArchMage	3	Mg	34	30	49	7	12	8	10	10	61	104H99F124	Ballista*3	25	5	8	45
													EQUIP: Wizard Rod Mirage Robe Fire Orb				
Wizard	10	Sm	38	33	50	6	15	10	14	10	61	115H110D114	Dragoon*4	29	20	16	109
													EQUIP: Life Staff Mirage Robe Amulet Hablok*2	19	10	19	114
Saint	3	Hl	32	32	37	7	8	12	16	10	61	106F126H55	SaintPerson4	23	18	12	101
													EQUIP: Wizard Rod Mirage Robe Fire Orb Phalanx*2	23	24	14	91
Marshal	3	Gr	43	35	10	8	12	12	8	10	52	87F99I92	Phalanx*4	23	24	12	83
													EQUIP: Battle Axe Dragon Scale Power Ring Legion*2	25	19	14	73
KnightMaster	3	Hr	43	37	6	9	14	10	7	19	41	82	Dragoon*4	29	20	16	82
													EQUIP: Mithril Lance Breast Plate Protect RingBowKnight	222	13	18	57
Marshal	3	Gr	43	35	10	8	12	12	8	10	52	87F99I92	Phalanx*4	23	24	12	83
													EQUIP: Battle Axe Dragon Scale Power Ring Legion*2	25	19	14	73

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
Orochi	2	SS	44	31	7	10	17	10	9	17	46	87F79D97	DarkNixie*4	22	8	13	101	
													EQUIP: Saber Claw Aura Shield	PiosonToad*222	10	15	49	
ArchMage	6	Mg	37	31	38	7	14	9	12	10	61	96Dr100	Basilisk*4	28	18	14	52	
													EQUIP: Staff Robe	Slinger*2	16	10	13	57

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Marshal	10	Gr	44	44	16	8	14	18	11	11	54	107Ic117	Phalanx*6	23	24	12	106
													EQUIP: Ice Blade Breast Plate Amulet				

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Flame Lance	5000P	AT+6	Action+2 Penalty Critical
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critical
Life Staff	10000P	Magic Range+5	Magic Damage+1 Regenerate
Saber Claw	900P	AT+4	
Knight Plate	5500P	DF+5	MV-2 Action-5 include mercenaries
Breast Plate	4000P	DF+4	MV-1
Aura Shield	1750P	DF+3	Resist All+2
Speed Boots	2700P	MV+4	
Amulet	700P	Resist All+20	
Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume 3/4	Magic Range+1 Magic Standby-3C
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20

Secret Item:

Left of the stronghold where there is a angel like below enemy DragonLord.

- 1) MP+2
- 2) DF+1
- 3) Angel Feather

Love Index:

During Battle, Ristil is wondering about something

- 1) What is wrong - Ristil+1
- 2) What are you doing - No change
- 3) Stop dreaming - Ristil-1

Strategy:

Just put your Air units on the left. Any horse or slow units must be put on the right or they will not be able to climb the mountain. Later Iva will show up on east of the map, prepare some troops to welcome him. All sea units especially Nixie or DarkNixie work well here. Just put them in the river and kill all enemies within range. You should just stay defensive in the beginning of this scenario. Put High defense unit at front and archer at the back to kill enemies effectively. When you almost kill all of the enemies approach you blindly, move some strong troops across the river to the east. Then, Iva will show up when you kill all the enemies who approach you earlier. Just focus your fire power on them. It is recommended to kill the Orochi first for experience. After defeating Iva, he will run away again. Then, Selena will show up. You just need to ask her to stay back or she will rob away your experience. Now, go all out and approach Bruno. It is recommended to kill Ballista with magic first since it is damn annoying. Horse unit will have trouble to climb the stronghold. So, have your air or other ground base units to climb the stronghold and kill Bruno. If you have HighElf, you can use them to kill Mage and Saint without pain.

Scenario 24C

Winning Condition:

1. Defeat Balrog

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
KnightMaster	2	Hr	42	36	6	9	14	9	6	19	41	82	Dragoon*6	29	20	16	81
EQUIP: Mithril Lance Chain Mail Protect Ring																	
SwordMaster	2	Gr	43	33	6	8	13	10	6	12	51	87Fi99Ic92	Legion*6	25	19	12	71
EQUIP: Great Sword Dragon Scale Power Ring																	
Marshal	2	Gr	43	34	10	8	12	12	7	10	52	87Fi99Ic92	Phalanx*6	23	24	12	82
EQUIP: Battle Axe Dragon Scale Power Ring																	
SerpentMaster	2	NS	51	38	16	11	21	12	10	17	46	90Fi100	Nixie*4	21	9	13	100
EQUIP: Flame Lance Hard Leather Protect RingArchAngel*223																	
Marshal	3	Gr	43	35	10	8	12	12	8	10	52	87	Phalanx*6	23	24	12	83
EQUIP: Battle Axe Dragon Scale Power Ring																	
HighPriest	3	Bs	30	29	45	6	7	11	13	10	60	104Hl+55	HeavyDragoon427	21	15	93	
EQUIP: Wizard Rod Mirage Robe Orb SaintPerson223																	
Sword Master	3	Gr	44	33	7	8	13	11	7	12	87	87Fi99Ic92	Legion*4	25	19	12	72
EQUIP: Great Sword Dragon Scale Power Ring Sniper*2																	
ArchMage	5	Mg	35	31	54	7	13	9	11	10	61	104H99D103	Ballista*3	25	5	8	46
EQUIP: Wizard Rod Mirage Robe Orb																	
Marshal	7	Gr	45	39	12	10	13	16	10	10	54	87	HihElf*4	21	10	13	110
EQUIP: Mithril Axe Chain Mail Necklace																	

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Cerberus	1	SH	41	31	3	11	14	8	7	20	41	85F+82H67	Ortros	30	18	16	67
EQUIP: Saber Claw Aura Shield Necklace																	
ArchMage	6	Mg	37	31	38	9	14	10	12	10	61	96Dr100	BlackGel*4	20	26	11	92
EQUIP: Staff Robe Necklace Slinger*2																	
DarkSaint	1	Hl	36	32	23	7	11	12	16	9	61	96H80D106	DarkDisciple424	17	12	108	
EQUIP: Flail Chain Mail Talisman Witch*2																	
Sphinx	1	Ar	40	29	4	12	13	10	7	22	31	96W72D--	Gremlin*6	20	9	17	82
EQUIP: Saber Claw Aura Shield Necklace																	
Orochi	1	SS	43	30	7	12	16	10	8	17	46	87F79D97	SeaWorm*6	27	15	15	68
EQUIP: Saber Claw Aura Shield Necklace																	

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critical
Life Staff	10000P	Magic	Range+5 Magic Damage+1 Regenerate
Elfen Bow	6500P	Indirect	14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5	MV-2 Action-5 include mercenaries
Gaia Armor	4000P	DF+2	MV-1
Speed Boots	2700P	MV+4	
Amulet	700P	Resist	All+20
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3

Secret Item:

southwest corner where there is a small stone

- 1) 3 more options
 - A) Dragon King Crown
 - B) Nothing
- 2) Nothing
- 3) Nothing

East of the map, where there is a cross on a hill

- 1) Nothing
- 2) Nothing
- 3) Holy Ring

Clear Scenario 24C once and then play Scenario 24C again. When Iva try to escape to the direction with purple butterfly, kill Iva to save the butterfly.

Love Index:

During Battle, what you want to do when you see a stronghold.

- 1) We should fight - Angelina+1
- 2) We should ignore it - Angelina-1
- 3) What do we need to do? - Shelfanil Angelina Ristil-1

During Battle, Ristil wants to fight, you say

- 1) You look happy - No change
- 2) Is this fun? - Ristil+1
- 3) Do not do something not necessary - Ristil-1

Strategy:

Just move your unit north to engage the enemies. You may need to wait for DarkNixie to move out of water in order to waste them faster and easier. When you almost waste all the enemies outside, start to move your units to the east because Iva will show up there once you defeated all the enemies outside the stronghold. Iva will run away if you hurt him or waste too much time. Since Iva is very annoying and stupid, it is strongly recommended to kill him before he tries to escape via east. Do not hesitate to give him your best shot so you do not need to see his face ever again. ^_^ After that, use decline and offensive magic combo to take down the long range unit inside the stronghold and kill Balrog when he is out of troops.

Scenario ?5

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of any Ally

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
RoyalGuard	10	Hr	87	73	16	13	55	47	30	19	46	99	RoyalLancer430	22	16	115	
													Grenadia*2	26	21	14	105
													EQUIP: Dubthach Knight Plate Crown				
Marshal	10	Gr	80	70	24	11	44	49	31	7	54	87H72	Phalanx*4	23	24	12	106
													Legion*2	25	19	14	96
													EQUIP: Devil Axe Knight Plate Crown				
KnightMaster	10	Hr	76	64	18	9	49	42	33	20	41	85	RoyalLancer430	22	15	118	
													Grenadia*2	26	21	14	108
Lord	10	Gr	25	22	1	7	2	5	1	12	25	52	Ballista*4	25	5	8	36
													EQUIP: Kon Stick Robe Necklace				

GaiFrame 10 MS 94 79 12 10 53 48 31 12 42 123D--- Witch*3 18 1 11127
EQUIP: Killer Claw Rune Force Necklace

DarkSaint 10 Hl 59 58 97 7 32 35 53 10 62 109F127H83MudGolem*4 23 23 11127
EQUIP: Burning Staff Mirage Robe Fire Orb DarkGuard*2 26 22 14127

EvilGod 10 Dm 80 70 78 10 52 50 47 11 47 120D+105 LesserDemon625 22 11127
EQUIP: Burning Staff Dark Robe Fire Orb

Hermit 10 Mg 62 55 96 8 38 31 51 10 63 122FHD127 SaintPerson223 18 14127
EQUIP: Burning Staff Goddess Dress Holy RingHighElf*4 21 10 13127

DarkMaster 10 Sm 65 61 93 10 49 39 54 10 63 127H65D-- Shade*4 21 10 12127
EQUIP: Dragon King Staff Dark Robe Blood ContractWitch*2 18 1 13127

Wizard 10 Sm 58 54 80 6 36 32 44 10 61 120F127H60Ballista*4 25 5 8109
EQUIP: Burning Staff Dark Robe Blood ContractDarkGuard*2 26 22 14127

ArchMage 10 Mg 51 44 82 7 25 20 24 10 61 99H94 Witch*6 18 1 11122
EQUIP: Staff Mirage Robe Orb

DarkMaster 10 Sm 65 59 X2 10 42 35 49 10 62 127H85D-- DarkGuard*4 26 22 12127
EQUIP: Fire Staff Dark Robe Fire Orb Witch*2 18 1 13127

ChaosKing 10 Dm 87 79 85 10 59 55 63 12 47 --H95D+127LesserDemon626 23 11127
EQUIP: Dragon King Staff Dark Robe Blood Contract

Enemy Reinforcement:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries AT DF MV RA
DemonGod	10 Dm 65 58 L7 9 36 35 49 12 59 127H75	LesserDemon625 22 11127
	EQUIP: Burning Staff Dark Robe Fire Orb	

Shop:

Bloody Lance 3000P AT+3 RH-10 Action+4Penalty Element:Dark Magic:HPDrain

Burning Staff 7000P INT+8 MR+5 RF+10 Magic:Fire FireBall

Tiara 3000P MP+12 INT+5 Magic Range+4 Magic Area+3

Rune Stone 15000P Return to class 1

Saint King Charm 2300P INT+15 D+3 Resist Holy Dark+10

Secret Item:

Southwest corner where there is a patch between 2 mountain. West of Lanford.
Goddess Dress

Turns you took to finish this scenario:

- 1-5 Assault Suit
- 6 Excalibur
- 7 Artemis Bow
- 8 Rune Stone
- 9 Dubthach
- 10 Dragon King Staff
- 11 Aura Plate
- 12 Dark Robe
- 13 Goddess Dress
- 14 Amulet
- 15+ Nothing

Love Index:

None

Strategy:

Don't really have any strategy here. If you can come to this scneario, that means you use Scenario Select Cheat and your character must be strong. You start with Ricky and Landius. Other character will are inside their own cell. You need to kill certain enemy to free your ally.

Kill Caconsis King to free Ristil

Kill Gendracil to free McLaine

Kill Bruno to free Null

Kill Kruger to free Angelina
Kill Gizarov to free Shelfanil

Scenario 25C

Winning Condition:

1. Kill Chaos and Bozel

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
Vampire	6	UG	39	33	42	8	13	10	13	12	51	97F127D-ZombieFighter	425	22	11	93		
													EQUIP: Burning Staff Aura Shield Fire Orb	ZombieKnight	221	16	18	73
Cerberus	6	SH	46	34	5	9	17	9	10	20	41	84F+82H67	Ortros*4	30	18	16	70	
													EQUIP: Saber Claw Aura Shield	Scorpion*2	27	10	17	50
MithrilGolem	6	Sp	40	43	0	10	12	16	9	13	41	99T87D-P97MudGolem*6		23	23	11	89	
													EQUIP: Saber Claw Aura Shield					
Vampire	6	UG	39	33	42	8	13	10	13	12	51	97F127H82	Shade*6	21	20	12	93	
													EQUIP: Burning Staff Aura Shield Fire Orb					
MithrilGolem	6	Sp	40	43	0	10	12	16	9	13	41	99T87D-P97MudGolem*6		23	23	11	89	
													EQUIP: Saber Claw Aura Shield					
Cerberus	6	SH	46	34	5	9	17	9	10	20	41	84F+82H67	Ortros*4	30	18	16	70	
													EQUIP: Saber Claw Aura Shield	Scorpion*2	27	10	17	50
Vampire	6	UG	39	33	42	8	13	10	13	12	51	97F127H82	Shade*6	21	20	12	93	
													EQUIP: Burning Staff Aura Shield Fire Orb					
Lamia	6	Mg	36	30	57	7	12	10	11	10	61	100H195	Ballista*3	25	5	8	46	
													EQUIP: Wizard Rod Mirage Robe Orb					
DarkMaster	3	Sm	50	37	57	12	21	13	15	10	62	127H165D--DarkGuard*4		26	22	12	110	
													EQUIP: Alhazard Dark Robe Necklace					
ChaosKing	5	Dm	50	42	72	10	21	17	29	12	46	-H120D+113LesserDemon	426	23	11	127		

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA	
Death	4	St	36	31	39	8	14	8	14	8	65	101	Shade*6	21	20	12	94	
													EQUIP: Wizard Rod Aura Shield Orb					
Death	4	St	36	31	39	8	14	8	14	8	65	101	Shade*6	21	20	12	94	
													EQUIP: Wizard Rod Aura Shield Orb					

NPC Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Avatar	3	Hl	38	35	39	7	11	15	22	10	63	98D103H+80HighElf*3		21	10	13	122

Shop:

Hrunting	5000P	AT+6	PoisonAttack4
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critical
Life Staff	10000P	Magic	Range+5 Magic Damage+1 Regenerate
Miracle Staff	12500P	Magic	Range+7 Magic Area+2 Magic Damage+1
Saber Claw	900P	AT+4	
Elfen Bow	6500P	Indirect	14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5	MV-2 Action-5 include mercenaries
Gaia Armor	4000P	DF+2	MV-1
Aura Shield	1750P	DF+3	Resist All+2
Amulet	700P	Resist	All+20

Protect Ring	5000P	DF+4	D+2
Power Ring	5000P	AT+4	A+2
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume 3/4	Magic Range+1 Magic Standby-3C
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20

Secret Item:

REFERS TO SCEBARIO 23A

Use a commander to stand on small magma pool on southwest, middle and east.

- Burning Staff (For air unit only)

Love Index:

After Battle, Willa asks you to do something

- 1) Silent - Shelfanil-1
- 2) Listil,
 - A) I am counting on you - Ristil+1
 - B) You are going along - Ristil-1
- 3) Give us the mission

Strategy:

This Scenario is very tough, make sure you have high magic defense since all enemy commanders can cast magic. Your starting point is quite close to the enemy, so you really need to rush towards them and kill them quickly. On turn 4, enemy reinforcement will show up on south of the map, make sure you put your unit out of their attack range. Chaos is moving around the map and this is the main reason why this scenario is hard. Chaos will cast magic when he has chance and his range is pretty far as well. So, after wasting all the monsters outside, move all your troops south and make Chaos to chase after your troops. Make sure you stay away from Bozel as well. Then, have your high defense troops keep Chaos company. Just put healer to backup the high defense troops. Then, use Landius and any other of your strong units to go after Bozel. Bozel is very tough as well, make sure all your units are in high HP when you battling him or you will be wasted. After defeating Bozel, Go to get the Langrisser which is sealed inside crystal behind Bozel. Now, You must weaken Chaos and kill him with Landius or he will be resurrected. For Jessica, you may just ignore her since she can't really help much.

Scenario 26C

Winning Condition:

1. Save Emily and kill all monsters

Losing Condition:

1. Death of Emily or Lanford.
2. Death of Landius

After saving Emily:

Losing Condition:

1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil

Player Reinforcement:

Lanford

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
Sphinx	5	Ar	43	31	7	10	15	11	9	22	31	96W72D101	SkyArcher*4	16	5	15	44

	EQUIP: Saber Claw Aura Shield	Gargoyle*2	25	20	17	89
Giant	6 Gr 47 38 0 9 16 12 6 10 51 110D115	Troll*4	26	20	11	91
	EQUIP: Flail Chain Mail Amulet	MudGolem*2	23	23	13	106
Cerberus	5 SH 45 33 5 9 16 9 9 20 41 84F+82H67	Ortros*6	30	18	16	69
	EQUIP: Saber Claw Aura Shield					
Mithril Golem	5 Sp 43 39 0 10 12 15 8 10 41 97H82T85	MudGolem*6	23	23	11	88
	EQUIP: Devil Axe Breast Plate					
Giant	5 Gr 46 37 0 9 15 12 6 10 51 90D95	Troll*6	26	20	11	71
	EQUIP: Flail Chain Mail					
Cerberus	6 SH 46 34 5 11 17 10 10 20 41 84F+82H67	Ortros*4	30	18	16	70
	EQUIP: Saber Claw Aura Shield Necklace	BowKnight*2	22	13	18	60
Lamia	6 Mg 36 30 38 9 12 11 11 10 61 100H95D110	Ballista*4	25	5	8	46
	EQUIP: Wizard Rod Mirage Robe Necklace					
ChaosDragon	6 Dr 52 37 11 11 19 13 12 14 32 99W80H87	BlackDragon627	15	10	92	
	EQUIP: Saber Claw Aura Shield Power Ring					
KnightMaster	4 Hr 45 33 9 9 15 9 10 19 41 85F95	Dragoon*6	29	20	16	85
	EQUIP: Flame Lance Chain Mail Orb					
DemonLord	6 Dm 39 33 27 8 14 10 14 10 56 122H103W--	Witch*4	18	1	11	127
	EQUIP: Wizard Rod Chain Mail Amulet	DarkDisciple224	17	14	126	
Mithril Golem	6 Sp 48 40 0 10 14 16 9 10 41 97H82T85	MudGolem*4	23	23	11	89
	EQUIP: Devil Axe Breast Plate Power Ring	Ortros*2	30	18	18	69

Enemy Reinforcement:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries	AT	DF	MV	RA
DemonGod	5 Dm 50 37 66 9 17 14 18 11 59 120D+95H85	LesserDemon625	22	11	11	13
	EQUIP: Fire Lance Chain Mail Orb					

NPC Strength:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries	AT	DF	MV	RA
RoyalGuard	1 Hr 52 42 8 10 21 13 10 19 41 94F104	Dragoon*6	29	20	16	85
	EQUIP: Flame Lance Breast Plate Protect Ring					
SwordMaster	3 Gr 39 33 7 10 12 12 7 11 51 87	Grenadier*6	26	21	12	82
	EQUIP: Long Sword Chain Mail Necklace					
Marshal	3 Gr 37 35 10 10 11 13 8 10 52 87	Phalanx*6	23	24	12	83
	EQUIP: Long Sword Chain Mail Necklace					

NPC Strength:

Class	LV TY AT DF MP CR A+ D+ M+ MV Jd RA	Mercenaries	AT	DF	MV	RA
KnightMaster	4 Hr 45 33 9 9 15 9 10 19 41 85F95	Dragoon*6	29	20	16	85
	EQUIP: Flame Lance Chain Mail Orb					

Shop:

Gram	7500P	AT+6	Effective against Dragon
Force Hammer	9800P	AT+2	MP-2 everytime you attack.
Dagda Kon Stick	6500P	AT+7	MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7	Resist Wind+10 Action+2 Penalty Critical
Miracle Staff	12500P	Magic Range+7	Magic Area+2 Magic Damage+1
Saber Claw	900P	AT+4	
Elfen Bow	6500P	Indirect	14 tiles Action 20 Penalty DF-5 MV-1
Knight Plate	5500P	DF+5	MV-2 Action-5 include mercenaries
Aura Shield	1750P	DF+3	Resist All+2
Amulet	700P	Resist	All+20
Tiara	3000P	MP+12	INT+5 Magic Range+4 Magic Area+3
Star Piece	4000P	MP Consume	3/4 Magic Range+1 Magic Standby-3C
Fire Orb	2100P	Magic Range+1	MP+50% Resist Fire+20

Secret Item:

REFER TO SCENARIO 21B

Southeast corner where there are 4 stones near the east most starting point.

Choose 2,3,1 to get Killer Claw

Love Index:

During Battle, Lanford thanks you. You say

- 1) Human will do this - Risitil+1 (Ristil is alive)
- 2) I can't forgive Gizarov - Rachel+1 (Ricky is alive)
- 3) Graz killed Caconsis King - Angelina+1 Shelfanil+1 (Both of them still alive)

Path A:

Angelina - 120
 Shelfanil - 120
 Rachel - 120
 Selena - 115

Path C:

Angelina - 125
 Shelfanil - 122
 Rachel - 120
 Ristil - 107

Strategy:

If you have Teleport spell, this scenario will be a lot easier. Just assume you don't have the spell, all magicians should be put near the enemies. Have one of your character cast Decline on Dragon and then other character should cast wind magic to kill both Dragon and Lamia. Landius should focus on getting near to Emily. You should not waste too much time or Lanford and his troops will be wasted. Lanford should go and rendezvous with Landius troops and Emily should stay with Lanford. Have Landius waste Graz as soon as possible and then kill enemies on northeast of the map with support from your main troops. You can leave other NPC commander and let them die. After that, kill all the enemies on southwest corner to clear this scenario. Later you have chance to confess to a girl you like. You will see portrait of the girl you like as well, hehe...

- 1 - Shelfanil
- 2 - Angelina
- 3 - Ristil
- 4 - Rachel

 Scenario 27C

Winning Condition:

- 1. Defeat Gizarov

Losing Condition:

- 1. Death of Landius

Player Strength:

Landius Ricky McLaine Ristil Null Angelina Shelfanil Lanford

Enemy Strength:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DemonLord	4	Dm	41	32	25	8	15	9	13	11	56	97WD--F109	LesserDemon625	22	22	111	108
	EQUIP: Mirale Staff Dragon Scale Power Ring																
DemonLord	4	Dm	41	32	25	8	15	9	13	11	56	97WD--F109	LesserDemon625	22	22	111	108
	EQUIP: Mirale Staff Dragon Scale Power Ring																
DarkMaster	7	Sm	56	41	60	10	28	16	22	10	63	127H165	DarkGuard*4	26	22	121	117
	EQUIP: Alhazard Dark Robe Power Ring Witch*2 18 1 13127																
GaiFrame	6	MS	62	41	1	8	25	16	9	8	40	120H105D--	HighElf*3	21	10	131	109
	EQUIP: Devil Axe Knight Plate Power Ring																
ArchMage	8	Mg	38	33	63	7	15	10	13	10	61	99H94F119	HighElf*4	21	10	131	113
	EQUIP: Life Staff Mirage Robe Fire Orb																
Cerberus	8	SH	48	36	6	9	18	10	12	20	41	104H87D107	Ortros*6	30	18	16	92
	EQUIP: Saber Claw Aura Shield Amulet																
Cerberus	8	SH	48	36	6	9	18	10	12	20	41	104H87D107	Ortros*6	30	18	16	92
	EQUIP: Saber Claw Aura Shield Amulet																
DarkSaint	8	Hl	37	37	31	7	11	14	21	10	61	116H95F127	Phalanx*6	23	24	121	116
	EQUIP: Life Staff Dragon Scale Amulet																

DarkSaint 8 Hl 37 37 31 7 11 14 21 10 61 116H95F127Phalanx*6 23 24 12116
EQUIP: Life Staff Dragon Scale Amulet

VampireLord 2 UG 43 36 51 8 15 11 16 13 45 100H92F122Witch*6 18 1 11114
EQUIP: Miracle Staff Dragon Scale Fire Orb

VampireLord 2 UG 43 36 51 8 15 11 16 13 45 100H92F122Witch*6 18 1 11114
EQUIP: Miracle Staff Dragon Scale Fire Orb

DeathLord 1 St 41 33 33 8 17 10 18 8 65 122H98D--Shade*6 21 20 12118
EQUIP: Life Staff Mirage Robe Amulet

DeathLord 1 St 41 33 33 8 17 10 18 8 65 122H98D--Shade*6 21 20 12118
EQUIP: Life Staff Mirage Robe Amulet

VampireLord 2 UG 43 36 51 8 15 11 16 13 45 100H92F122Ballista*4 25 5 8 51
EQUIP: Miracle Staff Dragon Scale Fire Orb

ArchMage 8 Mg 38 33 63 7 15 10 13 10 61 99H94F119 HighElf*4 21 10 13113
EQUIP: Life Staff Mirage Robe Fire Orb

Enemy Reinforcement:

Class	LV	TY	AT	DF	MP	CR	A+	D+	M+	MV	Jd	RA	Mercenaries	AT	DF	MV	RA
DragonMaster	4	Ar	50	38	14	11	17	12	10	20	31	114FI120	Hablok*4	19	10	17	110
DragonMaster	4	Ar	50	38	14	11	17	12	10	20	31	114FI120	Hablok*4	19	10	17	110

EQUIP: Dragoon Spear Knight Plate Amulet

Shop:

Excalibur	11000P	AT+7 DF+1 Resist Holy+10 Holy Blaze Holy Effect
Force Hammer	9800P	AT+2 MP-2 everytime you attack.
Dagda Kon Stick	6500P	AT+7 MV-2 Action+4 Penalty
Dragoon Spear	8800P	AT+7 Resist Wind+10 Action+2 Penalty Critical
Miracle Staff	12500P	Magic Range+7 Magic Area+2 Magic Damage+1
Killer Claw	4000P	AT+6
Hedin	8500P	DF-7 Indirect 14 tiles Action22 Penalty
Knight Plate	5500P	DF+5 MV-2 Action-5 include mercenaries
Gaia Armor	4000P	DF+2 MV-1
Speed Boots	2700P	MV+4
Amulet	700P	Resist All+20
Protect Ring	5000P	DF+4 D+2
Power Ring	5000P	AT+4 A+2
Tiara	3000P	MP+12 INT+5 Magic Range+4 Magic Area+3
Crown	4600P	A+3 D+2 CR+3 Action-3 include mercenaries
Star Piece	4000P	MP Consume 3/4 Magic Range+1 Magic Standby-3C

Secret Item:

None

Love Index:

None

Strategy:

DO NOT KILL RACHEL or you will get bad ending. If you have teleport, you can just teleport Landius to the north and kill Gizarov with High Elf, simple. If you don't have teleport, place your air troops or range troops near enemy range troops. What you need to do is waste all enemy range commander once you have the chance since EXP is not important anymore. Turn 7, enemy reinforcement arrive at south of the map. After killing those bastards and other enemy commanders, focus your fire power on Gizarov and IGNORE Rachel. After you had killed Gizarov, enjoy the ending.

A few notes about the ending. Each character must have 0 retreat count and high action count in order to get "Good Ending" for each character. For example, if Angelina have low action count, her ending will be ambushed by bandits and die. If she has high action count, she will save a prince from bandit and then get

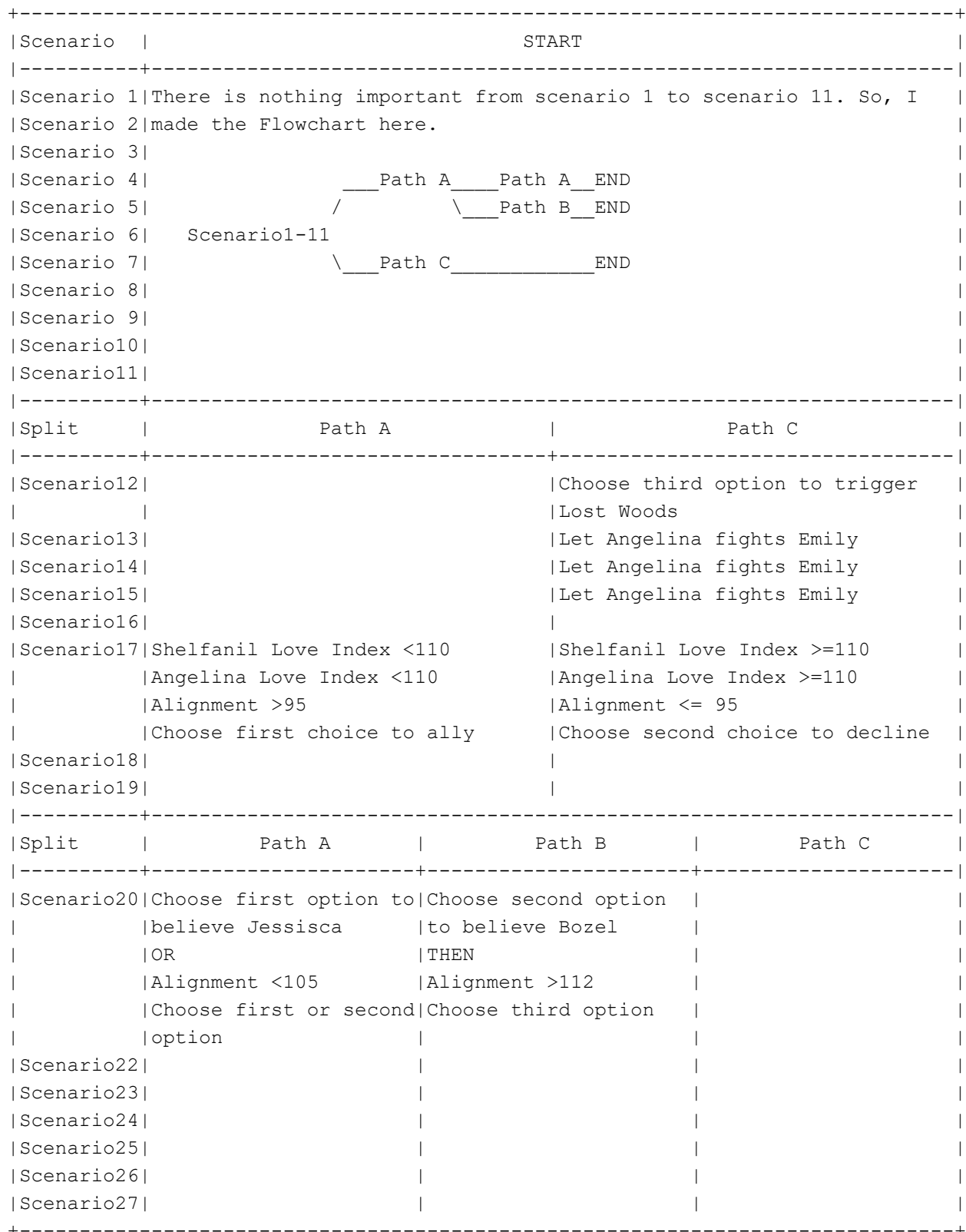
married with the prince.

=====

FLOW CHART

=====

[FLOW1]



Love Index and Ending

[LOVE1]

=====

Path A:		Path C:	
Angelina	- 120	Angelina	- 125
Shelfanil	- 120	Shelfanil	- 122
Rachel	- 120	Rachel	- 120

=====

Path A: Light
 Path B: Dark
 Path C: Independent

A few notes about the ending. Each character must have 0 retreat count and high action count in order to get "Good Ending" for each character. For example, if Angelina have low action count, her ending will be ambushed by bandits and died. If she has high action count, she will save a prince from bandit and then get married with the prince.

=====
 Class Growth [CLAG1]
 =====

 Landius

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			PathB(optional)	PathB(Queen)
		PathB(optional)		
	SilverKnight		KnightMaster	RoyalGuard(Ace)
Knight		BraveKnight		
	PathA(optional)		PathA(optional)	PathA(Jack)
		PathA(optional)		
			PathC(optional)	PathC(King)

About Queen, Ace, Jack and King, please refer to Rachel question 1. You can choose 2 cards out of four. The choice you made will determine which path can access to Level 5 class.

For path A, Path B and Path C, please refer to Rachel question 2. The order of choices affect the class you can get here. Look at the table below for more information.

Level \ Set	Set A Class	Set B Class	Set C Class	Set D Class
Level 2 Class	Gladiator	HawkLord	Sorcerer	Equanil
Level 3 Class	BattleMaster	DragonKnight	Mage	Paladin
Level 4 Class	SwordMaster	DragonLord	ArchMage	Saint
Level 5 Class	Hero	DragonMaster	Hermit	Avatar

My choice

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Saint	Avatar
		Paladin		
	SilverKnight		KnightMaster	RoyalGuard(Ace)
Knight		BraveKnight		
	Sorcerer		ArchMage	Hermit(Jack)
		Mage		
			SwordMaster	Hero(King)

Recommended path: Knight>Sorcerer>Mage>ArchMage>Hermit

I admit, it is rare to turn Langrisser main character into magician. Look at previous Langrisser series, Ledin, Elwyn, Diharto are all great fighters. But, this episode of Langrisser comes with new system call Judgement which determine when to move in one turn. With higher Judgemnet, you can take your move at a suitable time to kill your opponents.

Ricky

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			SwordMaster	
		BattleMaster		
	Gladiator		SerpentLord	SerpentMaster
Fighter		General		
	Sorcerer		Marshal	
		Mage		
			ArchMage	Hermit

Recommended path: Fighter>Sorcerer>General>SerpentLord>SerpentMaster

Since Landius is a Magician, you should turn Ricky into a fighter. If if make Landius a fighter, you should turn Ricky into Magician then. Why? It is simply because Ricky is available on all path and you will be using him for a long time.

McLaine

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			SerpentLord	SerpentMaster
		SerpentKnight		
	Captain		SwordMaster	
Fighter		General		
	Gladiator		Marshal	
		Assassin		
			Ninja	NinjaMaster

+15 Resistance

Recommended path: Fighter>Captain>SerpentKnight>SerpentLord>SerpentMaster

Two secret class here but NinjaMaster is the worst since he has a very small command range. So, there isn't much choice left for McLaine except SerpentMaster

Shelfanil

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Wizard	
		Summoner		

	Shaman		SwordMaster	Princess	
Warlock		Mage			
	Sorcerer		ArchMage	Hermit	
		UnicornKnight			
			UnicornLord		

Recommended path: Warlock>Sorcerer>Mage>SwordMaster>Princess

It is either Hermit or Princess. I personally go for Princess since Princess has Teleport Spell which may come in handy in later part of the game.

Angelina

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			UnicordLord	RoyalGuard
		UnicornKnight		
	PengasusLord		DragonLord	DragonMaster
PengasusKnight		DragonKnight		
	Gladiator		Ranger	
		BattleMaster		
			SwordMaster	

Recommended path: PengasusKnight>PengasusLord>DragonKnight>DragonLord>DragonMaste

Angelina is the only Air unit in this game. DragonMaster has very low Judgement and Magic Defense but they can be deadly when they attack. RoyalGuard has a weakness as well since horse unit cannot move very fast in certain area like mountain and inside building.

Rachel

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Saint	
		Paladin		
	Cleric		HighPriest	
Healer		Priest		
	Shaman		ArchMage	Hermit
		Summoner		
			Wizard	

Recommended path: Healer>Cleric>Priest>ArchMage>Hermit

She serves as a healer no matter what. When you get her in the later part of the game, she is already too weak to do direct battle with any enemy. So, it is best to let her stay behind and cast supporting magic.

Selena

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
---------------	---------------	---------------	---------------	---------------

			KnightMaster	
		General		
	Gladiator		Marshal	Queen
Fighter		Paladin		
	Equanil		Saint	
		Priest		
			HighPriest	

Recommended path: Fighter>Equanil>Paladin>Marshal>Queen

Selena is good since she can heal and fight very well. She is probably your frontline army if you trained her well. Queen is a nice class as well with Royal Lancer as her mercenaries.

Lanford

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Marshal	
		BattleMaster		
	Gladiator		SwordMaster	SwordSaint
Knight		BraveKnight		
	SilverKnight		KnightMaster	RoyalGuard
		DragonKnight		
			DragonLord	

Recommended path: Knight>SilverKnight>BraveKnight>SwordMaster>SwordSaint

Lanford is a pure fighter and probably serve as your frontline army as well. SwordSaint class is probably better than RoyalGuard since he has nice skill and good mercenaries, Grenadier.

Jessica

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			SwordMaster	
		BattleMaster		
	Shaman		Wizard	
Warlock		Summoner		
	Cleric		HighPriest	
		Priest		
			Saint	Avatar

Recommended path: Warlock>Cleric>Priest>Saint>Avatar

You don't really has a choice here since Avatar is her only secret class. Saint is a nice class as well since she will learn HolyBlaze which is an offensive holy spell which work well on every boss.

Ristil

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			MithrilGolem	
		DarkPaladin		
	Succubus		DarkSaint	DarkPrincess
WereCat		ArchDemon		
	AluraUne		DemonLord	DemonGod
		Catsy		
			Lamia	

WereCat>Succubus>ArchDemon>DemonLord>DemonGod

Compare DarkPrincess with DemonGod. DarkPrincess is more likely a supportive class and DemonGod is offensive class. DemonGod has higher magic defense though which make it more useful.

Null

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Orochi	
		SeaSerpent		
	Scylla		ChaosDragon	
Incubus		LivingArmor		
	Larva		Vampire	VampireLord
		Raise		
			Death	DeathLord

Recommended path: Incubus>Scylla>LivingArmor>Vampire>VampireLord

Compare VampireLord and DeathLord. You will definitely know that VampireLord is far more better than DeathLord since DeathLord is weak against holy magic. You are done for sure if your enemy cast HolyBlaze on your DeathLord. All in all, VampireLord rocks.

Iva

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			SerpentLord	
		SerpentKnight		
	Sorcerer		ArchMage	
Warlock		Mage		
	Chief		Marshal	
		Assassin		
			Ranger	

Recommended path: Warlock>Sorcerer>Mage>ArchMage

Iva is weak. The only thing he is good at is magic. Don't even try to make him into a fighter or you will regret it for the rest of the game.

Class Type	AT	DF	MP	A+	D+	M+	JD	MV	CR	IN	Mercenaries	Magic/Summon	Character
	Fr	Gr	Th	Dr	Ic	Wd	Hl	Ph	MC			Skill	
BraveKnight Horse	7	4	2	3	3	2	4	1	19	8	5	Dragoon MixTroops	Landius
	70	70	70	70	70	70	70	70	+1			HeavyLancer	Lanford
												Centaurus	
BattleMaster Ground	6	5	3	3	2	3	5	1	12	7	5	Legion SwordEquip	Landius
	75	75	75	75	75	75	75	75	+1			Pike MixTroops	Ricky
												Elf	Angelina
													Lanford
													Jessica
DragonKnight Air	5	5	4	3	2	3	3	1	21	9	5	ArchAngel MixTroops	Landius
	85	--	85	70	70	55	70	70	+1			Hablok	Angelina
												SkyArcher	Lanford
Mage Magician	5	4	14	3	2	4	6	1	10	6	10	Elf Tornado	Landius
	85	85	85	95	85	85	85	85	+1			Sniper ThunderStorm	Ricky
												Sleep	Shelfanil
												Zone	Iva
												Attack2	
												MPDrain	
												MagicEquip	
												--MixTroops	
Paladin Holy	5	5	7	2	3	6	6	1	10	6	8	SaintPerson HolyBlaze	Landius
	87	87	87	97	87	87	20	87	+1			Exorcist ForceHeal1	Rachel
												Elf Heal2	Selena
												Pike TurnUndead	
												Quick	
												Protection2	
												Resist	
												MagicEquip	
												MixTroops	
General Ground	5	6	6	2	3	4	5	2	11	7	5	Pike Heal1	Ricky
	75	75	75	75	75	75	75	75	+1			Phalanx ArmorEquip	McLaine
												Elf MixTroops	Selena
Assassin Theft	7	3	2	3	2	2	5	6	11	6	6	Martial Critical	McLaine
	75	75	75	75	75	75	75	75	+0			Log MixTroops	Iva
												Sniper	
SerpentKnight NormalSea	7	5	4	3	2	3	4	6	16	9	5	MermanLord Critical	McLaine
	70	70	70	70	70	70	70	70	+1			LordLizard MixTroops	Iva
												Phalanx	
Summoner Summoner	5	3	14	2	2	4	6	0	10	6	12	Sniper Confuse	Shelfanil
	80	80	80	90	89	80	80	80	+0			ThunderStorm	Rachel
												MPDrain	Jessica
												Decline	
												Summon5	
												MixTroops	
UnicornKnight SpecialHorse	5	4	8	3	2	3	4	2	19	8	8	Unicorn Mute	Shelfanil
	85	85	85	10	85	85	85	85	+1			Dragoon Quick	Angelina
												BowKnight Fire	
												MixTroops	

Priest	4	4	10	2	2	5	60	10	6	9	Monk	Fain	Rachel
Bishop	85	85	85	95	85	85	15	85	0		Crusader	ForceHeal1	Selena
												Protection1	Jessica
												Zone	
												Resist	
												Quick	
												Summon2	
												--MixTroops	

DarkPaladin	5	5	7	2	3	6	61	10	6	9	DarkDisciple	HolyBlaze	Ristil
Holy	89	89	89	97	89	89	70	89	1		Missionaries	ForceHeal1	
											DarkElf	Heal2	
											Pike	TurnUndead	
												Quick	
												Protection2	
												Resist	
												--MixTroops	

ArchDemon	5	4	11	3	2	4	62	10	7	10	LesserDemon	FireBall	Ristil
Demon	85	--	85	30	85	85	50	85	0		Nightmare	MPDrain	
											DarkElf	Sleep	
											Specter	Decline	
												MagicEquip	
												MixTroops	

Catsy	4	3	14	2	2	4	61	10	6	11	DarkElf	Tornado	Ristil
Magician	85	85	85	95	85	85	85	85	1		Witch	ThunderStorm	
												Sleep	
												Zone	
												Attack2	
												MagicEquip	
												MixTroops	

SeaSerpent	9	5	0	4	3	4	46	16	9	3	DarkLizard	Poison2	Null
SeaSurface	65	65	65	75	65	65	65	65	1		SeaWorm	MixTroops	
											DarkNixie		
											MudGolem		

LivingArmor	6	5	7	2	3	3	51	12	8	5	ZombieFighter	CurePoison	Null
UndeadGround	60	75	75	95	75	75	60	75	1		ZombieKnight	MixTroops	

Raise	5	4	9	3	2	5	65	8	7	8	Specter	Blizzard	Null
Spirit	80	--	80	--	80	80	50	80	0		Shade	Zone	
											DarkElf	Attack2	
												Slow	
												Paralyze2	
												MixTroops	

Level 4 Class

Class	AT	DF	MP	A+	D+	M+	JD	MV	CR	IN	Mercenaries	Magic/Summon	Character
Type	Fr	Gr	Th	Dr	Ic	Wd	Hl	Ph	MC			Skill	
KnightMaster	10	6	3	6	4	4	41	20	9	6	Dragoon	Attack1	Landius
Horse	82	82	82	82	82	82	82	82	1		Sniper		Selena
											Hablok		Lanford

SwordMaster	9 6 4 5 4 4 51 12 8 6	Legion	Quick	Landius
Ground	87 87 87 87 87 87 87 87 +1	Phalanx	SwordEquip	Ricky
		HighElf		McLaine
		Hablok		Shelfanil
				Angelina
				Lanford
				Jessica
DragonLord	8 6 6 5 3 4 31 22 10 8	ArchAngel	Fire	Landius
Air	90 -- 87 87 90 60 87 87 +1	Hablok		Angelina
		Dragoon		Lanford
ArchMage	8 5 15 5 3 5 61 10 7 13	HighElf	Slow	Landius
Magician	94 94 94 98 94 94 94 94 +0	Ballista	Meteor	Ricky
			Blast	Shelfanil
			Sleep	Rachel
			Zone	Iva
			Attack2	
			MagicEquip	
Saint	7 7 9 4 4 7 61 10 7 10	SaintPerson	HolyBlaze	Landius
Holy	96 96 96 101 96 96+50 96 +0	HighElf	Zone	Rachel
		Exorcist	Decline	Selena
		Legion	Heal2	Jessica
			ForceHeal2	
Marshal	6 9 5 3 6 4 52 11 8 8	Pike	Heal1	Ricky
Ground	87 87 87 87 87 87 87 87 +1	Phalanx	Fain	McLaine
		Legion	ArmorEquip	Selena
		HighElf		Lanford
				Iva
SerpentLord	8 7 3 6 3 4 46 17 10 6	LordLizard	Attack1	Ricky
NormalSea	82 82 82 82 82 82 82 82 +1	Nixie	SwordEquip	McLaine
		MermanLord		Iva
		Phalanx		
Ninja	9 5 9 6 3 4 54 11 3 12	LowNinja	Sleep	McLaine
Ambush	75 75 75 87 75 75 75 75 -1	Martial	Confuse	
			Mute	
			Quick	
			Paralyzel	
			LightStep	
Wizard	7 5 15 4 3 5 60 10 6 14	Ballista	Blast	Shelfanil
Summoner	90 90 90 94 90 90 90 90 -1		Attack2	Rachel
			Zone	Jessica
			Summon6	
UnicornLord	8 6 13 5 3 5 42 20 9 8	Baron	Heal2	Shelfanil
SpecialHorse	90 90 90 100 90 90 100 90 +1	Dragoon	Fain	Angelina
		HighElf	Teleport	
		Phalanx	CurePoison	
Ranger	9 6 12 5 4 4 56 11 3 10	Martial	EarthQuake	Angelina
Ambush	80 80 80 80 80 80 80 80 -1	Warrior	Bind	Iva
		Log	Critical	
		Sniper	LightStep	

HighPriest	6 6 13 3 4 6 60 19 6 12	Exorcist	TurnUndead	Rachel
Bishop	94 94 94 99 94 94+50 94 -1	SaintPerson	Protection2	Selena
			Heal2	Jessica
			ForceHeal2	
			Fain	
			Summon3	

DemonLord	9 6 11 5 4 7 56 11 8 10	Lilim	MPDrain	Ristil
Demon	97 -- 97 -- 97 97 78 97 +1	LesserDemon	Meteor	
		BoneGolem	Attack2	
		Witch	Resist	

Lamia	9 4 15 5 3 5 61 10 7 13	Witch	Tornado	Ristil
Magician	90 90 90 105 90 90 90 90 +0	Ballista	Meteor	
		Ogre	Sleep	
			Confuse	
			Attack2	
			Poison2	
			MagicEquip	

MithrilGolem	6 11 0 3 8 5 41 13 10 3	BoneGolem	Regenerate	Ristil
Spear	97 97 85 -- 97 97 97 95 +1	MudGolem	CurePosion	
		Troll		
		Witch		

DarkSaint	7 7 10 4 4 7 61 10 7 11	DarkDisciple	HolyBlaze	Ristil
Holy	96 96 96 101 96 96 75 96 +0	Witch	Zone	
		Missionaries	Decline	
		Ogre	Heal2	
			ForceHeal2	

Orochi	10 7 4 7 3 5 46 17 10 3	SeaWorm	Fire	Null
SeaSurface	77 85 85 95 85 85 85 85 +1	Shark	Regenerate	
		MudGolem	Poison4	
		Gargoyle		

ChaosDragon	12 6 7 7 4 8 32 14 11 6	BlackDragon	FireBall	Null
Dragon	97 -- 97 -- 97 78 85 97 +1	RedDragon	Poison2	
		WhiteDragon		
		Gremlin		

Vampire	9 6 12 4 3 7 51 12 8 9	ZombieFighter	Confuse	Null
UndeadGround	95 95 95 -- 95 95 80 95 +1	ZombieKnight	Resist	
		Ballista	Decline	
		MudGolem		

Death	8 5 10 5 3 7 65 8 8 7	Shade	MPDrain	Null
Spirit	94 94 94 -- 94 94 75 94 +1	Witch	Blast	
		Troll	Attack2	
		Ballista		

Level 5 Class

Class	AT DF MP A+ D+ M+ JD MV CR IN	Mercenaries	Magic/Summon	Character
Type	Fr Gr Th Dr Ic Wd Hl Ph MC		Skill	

RoyalGuard	3 2 0 2 3 0 41 20 10 0	ArchAngel	None	Landius

Horse	94 94 94 94 94 94 94 94 94 +1	RoyalLancer		Angelina
				Lanford
-----	+-----	+-----	+-----	+-----
Hero	3 2 3 2 0 1 51 13 9 2	Grenadia	Attack1	Landius
Ground	94 94 94 94 94 94 94 94 94 +1	ArchAngel	Quick	
			LightStep	
-----	+-----	+-----	+-----	+-----
DragonMaster	2 2 1 1 3 0 31 22 11 0	None	FireBall	Landius
Air	100 -- 94 94100 75 94 94 +1			Angelina
-----	+-----	+-----	+-----	+-----
Hermit	2 1 7 1 1 2 61 10 8 8	Legion	Teleport	Landius
Magician	99 99 99105 99 99 99 99 +0		Again	Ricky
				Rachel
				Shelfanil
-----	+-----	+-----	+-----	+-----
Avatar	2 0 6 1 1 2 61 10 7 6	Ballista	EarthQuake	Landius
Holy	98 98 98103 98 98+80 98 +0		Protection2	Jessica
			Again	
			Healing	
-----	+-----	+-----	+-----	+-----
SerpentMaster	4 1 3 3 2 0 46 17 11 0	Ballista	Critical	Ricky
NormalSea	90 90 90 90 90 90 90 90 90 +1			McLaine
-----	+-----	+-----	+-----	+-----
NinjaMaster	2 2 3 1 1 2 56 11 0 3	Kuno	FireBall	McLaine
Ambush	92 92 92100 92 92 92 92 +0	Phalanx	EarthQuake	
			Teleport	
			NinjaSkill	
-----	+-----	+-----	+-----	+-----
Princess	3 0 4 2 1 1 61 10 8 4	Ballista	Meteor	Shelfanil
Holy	97 97 97102 97 97+50 97 +0		Teleport	
			Regenerate	
-----	+-----	+-----	+-----	+-----
Queen	4 1 5 2 0 0 51 13 8 1	Ballista	ThunderStorm	Selena
Ground	92 92 92 92 92 92 92 92 +0	RoyalLancer	EarthQuake	
			Again	
			Blast	
-----	+-----	+-----	+-----	+-----
DarkPrincess	3 0 4 2 1 1 61 10 8 4	DarkGuard	Meteor	Ristil
Holy	98 98 98 -- 98 98 85 98 +1		Teleport	
			Again	
			Regenerate	
-----	+-----	+-----	+-----	+-----
DemonGod	1 2 5 0 2 1 58 12 9 3	Gargoyle	MPDrain	Ristil
Demon	120 -- 120+95120120+85120 +1	BlackDragon	Sleep	
			Decline	
			Slow	
			Summon6	
-----	+-----	+-----	+-----	+-----
VampireLord	2 2 3 2 2 1 45 13 8 4	None	Meteor	Null
UndeadGround	90100100 -- 100100 90100 +1		Heal1	
			Paralyze3	
-----	+-----	+-----	+-----	+-----
DeathLord	1 2 5 1 2 2 65 8 8 3	None	Meteor	Null
Spirit	97 97 97 -- 97 97 78 97 +0			
-----	+-----	+-----	+-----	+-----
SwordSaint	4 1 0 2 1 1 51 12 8 0	Grenadier	Quick	Lanford
Ground	90 90 90 90 90 90 90 90 90 +1		Again	
			JudgementUp	
			ArmorEquip	
-----	+-----	+-----	+-----	+-----

=====
Equipment

[EQUI1]
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-----WEAPON-----

Knife : Ground Magician Sea Theft Ambush Demon Undead
Sword : Ground Horse SpecialHorse Air Sea Theft Ambush Demon Undead SwordEquip
Axe : Ground Spear Sea Demon Undead
Hammer : Ground Bishop Spear Horse SpecialHorse Sea Demon Undead
Spear : Horse SpecialHorse Air Sea
Staff : Magician Bishop Sea Theft Demon Spirit Undead
Claw : SpecialSea Demon Spirit Undead Dragon
Bow : Ambush

Weapon |Price |Effect

-----KNIFE-----

Knife | 30P|AT+1
Gladius | 200P|AT+2
Main Gauche | 350P|AT+1,DF+1
Kris | 650P|AT+3,Skill:Critical
Wind Cutter Dagger|15000P|AT-2,DF-1,Attack Rate+4

-----SWORD-----

Messiah Sword | 1750P|AT-4 DF-2 A-2 EXP*2
Long Sword | 750P|AT+3
Great Sword | 1000P|AT+4
Mithril Sword | 2300P|AT+5
Ice Blade | 4000P|AT+5 RI+10. Magic:Freeze,Blizzard
Thunder God Sword | 4000P|AT+5 RT+10. Magic:Thunder,ThunderStorm
Hrunting | 5000P|AT+6 Skill:Poison4
Gram | 7500P|AT+6 (AT+12 against Dragon)
Excalibur |11000P|AT+7DF+1,RH+10 Element:Holy Magic:HolyBlaze
Strike Beam Sword | 0P|AT+3 AR+2 (Range7, once per turn)
Alhazard | 0P|AT+9 DF+1 A+2 D+1 RH-30 RA+10 Action-5 Skill:Critical
Langrisser | 0P|AT+8 DF+1 A+1 D+1 RA+10

-----AXE-----

Hand Axe | 160P|AT+2
Battle Axe | 1600P|AT+5 MV-2 Action+3Penalty
Mithril Axe | 2100P|AT+5 Action+1Penalty
Devil Axe | 2350P|AT+8 DF-4 MV-4 RH-15 Action+4Penalty
Rune Axe |10500P|AT+8 MV-2 RA+5 Action+2Penalty 25%MuteEnemy

-----HAMMER-----

Iron Array | 50P|AT+1 MV-4 Summon:Builder
Kon Stick | 150P|AT+3 Action+3Penalty Critical
Flail | 750P|AT+4 Action+2Penalty Critical
Morning Star | 1100P|AT+5 Action+2Penalty Critical
Force Hammer | 9800P|AT+20%(-2MP) (AT-20% if no MP consumed)
Dagda Kon Stick | 6500P|AT+7 MV-4 Action+4Penalty
Mjollnjr | 8000P|AT+7 RT+15 Action+2Penalty Element:Thunder
| |Skill:Critical Magic:Thunder ThunderStorm Summon:Thor

-----SPEAR-----

Lance | 1100P|AT+4 Action+3Penalty Skill:Critical
Mithril Lance | 2250P|AT+5 Action+2Penalty Skill:Critical
Bloody Lance | 3000P|AT+3 RH-10 Action+4Penalty Element:Dark
| |25% cast HPDrain after battle
Flame Lance | 5000P|AT+6 RF+10 Action+3Penalty Element:Fire Skill:Critical
| |Magic:Fire FireBall
Dragoon Spear | 8800P|AT+7 RW+10 Action+2Penalty Element:Wind Skill:Critical
| |Magic: WindCutter Tornado

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Dubthach          | 9800P|AT+8 Action+2Penalty Skill:Critical
-----STAFF-----
Staff             | 150P|AT+1 MR+2
Wand              | 800P|INT+5 MR+4
Crystal Rod       | 1200P|INT+5 MR+5
Wizard Rod        | 2000P|INT+5 MR+8 MA+1 RA+5
Burning Staff     | 7000P|INT+8 MR+5 RF+10 MD+1 Magic:Fire FireBall
                  |      |Summon:BellZephyr
Life Staff        |10000P|INT+8 MR+5 MD+1 Skill:Regenerate
                  |      |Magic:Heal1.2 ForceHeal1.2
Miracle Staff     |12500P|INT+10 MR+7 MA+2 MD+1 Magic:Meteor EarthQuake
Dragon King Staff |14000P|INT+10 MR+6 MA+2 MD+1 CastTime-5C Standby-5C
                  |      |Summon:Holy Dragon
-----CLAW-----
Saber Claw       | 900P|AT+4
Killer Claw      | 4000P|AT+6
-----BOW-----
Short Bow        | 3000P|DF-1 MV-4 Range7 Action+10Penalty
Long Bow         | 4500P|DF-3 MV-6 Range10 Action+16Penalty
Elfen Bow        | 6500P|DF-5 MV-2 Range14 Action+20Penalty
Hedin            | 8500P|DF-7 Range14 Action+22Penalty
Artemis Bow      |11000P|DF-10 MV-6 Range18 Action+30Penalty
                  |      |25%ConfuseEnemyCommander
-----
Heavy Armor:Ground Spear Bishop Horse Undead
Light Armor:Ground Bishop Spear Horse SpecialHorse Air Theft Ambush Demon Undead
Monster Aura:SpecialSea Spirit Dragon
Leat:Ground Magician Bishop Horse SpecialHorse Air Sea Theft Ambush Demon Undead
Robe:Ground Magician Bishop Horse SpecialHorse Air Sea Theft Ambush Demon Undead
Boots:Ground Magician Bishop Spear Theft Ambush
Accessories:All
Magical Item:Magician Bishop Demon Spirit Undead MagicEquip
-----
Armor             |Price |Effect
-----HEAVY ARMOR-----
Plate Armor       | 3800P|DF+5 MV-3
Mithril Armor     | 4200P|DF+5 MV-2 RA+5
Knight Plate      | 5500P|DF+5 MV-2 Action-5 (Include Mercenaries)
Aura Plate        | 6000P|DF+5
Assault Suit      |80000P|AT+10 DF+10
-----LIGHT ARMOR-----
Gaia Armor        | 4000P|DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1
Chain Mail        | 1000P|DF+3 MV-1
Breast Plate      | 4000P|DF+4 MV-1
Dragon Scale      | 2700P|DF+3 RF+12 RI+5
Aeneas Armor      | 4800P|DF+4 Action-3 (Include Mercenaries)
-----MONSTER AURA-----
Aura Shield       | 1750P|DF+3 Resist All+2
Rune Force        | 4300P|DF+4 Resist All+3
-----LEATHER-----
Hard Leather      | 450P|DF+2
-----ROBE-----
Vaselin           | 20P|RF-5 Transform:Aniki(Lang 5) Summon:Builder
Apron Dress       | 150P|DF+1 Transform:Maid(Lang 5) Female
Clothes           | 40P|DF+1
Robe              | 50P|DF+1 RA+2
Megin Gjord       | 500P|AT+5% Summon:Thor

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Magical Bikini | 300P|DF+1 RA+10 Female
 Mirage Robe | 550P|DF+2 RA+10(except Holy and Dark)
 Angel Feather Garb | 600P|DF+2 RA+8 Summon:Seraphim Female
 Dark Robe | 7000P|DF+3 M+10(Holy-10) RH-10 RA+10(RH-10)
 | |Summon:Chaos King
 Goddess Dress | 7500P|DF+2 RA+8 M+8 Skill:CurePoison Summon:Light Goddess

-----BOOTS-----

Leg Guarder | 40P|DF+1
 Greave | 400P|DF+2
 Speed Boots | 2700P|MV+4 V+4

-----ACCESSORIES-----

Cross | 200P|D+1 [M+2 RA+2(RH+5 and RD+5)]
 Necklace | 650P|D+1 CR+2 MC+1
 Amulet | 700P|M+20 RA+20
 Fairy Stone Ring | 800P|MP+6 INT+5 [M+10 RA+10(except Holy Physic)]
 Crystal Ank | 850P|DF+1 D+1 [M+5 RA+5(RH+8 and RD+8)]
 Protect Ring | 5000P|DF+4 D+2
 Power Ring | 5000P|AT+4 A+2
 Tiara | 3000P|MP+12 INT+5 MR+4 MA+3 Female
 Crown | 4600P|A+3 D+2 CR+3 Action-3(Include Mercenaries)
 Star Piece | 4000P|MA+1 Standby-3C MPconsume75%
 Light Veil | 9500P|INT+5 CastTime-15C Standby-10C Regenerate1MP per turn
 | |Female
 Conqueror Wristband | 3750P|A+2 D+2 MC=6
 Dragon King Crown | 4800P|A+5 D+2 INT+5 RF+8 RI+8 Summon:HolyDragon
 Sonic Band | 980P|Action-15(Include Mercenaries)
 Rune Stone |15000P|Return to class 1

-----MAGICAL ITEM-----

Orb | 1350P|MP+50%
 Talisman | 1600P|A+3 D+1 RH+5 RD+5
 Fire Orb | 2100P|MP+50% MR+1 RF+20
 Saint King Charm | 2300P|INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10
 Angel Feather | 5000P|A+3 D+2 M+15 RA+15 Summon:Seraphim
 Holy Ring | 7500P|MP+10 A+2 M+15(Holy+20) MR+3 MA+2 RH+20 RA+15
 | |Summon:Light Goddess
 Blood Contract | 8000P|A+4 D+2 INT+8 M+20(Holy-20) RH-20 RA+20
 | |Summon:ChaosKing

=====
 Mercenaries List [MERC1]
 =====

Battle effeciency:
 Each type of units has their own weakness and strength. Check the list below.
 Bow is strong agaist Air
 Spear is strong against Horse
 Horse is strong against Ground
 Ground is strong against Spear
 Holy and AntiDemon are strong against Demon and Undead

Name	Type	Pric	AT	DF	MV	Fr	Gr	Th	Dr	Ic	Wd	Hl	Ph	Skill
Hippogriff	Air	70P	20	13	15	45	--	55	55	55	40	55	55	None
Gargoyle	Air	300P	25	20	15	80	--	80	95	80	65	65	80	None
ArchAngel	Air	400P	23	21	15	110	--	95	105	110	85	95	95	CurePoison Healing
SeaMan BLUE	Air	450P	24	18	15	10	--	10	10	10	100	50	--	CurePoison Healing
SeaMan YELLOW	Air	450P	14	30	13	50	50	50	50	50	50	50	50	CurePoison Healing
SeaMan PINK	Air	450P	28	4	18	10	--	10	10	50	100	10	--	CurePoison Healing
SeaMan BLACK	Air	450P	30	19	11	30	30	30	30	30	30	30	30	CurePoison Healing

Gremlin	AntiAir	50P 20 9 17 75 -- 75 75 75 55 75 70 None
Hablok	AntiAir	190P 19 10 17 70 -- 80 80 80 65 80 80 None
BlackDragon	Dragon	450P 27 14 15 80 -- 80 80 80 60 80 80 Ice
RedDragon	Dragon	370P 23 15 10+95 -- 80 80 70 60 80 80 CurePoison Fire
WhiteDragon	Dragon	620P 28 20 10 60 -- 80 80+95 60 80 80 Ice
SeaWorm	NormalSea	300P 27 15 15 60 60 60 50 60 60 60 60 Paralyze2
Archeron	SeaSurface	70P 23 12 14 45 45 45 40 45 45 45 45 None
Merman	SeaSurface	70P 22 13 14 60 60 60 60 60 60 60 60 None
Shark	SeaSurface	220P 27 14 15 50 50 50 40 50 50 50 50 None
MermanLord	SeaSurface	350P 26 16 15 70 70 70 70 70 70 70 70 None
DarkLizard	Land	60P 24 11 14 42 42 42 57 42 42 35 42 Poison1
LizardMan	Land	60P 23 12 14 40 40 40 35 40 40 40 40 None
LordLizard	Land	360P 26 17 15 70 70 70 70 70 70 70 70 None
BoneGolem	Spear	30P 19 19 11 65 65 65 -- 65 65 65 65 CurePoison
Pike	Spear	60P 18 18 12 50 50 50 50 50 50 50 50 None
MudGolem	Spear	280P 23 23 11 80+50 80 -- 80 80 80 80 CurePoison Healing
Phalanx	Spear	340P 23 24 12 75 75 75 75 75 75 75 75 None
Centaurus	BowHorse	100P 19 8 16 40 40 40 40 40 40 40 40 Range:7
BowKnight	BowHorse	200P 22 13 16 50 50 50 50 50 50 50 50 Range:7
SkyArcher	AirBow	150P 16 5 15 35 -- 35 35 35 25 35 35 Range:7
Elf	Bow	140P 16 6 13 75 75 75 75 75 75 75 75 Range:10CurePoison
DarkElf	Bow	160P 16 7 13 77 77 77 92 77 77 60 77 Range:10CurePoison
HighElf	Bow	440P 21 10 13 100 100 100 100 100 100 100 100 Range:10CurePoison
DarkNixie	SSBow	510P 22 8 13 92 92 92 97 92 92 80 92 Range:14
Nixie	SSBow	660P 21 9 13 90 90 90 90 90 90 90 90 Range:14
Sniper	LongBow	300P 20 3 11 40 40 40 40 40 40 40 40 Range:14 Critical
Witch	LongBow	330P 18 1 11 98 98 98 103 98 98 85 98 Range:14 Healing
Ballista	MachineBow	680P 25 5 8 35 35 35 35 35 35 35 35 Range:18
Crusader	Holy	170P 22 18 13 70 70 70 85 70 70 120 70 None
Missionaries	Holy	170P 23 17 13 72 72 72 72 72 72 50 72 None
Exorcist	AntiDemon	230P 21 16 13 75 75 75 -- 75 75+50 75 None
Monk	Bishop	40P 19 13 12 63 63 63 83 64 64 93 63 None
SaintPerson	Bishop	310P 23 18 12 85 85 85 95 85 85+80 85 CurePoison
DarkDisciple	Bishop	310P 24 17 12 92 92 92 92 92 92 75 92 CurePoison
LowNinja	Ambush	120P 20 12 14 60 60 60 70 60 60 60 60 CriticalNinjaSkill
Kuno	Ambush	250P 23 16 14 75 75 75 85 75 75 75 75 CriticalNinjaSkill
Log	Theft	30P 20 13 13 50 50 50 50 50 50 50 50 Critical
Warrior	Theft	50P 22 14 12 50 50 50 50 50 50 50 50 Critical
Martial	Theft	230P 26 15 13 45 45 45 80 45 45 45 70 Critical
Soldier	Ground	50P 20 14 12 50 50 50 50 50 50 50 50 None
Wolfman	Ground	70P 20 14 13 50 50 50 60 50 50 40 50 Paralyze1
Ogre	Ground	90P 25 18 11 55 55 55 65 55 55 55 55 None
Troll	Ground	220P 26 20 11 65 65 65 75 65 65 65 65 Healing
Legion	Ground	320P 25 19 12 65 65 65 65 65 65 65 65 None
DarkGuard	Ground	500P 26 22 12 85 85 85 90 85 85 75 85 CurePoison
Grenadier	Ground	550P 26 21 12 75 75 75 75 75 75 75 75 None
ZombieFighter	UndeadGro	300P 25 22 11 55 80 80 -- 80 80 50 80 CurePoison Po1 Pa2
ZombieKnight	UndeadHor	50P 21 16 16 45 60 60 -- 60 60 35 60 CurePoison
Lancer	Horse	70P 24 15 16 50 50 50 50 50 50 50 50 None
Dragoon	Horse	390P 29 20 16 75 75 75 75 75 75 75 75 None
Unicorn	SpecHorse	90P 24 15 16 70 70 70 70 70 70 70 70 CurePoison
Baron	SpecHorse	250P 25 19 16 90 90 90 90 90 90 90 90 None
HeavyLancer	HeavyHorse	120P 22 21 15 55 55 55 55 55 55 55 55 None
RoyalLancer	HeavyHorse	670P 30 22 15 85 85 85 85 85 85 85 85 None
Specter	Spirit	90P 17 14 11 55 -- 70 -- 70 70 40 70 CurePoisonParalyz1
Shade	Spirit	460P 21 20 12 65 -- 80 -- 80 80 50 80 CurePoisonparalyz3
Nightmare	Demon	190P 22 15 11 75 -- 75 -- 75 75 40 75 CurePoison
Lilim	Demon	170P 23 13 11 75 -- 75 -- 75 75 40 75 CurePoison
LesserDemon	Demon	580P 25 22 11 95 -- 95 -- 95 95 80 95 CurePoison

Skill List

[SKILL1]

Name	Target	Effect
SwordEquip	Self	Able to equip all sword regardless of class.
ArmorEquip	Self	Able to equip all armor regardless of class.
MagicEquip	Self	Able to equip all staff regardless of class.
NinjaSkill	Team	Walk through obstacles.
Critical	Self	Increase critical rate. Accumulate for 3 turns.
Regenerate	Team	Recover 1 HP for mercenaries every turn.
Healing	Self	Recover 1 HP for commander every turn.
JudgementUp	Self	Judgement+3.
LightStep	Team	MV+2 V+2.
CurePoison	Team	Resist status ailment.
Poison1	Enemy	2% chance inflict poison status to enemy after battle.
Poison2	Enemy	4% chance inflict poison status to enemy after battle.
Poison3	Enemy	6% chance inflict poison status to enemy after battle.
Poison4	Enemy	8% chance inflict poison status to enemy after battle.
Paralyze1	Enemy	2% chance inflict paralyze status to enemy after battle.
Paralyze2	Enemy	4% chance inflict paralyze status to enemy after battle.
Paralyze3	Enemy	6% chance inflict paralyze status to enemy after battle.
Paralyze4	Enemy	8% chance inflict paralyze status to enemy after battle.
Petrify1	Enemy	2% chance inflict petrify status to enemy after battle.
Petrify2	Enemy	4% chance inflict petrify status to enemy after battle.
Petrify3	Enemy	6% chance inflict petrify status to enemy after battle.
Petrify4	Enemy	8% chance inflict petrify status to enemy after battle.
MixTroops	Self	Able to hire two types of mercenaries.
CommandUp	Self	Mercenaries Judgement+3

Magic List

[MAGI1]

Name	MP	Element	Target	Cure/Effect
Fire	1	Fire	Enemy 1Unit	
FireBall	3	Fire	Enemy Area	
Freeze	4	Ice	Enemy 1Team	
Blizzard	7	Ice	Enemy Area	
Thunder	5	Thunder	Enemy 1Team	Stronger on water
ThunderStorm	7	Thunder	Enemy Area	Stronger on water
WindCutter	2	Wind	Enemy 1Unit	Strong against Fly Unit
Tornado	9	Wind	Enemy Area	Strong against Fly Unit
EarthQuake	16	Ground	Enemy Area	
Meteor	14	Physic	Enemy Area	
HolyBlaze	6	Holy	Enemy Area	Strong against Demon
TurnUndead	7	Holy	Enemy Area	Kill mercenaries only
MPDrain	1	Dark	Enemy 1Unit	
Blast	12	Physic	Enemy 1Unit	
Sleep	6	Dark	Enemy Area	Fain Cannot move till the unit is hit
Confuse	3	Dark	Enemy 1Team	Fain Attack nearest target regardless
Zone	5	Dark	Enemy 1Team	Fain A+ D+ M+ cut by half
Mute	3	Dark	Enemy Area	Fain Cannot cast magic
Declice	4	Dark	Enemy 1Team	Resist Fain Resist All-30
Slow	6	Dark	Enemy 1Team	Fain Counter +1Turn(Resist=Counter +20point)
Bind	2	Dark	Enemy 1Team	Quick Fain Move=0

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Protection1 | 2|----- |Ally  1Team|DF+3
Protection2 | 4|----- |Ally  1Team|DF+5
Attack1     | 1|----- |Ally  1Team|AT+3
Attack2     | 4|----- |Ally  1Team|AT+5
Quick       | 1|----- |Ally  1Team|Bind MV+5
Resist      | 3|----- |Ally  1Team|Decline Resist All+30
Heal1       | 2|----- |Ally  Area |HP maximum recover 3 points
Heal2       | 6|----- |Ally  Area |HP fully recover
ForceHeal1  | 3|----- |Ally  1Team|HP recover 3 points
ForceHeal2  | 5|----- |Ally  1Team|HP fully recover
Fain        | 3|----- |Ally  Area |Cure status ailment
Again       | 4|----- |Ally  1Team|Able to move again
Teleport    | 8|----- |Ally  1Team|Move to a location instantly
Quiet       |20|----- |All   Map   |Cannot use magic or summon for 500 counter
Bless       |15|----- |All   Ally  |+1HP to all units every turn for 500 counter
Laser       | 0|----- |All   Line  |Secret
Explosive   | 0|----- |All   Area  |Secret

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Summon List [SUMM1]

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Name	MP	Type	AT	DF	MP	MV	IN	Fr	Gr	Th	Dr	Ic	Wd	Hl	Ph	Magic	Skill
Sleipnir Summon1	7	SpecialHorse	27	18	0	18	18	70	70	70	70	70	70	70	70	None	
Pixy Summon1	7	Air	18	16	14	16	40	110	--	110	95	110	--	95	95	Mute	Sleep Heal1 CurePoison
Valkyrie Summon2	14	Ground	24	19	32	18	62	75	75	75	75	75	75	75	75	ThunderStorm	Quick Attack2
Jinn Summon2	14	JinnSpirit	25	22	25	15	40	70	--	70	70	70	+99	70	70	WindCutter	Tornado
Phoenix Summon3	20	AntiAirAir	29	22	20	16	35	+99	--	120	--	70	70	--	120	Fire	FireBall CurePoison
Freya Summon3	20	Air	26	24	40	16	75	120	--	120	--	120	90	+99	120	HolyBlaze	ForceHeal2 Sleep CurePoison Attack2
Spider Summon4	8	SpecialHorse	25	15	0	16	13	30	40	40	50	30	40	40	40	Paralyze4	Poison3
Haunt Summon4	8	Spirit	22	13	15	11	26	55	--	70	--	70	70	40	70	MPDrain	Paralyze2 Freeze CurePoison
Medusa Summon5	17	Ground	27	18	15	12	28	60	60	60	70	60	60	50	60	Zone	Decline

Go into Shop. Highlight buy. Press R1, Down, L1, Up, Square, X. Able to buy all items except 3 secret equipments.

-----Ultimate Shop-----

Go into Shop. Highlight buy. Press R1, Up, Left, L1, Up, L1, Square, X. Able to buy all items include 3 secret equipments, Money increased by 50000P.

-----All Magic Unlocked-----

Highlight a character. Press Select, Select, X, X, Square, Square, X, Triangle.

-----All Mercenaries-----

Go to Mercenaries page. Press L1, Triangle, Down, Down Triangle, Square, X.

-----Character Voice-----

At Start menu. Press L1, R1, L2, R2, Up, Right, Square, X. Config Menu.

-----All Status-----

Highlight a character. Press R1, L1, Up, Triangle, Square, X

-----Dummy?-----

At Load Data. Press R1. R1. L1. L1, Square, Left, Triangle, Circle, Right, Square, Square, L1, R1, Left, L2, R2, Triangle, X.

-----Other Info-----

At Load Data. Press Square, Up R1, Triangle, Down, Select Circle for Normal Mode Press R1, R1, L1, L1, Square, Left, Triangle, Circle for Hard Mode.

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=====  
Introduction [INTR2]

The story continues from Langrisser IV. This is the last episode of Langrisser series. However, the main character for Langrisser V is Sigma. That means you to train him start from level 1. You will see Landius and his party in this game but you can't use them. Then, there will be no branch in this story though.

=====  
Character Creation [CHAC2]

This is the only chance we have to customize our main character. So, we should focus on the status which the character cannot acquire via level up. The status you should focus on include Action Point, Moving Speed, Resistance, Judgement.

- 1) From four materials, discard one.
 

|        |                                      |              |
|--------|--------------------------------------|--------------|
| Gold   | Cannot access to Hero class          | ->Question 2 |
| Silver | Cannot access to Path A secret class | ->Question 2 |
| Bronze | Cannot access to Path B secret class | ->Question 2 |
| Iron   | Cannot access to Path C secret class | ->Question 2 |
  
- 2) Choose a spirit which affect your growth the most.
 

|            |          |                |              |
|------------|----------|----------------|--------------|
| Gnome      | - Ground | Horse class    | ->Question 3 |
| Undine     | - Water  | Sea class      | ->Question 3 |
| Salamander | - Fire   | Magician class | ->Question 3 |
| Slyph      | - Wind   | Air class      | ->Question 3 |

3) Choose a Horoscope to craft on your gemstone.

|             |          |                              |              |
|-------------|----------|------------------------------|--------------|
| Capricorn   | - Ground | D+2 DF+2 MC-1                | ->Question 4 |
| Aquarius    | - Wind   | AT+1 INT+6 RD+7 MC-1         | ->Question 4 |
| Pisces      | - Water  | INT+2 MP+2 LI+2 DF-1 D-1 A+2 | ->Question 4 |
| Aries       | - Fire   | AT+1 JD+3 DF-1               | ->Question 4 |
| Taurus      | - Ground | D+1 RA+3 INT-4               | ->Question 4 |
| Gemini      | - Fire   | INT+7 MP+4 RA-3              | ->Question 4 |
| Cancer      | - Water  | MC+1 M+4 DF-1                | ->Question 4 |
| Leo         | - Fire   | AT+1 DF+1 A+1 INT-3          | ->Question 4 |
| Virgo       | - Ground | D+1 RA+4 A-1                 | ->Question 4 |
| Libra       | - Wind   | M+3 MC+1 INT-4               | ->Question 4 |
| Scorpio     | - Water  | AT+2 DF+2 INT+4 D-1          | ->Question 4 |
| Sagittarius | - Fire   | MV+2 AT+1 DF+1 RA-6          | ->Question 4 |

4) Choose a gemstone. (Affect Lambda's status)

|            |                     |                                      |              |
|------------|---------------------|--------------------------------------|--------------|
| Onyx       | -Capricorn Aquarius | HolyBlaze LI-1                       | ->Question 5 |
| Amethyst   | -Pisces Sagittarius | INT+3 LI+3                           | ->Question 5 |
| Ruby       | -Aries Scorpio Leo  | Regenerate RA-8 M-8                  | ->Question 5 |
| Emerald    | -Taurus Libra       | Match with question 9c to gain bonus | ->Question 5 |
| Topaz      | -Gemini Leo Virgo   | Regenerate AT-2 DF-2                 | ->Question 5 |
| Aquamarine | -Cancer             | RI+15 LI+2                           | ->Question 5 |
| Obsidian   | -Capricorn Aquarius | Critical JudgementUP AT+1            | ->Question 5 |
| Sugilite   | -Pisces Sagittarius | Teleport                             | ->Question 5 |
| Garnet     | -Aries Scorpio      | DF+1 (3 random party members)        | ->Question 5 |
| Malachite  | -Taurus Libra       | CurePoison                           | ->Question 5 |
| Argent     | -Gemini Virgo       | Critical RD+15                       | ->Question 5 |
| Sapphire   | -Cancer             | RH+5 ArchAngel                       | ->Question 5 |

\*\*If the answer for question 2 and question 3 does not match, you will receive penalty. If the answer for question 3 and 4 match, you will receive the following bonus

1. AT DF A D Action Point Merc MC. One of the status will +1 or -1
2. INT M Action Point Judgement MP. One of the status will +2 or -2
3. Resist All +6 or -6

5) Choose your Temperament.

|          |                                    |              |
|----------|------------------------------------|--------------|
| Nice     | LI+2 DF+1                          | ->Question6A |
| Decisive | Action Point+2 Action Point Merc+1 | ->Question6B |
| Courage  | AT+1 INT+2 MP+3                    | ->Question6C |
| Powerful | AT+2 DF+1                          | ->Question6D |

6A) What will he do when he crushed on someone?

|            |                                      |              |
|------------|--------------------------------------|--------------|
| Active     | INT+6 A+1 Lambda Brenda Love Index+1 | ->Question7B |
| Passive    | INT+4 D+1 Claret Love Index+2        | ->Question7A |
| Doubt      | INT+3 RD+12 MP+5 MPAbsorb LI-2       | ->Question7C |
| No respond | INT+2 MP+4 Slow Bind LI-1            | ->Question7D |

6B) What can save him from despair?

|                   |                                         |              |
|-------------------|-----------------------------------------|--------------|
| Consciousness     | INT+2 RA+2 V+2                          | ->Question7C |
| Lover and friends | Match with question 7B to receive bonus | ->Question7B |
| Time flow         | Gold+770P                               | ->Question7D |
| Miracle           | Critical RH+15 Cross Gold+70P           | ->Question7A |

6C) Which emotion is core of courage?

|                     |                |              |
|---------------------|----------------|--------------|
| Friendship and Love | Fain LI+2      | ->Question7B |
| Fighting Spirit     | INT+2 RA+2 M+2 | ->Question7C |
| Fair Heart          | DF+2 RA+1      | ->Question7A |
| Strong Hatred       | AT+2 A+1       | ->Question7D |

6D) What is the meaning of power?

|                 |                                        |              |
|-----------------|----------------------------------------|--------------|
| Smart           | INT+5 MP+3                             | ->Question7D |
| Battle Ability  | A+1 D+1                                | ->Question7C |
| Strong Spirit   | Resist All+5                           | ->Question7A |
| Command Ability | Match with question7B to receive bonus | ->Question7B |

7A) What do you think of Lushiris(Goddess of Light) and Chaos

|                            |                                        |              |
|----------------------------|----------------------------------------|--------------|
| Pledge to Lushiris         | RH+15 RD-5 M+3                         | ->Question8A |
| Pledge to Chaos            | AT+1 RD+30 RH-10                       | ->Question8D |
| Do not pledge to both      | A+1 D+1                                | ->Question8C |
| Rely on self-consciousness | Match with question8A to receive bonus | ->Question8A |

7B) Choose your favorite color

|               |                                                             |              |
|---------------|-------------------------------------------------------------|--------------|
| Violet Lambda | AT+1 LI+2 RA+2 *Bonus From6B Action Point+2 A+1 D+1         | ->Question8A |
| White Claret  | AT+1 LI+2 RA+2 *Bonus From6B Action Point+2 A+1 D+1         | ->Question8C |
| Yellow Brenda | AT+1 LI+2 RA+2 *Bonus From6B Action Point+2 A+1 D+1         | ->Question8D |
| Red           | A+1 D+1 AT+1 DF+1 RA+2*Bonus From6B Alfred+Lanford AP+1 A+1 | ->Question8B |

\*\*If the previous question was question 6B or question 6D, you will receive bonus. The bonus points adds to the corresponding character, not Sigma.

7C) Choose an animal instinct to add into the battle program

|       |                                   |              |
|-------|-----------------------------------|--------------|
| Tiger | AT+4 DF+2 A-1 D-1                 | ->Question8A |
| Wolf  | AT-1 DF-1 A+2 Action Point Merc+2 | ->Question8B |
| Horse | MV+2 V+2                          | ->Question8C |
| Eagle | A+2 MV+2                          | ->Question8D |

7D) What is your interest?

|                      |                                 |              |
|----------------------|---------------------------------|--------------|
| Wealth and Authority | Gold +50P Necklace              | ->Question8C |
| Eternal beauty       | INT+3 LI+2                      | ->Question8B |
| Lost knowledge       | INT+6 MP+4 Zone                 | ->Question8A |
| Conqueror Strategy   | D+1 All characters Merc Count+1 | ->Question8D |

8A) What will you use your power for?

|            |                                               |              |
|------------|-----------------------------------------------|--------------|
| Domination | INT+1 MC+1 SwordEquip *Bonus from7A A+1 APM+1 | ->Question9A |
| God        | AP+4 *Bonus from7A AT+1 MV+2                  | ->Question9D |
| Peace      | INT+4 DF+1 *Bonus from7A DF+1 D+1 RA+1 M+1    | ->Question9B |
| Happiness  | M+2 LI+2 *Bonus from7A all characters M+1     | ->Question9C |

\*\* You will receive bonus by answering "domination" if you had answered "Rely on self-consciousness" for quesiton 7A

8B) What do you think of a man?

|               |            |              |
|---------------|------------|--------------|
| Burning Soul  | MP+2 Heal1 | ->Question9D |
| Steel Body    | DF+1 RA+2  | ->Question9C |
| Love to fight | A+2        | ->Question9B |
| Justice       | D+1 M+1    | ->Question9A |

8C) What do you feel before battle?

|                     |                                  |              |
|---------------------|----------------------------------|--------------|
| Fight with instinct | AT+2 A+2 INT-2 M-2 RA-2          | ->Question9D |
| Fight with hatred   | AT+2 DF-1 INT+4                  | ->Question9C |
| Self-sacrifice      | AT-1 DF-1 INT-2 RA-2 A+1 D+1 M+2 | ->Question9A |
| Self-defense        | INT+4 Heal1                      | ->Question9B |

8D) Which type of battle do you like the most

|             |                                     |              |
|-------------|-------------------------------------|--------------|
| Ambush      | MV+2 V+2 Critical AT-1 DF-1 A-1 D-1 | ->Question9C |
| Amount      | MC+1, Lambda MC+1                   | ->Question9B |
| Information | INT+2 AP+2 A+2 AT-1 DF-1            | ->Question9A |
| Psychology  | INT+2 MP+6                          | ->Question9D |

9A) Which group of troops you like the most

|                      |                  |              |
|----------------------|------------------|--------------|
| Small elite force    | MC-1 A+1 D+1 M+1 | ->Question10 |
| Weak but large group | MC+2 A-1 D-1 M-2 | ->Question10 |

Strong commander AT+2 DF+2 RA+3 A-1 D-1 M-2 ->Question10  
Loyal troops APM+2 V+2 ->Question10

9B) You was ambushed by the enemy, what will you do?

Retreat MV+2 V+2 ->Question10  
Counterattack Attack1 A+1 APM+1 ->Question10  
Defend Protection1 D+1 M+2 ->Question10  
Buy some time to examine enemy Heal1 INT+3 MP+4 ->Question10

9C) Choose one of the following to strengthen yourself

Battle skill AT+2 DF+1 \*Bonus from4 AT+2 DF+1 ->Question10  
Knowledge INT+5 MP+5 RA+3 \*Bonus from4 INT+5 MP+5 RA+3->Question10  
Command ability AP+2 APM+2 \*Bonus from4 AP+2 APM+2 ->Question10  
Charisma LI+3 MC+1 \*Bonus from5 LI+3 MC+1 ->Question10

\*\*If you answered "Emerald" for question4, and your previous question was question 8A, question 8B,question 8C or question 8D, you will receive bonus.

9D) Which instinct do you want to enhance?

Hunt DF+2 ->Question10  
Sleep INT+2 MP+3 Sleep ->Question10  
Attack AT+2 AP+1 ->Question10  
Sex LI+3 Confuse ->Question10

10) What do you search for in battle

All comrades died but you are alive AT+4 DF+5 RA+10 All char DF-1 ->Question11  
Comrades alive but you died AT+2 DF-2 All char DF+1 ->Question11  
Keep secret and kill your comrade AT+5 DF+2 LI+3 ->Question11  
Ignore orders and care for others DF+1 D+2 M+3 LI+1 ->Question11

\*\*1) you did not answered "Emerald" for question 4

2) you answered "Emerald" for question 4, but your previous question was 9C  
you will be asked Question 11 after this question.

On the other hand, if you

1) Answered "Emerald" for question 4  
2) your previous question was not question 9C  
you will be asked question 9C after this question.

11) Which skill do you think is important?

Theology D+1 Heal1 Resist INT+4 MP+2 ->END  
Magic A+1 FireBall Freeze INT+4 MP+4 ->END  
Defensive skill Protection1 AT+2 M+2 DF+1 D+1 ->END  
Offensive skill Attack1 AT+3 A+2 ->END

-----  
Recommeded path  
-----

Iron  
Salamander, Gnome, Sylph  
Aries  
Garnet  
Decisive  
Consciousness  
Eagle  
Information War  
Loyal to commander  
All comrades died but you are alive  
Theology

°×ÑòEm (hakuyoukyu) = Aries ("white sheep constellation")

½ðÅ£Em (kingyuukyuu) = Taurus ("gold cow constellation")

Ë«f¹Em (soujikyuu) = Gemini ("pair child constellation")

𐄂𐄂𐄂 (kyokaikyuu) = Cancer ("great crab constellation")  
 𐄂𐄂𐄂 (shishikyuu) = Leo ("lion constellation")  
 𐄂𐄂𐄂 (shojokyuu) = Virgo ("condemned woman constellation")  
 𐄂𐄂𐄂 (tembinkyuu) = Libra ("heavenly scales constellation")  
 𐄂𐄂𐄂 (tenkatsukyuu) = Scorpio ("heavenly scorpion constellation")  
 𐄂𐄂𐄂 (jimbakyuu) = Sagittarius ("person horse constellation")  
 𐄂𐄂𐄂 (makatsukyuu) = Capricorn ("improved barbarian constellation")  
 𐄂𐄂𐄂 (houheikyuu) = Aquarius ("treasure jar constellation")  
 𐄂𐄂𐄂 (sougyokyuu) = Pisces ("pair fish constellation")

-----  
 Result:

-----  
 Discard secret class, DragonMaster  
 Choose Magician, Horse, Air as your classes  
 AT+4 JD+3 DF+3 INT+8 RA+12 MP+2 AP+4  
 V+2 A+4 MV+2 D+1 APM+3  
 DF+1 (3 random party members)  
 All characters DF-1  
 Heal1 Resist

Lambda status

1. AT DF A D Action Point Merc MC. One of the status will +1
2. INT M Action Point Judgement MP. One of the status will +2
3. Resist All +6

=====  
 Walkthrough

[WALK2]

-----  
 Scenario 1

-----  
 Winning Condition:

1. Sigma and Lambda escape to northwest corner
2. Kill all enemies

Losing Condition:

1. Death of Sigma or Lambda

Player Strength:

Sigma Lambda

NPC Strength:

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Omega | 1  | Am | 38 | 27 | 2  | 3  | 10 | 7  | 5  | 13 | 59 | 90 |             |    |    |    |    |

Enemy Strength:

| Class        | LV | TY | AT                                       | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|------------------------------------------|----|----|----|----|----|----|----|----|------------|-------------|----|----|----|----|
| Fighter      | 1  | Gr | 20                                       | 16 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 40         |             |    |    |    |    |
| Fighter      | 1  | Gr | 20                                       | 16 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 40         |             |    |    |    |    |
| SwordMaster  | 5  | Gr | 46                                       | 37 | 11 | 8  | 14 | 14 | 16 | 14 | 53 | 95F107I100 |             |    |    |    |    |
|              |    |    | EQUIP: Mithril Sword Dragon Scale Greave |    |    |    |    |    |    |    |    |            |             |    |    |    |    |
| BattleMaster | 1  | Gr | 30                                       | 25 | 3  | 7  | 8  | 9  | 3  | 12 | 53 | 75         |             |    |    |    |    |

Shop:

None

Secret Item:

You will notice that there are 3 small boxes around the map. One is at the west, which is just above enemy ground unit. The other is at north of Sigma and



Lambda. The last one is at the left of Omega.

Wand - Travel to west box, east box and finally north box.

Dark Robe - Travel to east box, then west box and finally north box.

\*You must use air unit to obtain these secret items.

Love Index:

During Battle, Sigma reach the exit first

- 1) A bit worry - Lambda+1
- 2) Go faster - Lambda-1
- 3) Accuse - No change

After Battle, Lambda asks Sigma to go first

- 1) Follow her orders - Lambda+1
- 2) Ignore her orders - Lambda-1

Strategy:

This scenario is easy since both you and your enemy cannot hire any mercenaries. First, move Lambda and Sigma to west. Then, have Lambda cast Fire to weaken any enemy who comes near your party. Next, use Sigma to defeat the weaken enemies. Finally just go northwest to clear this scenario. Please note that you always have to run in the first scenario, it happens all the time from langrissier 1 to Langrissier 5. Don't try to attack RainForest and Aizel. Omega will show up on turn 2 but he won't be much help. So, it is better that you stay away from those strong enemies.

-----  
Scenario 2  
-----

Winning Condition:

1. Sigma and Lambda escape via west
2. Defeat Aizel

Losing Condition:

1. Death of Sigma or Lambda

Player Strength:

Sigma Lambda

NPC Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| KnightMaster | 1  | Hr | 39 | 26 | 7  | 9  | 15 | 7  | 6  | 21 | 43 | 82 | Dragoon*2   | 29 | 20 | 16 | 81 |
| Marshal      | 1  | Gr | 18 | 15 | 9  | 8  | 0  | 1  | 7  | 11 | 55 | 80 | Phalanx*2   | 23 | 24 | 12 | 82 |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Fighter      | 1  | Gr | 20 | 16 | 0  | 5  | 0  | 0  | 0  | 12 | 50 | 45 | Soldier*2   | 20 | 14 | 12 | 50 |
| Fighter      | 1  | Gr | 20 | 16 | 0  | 5  | 0  | 0  | 0  | 12 | 50 | 45 | Soldier*2   | 20 | 14 | 12 | 50 |
| BattleMaster | 6  | Gr | 33 | 28 | 5  | 7  | 10 | 10 | 5  | 12 | 53 | 75 | Grenadier*2 | 26 | 21 | 12 | 80 |

Shop:

Knife                                   30P     AT+1  
Robe                                    50P     DF+1 Resist All+2

Secret Item:

In the river at the middle of the map. Go to the small stone in the middle of the river. It is between 2 bridges.

- 1) 50P
- 2) AT+1
- 3) Nothing

Love Index:

During Battle, Sigma reach the exit first

- 1) A bit worry - Lambda+1
- 2) Go faster - Lambda-1
- 3) Keep quiet - No change

Strategy:

Let Sigma go southwest and Lambda go northwest. They should be able to take on their own opponents without any problem. Then, have Sigma travel west and stay away from Aizel if your character is not strong enough. Later, Selena and Willa from Langrisser IV will show up to help you. Let Selena deal with Aizel while you can take this chance to escape.

-----  
Scenario 3  
-----

Winning Condition:

1. Defeat Goldory

Losing Condition:

1. Death of Alfred
2. Death of Sigma

Player Strength:

Sigma Lambda Alfred(later)

NPC Strength:

Alfred Claret

| Class          | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries    | AT | DF | MV | RA |
|----------------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|----|----|----|----|
| PengasusKnight | 8  | Ar | 25 | 15 | 2  | 7  | 4  | 2  | 2  | 21 | 30 | 55 | Hippogriff*420 | 13 | 15 | 57 |    |

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Fighter | 1  | Gr | 20 | 18 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 55 | Soldier*2   | 20 | 14 | 12 | 50 |
| Fighter | 1  | Gr | 20 | 18 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 55 | Pike*2      | 18 | 18 | 12 | 50 |
| Knight  | 4  | Hr | 25 | 15 | 0  | 6  | 3  | 0  | 0  | 19 | 35 | 50 | Lancer*3    | 24 | 15 | 16 | 50 |

Shop:

|       |      |                   |
|-------|------|-------------------|
| Knife | 30P  | AT+1              |
| Staff | 150P | AT+1 MR+2 MD+1    |
| Robe  | 50P  | DF+1 Resist All+2 |

Secret Item:

West of the map where there is a small hole in the middle of the forest

- 1) 2 more options
  - a) All Love Index+1, get Kon Stick
  - b) Brenda, Claret Love Index+1, get Megin Gjord
- 2) Nothing
- 3) Nothing

Get 450P after the battle.

Love Index:

None

Strategy:

Claret will escape from battlefield. So, you can just ignore her. Alfred will move to the forest on the east of the map. Send Sigma and Lambda east to kill the Pike group first. Then, have Sigma travel north to kill another group of soldier. Finally, let Lambda rendezvous with Alfred and let Alfred kill Goldory.

-----  
Scenario 4  
-----

Winning Condition:

1. Defeat Willa and reach the north exit in 20 turns
2. Defeat all enemies in 20 turns

Losing Condition:

1. Death of Sigma
2. Willa escaped via north
3. Turn over

Player Strength:

Sigma Lambda Alfred

NPC Strength:

Civilian1 Civilian2 Civilian3

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Woman | 1  | Gr | 20 | 18 | 0  | 4  | 0  | 1  | 0  | 10 | 45 | 30 | Civilian*4  | 0  | 8  | 11 | 30 |
| Woman | 1  | Gr | 20 | 18 | 0  | 4  | 0  | 1  | 0  | 10 | 45 | 30 | Civilian*4  | 0  | 8  | 11 | 30 |
| Man   | 1  | Gr | 22 | 20 | 0  | 5  | 2  | 2  | 0  | 12 | 45 | 35 | Civilian*4  | 0  | 8  | 11 | 30 |

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Fighter | 1  | Gr | 20 | 18 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 55 | Soldier*2   | 20 | 14 | 12 | 50 |
| Knight  | 4  | Hr | 25 | 15 | 0  | 6  | 3  | 0  | 0  | 19 | 35 | 50 | lancer*2    | 24 | 15 | 16 | 50 |
| Knight  | 6  | Hr | 25 | 16 | 1  | 6  | 3  | 1  | 1  | 19 | 40 | 50 | Lancer*2    | 24 | 15 | 16 | 51 |
| Marshal | 1  | Gr | 18 | 15 | 9  | 8  | 0  | 1  | 7  | 11 | 58 | 80 | Pike*1      | 18 | 18 | 12 | 57 |

Enemy Reinforcement: (Defeat Goldani or Turn 5)

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Fighter | 1  | Gr | 20 | 18 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 55 | Pike*2      | 18 | 18 | 12 | 50 |

Shop:

|          |      |                   |
|----------|------|-------------------|
| Knife    | 30P  | AT+1              |
| Gladius  | 200P | AT+2              |
| Hand Axe | 160P | AT+2              |
| Staff    | 150P | AT+1 MR+2 MD+1    |
| Clothes  | 40P  | DF+1              |
| Robe     | 50P  | DF+1 Resist All+2 |

Secret Item:

Middle of the map. The barrel inside the building where Willa was.

- 1) Learn Attack1
- 2) Nothing

Love Index:

None

Strategy:

Let Lambda and Alfred handle the enemies on the south of the map. They should hold their position (Lambda on the left and Alfred on the right) and let the enemies rush towards them. Sigma should just travel a bit north but he should keep a distance with Willa or he will be attacked by the knight. Most of the time, Willa will go west after he got out from the building. After defeating both enemies on the south, enemy reinforcement will arrive. Lambda and Alfred should travel north as fast as possible to rendezvous with Sigma. Then, use Alfred to kill the knight. Willa is trying to escape but he is slow, you should be able to catch up with him. Finally, defeat Willa to clear this

scenario.

-----  
Scenario 5  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred

NPC Strength:

Brenda Mercenary Mercenary (Normal)

Brenda Mercenary (Hard)

| Class  | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries   | AT | DF | MV | RA |
|--------|----|----|----|----|----|----|----|----|----|----|----|----|---------------|----|----|----|----|
| Knight | 8  | Hr | 26 | 17 | 1  | 6  | 4  | 2  | 1  | 19 | 40 | 50 | HeavyLancer*4 | 22 | 21 | 15 | 56 |
| Knight | 8  | Hr | 26 | 17 | 1  | 6  | 4  | 2  | 1  | 19 | 40 | 50 | HeavyLancer*4 | 22 | 21 | 15 | 56 |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| BattleMaster | 1  | Gr | 30 | 25 | 3  | 7  | 8  | 9  | 3  | 12 | 53 | 75 | Soldier*2   | 20 | 14 | 12 | 53 |
| Fighter      | 2  | Gr | 21 | 18 | 0  | 5  | 0  | 2  | 0  | 12 | 50 | 55 | Pike*3      | 18 | 18 | 12 | 50 |
| Fighter      | 2  | Gr | 21 | 18 | 0  | 5  | 0  | 2  | 0  | 12 | 50 | 55 | Pike*3      | 18 | 18 | 12 | 50 |
| Knight       | 1  | Hr | 23 | 15 | 0  | 6  | 1  | 0  | 0  | 19 | 40 | 50 | Lancer*2    | 24 | 15 | 16 | 50 |
| Knight       | 6  | Hr | 26 | 15 | 1  | 6  | 4  | 0  | 0  | 19 | 35 | 50 | Lancer*3    | 24 | 15 | 16 | 50 |

Shop:

|             |      |                               |
|-------------|------|-------------------------------|
| Gladius     | 200P | AT+2                          |
| Hand Axe    | 160P | AT+2                          |
| Kon Stick   | 150P | AT+3 Action+3Penalty Critical |
| Staff       | 150P | AT+1 MR+2 MD+1                |
| Robe        | 50P  | DF+1 Resist All+2             |
| Leg Guarder | 40P  | DF+1                          |

Secret Item:

Northeast corner of the map. It looks like a small mountain between the river and ruined house.

- 1) MP+3
- 2) MP+2, Resist Holy+2
- 3) MP+1, Resist Holy+2, Resist Dark+2
- 4) Nothing

Love Index:

After battle, when Brenda says she wants to join your party.

- 1) Brenda should be fine - Brenda+1
- 2) Looks like you really want to join - Brenda-1(defeated)OR -2(not defeated)
- 3) Are you a strong comrade? - Brenda-1(defeated)OR -2(not defeated)

Strategy:

Let Alfred travel northeast and kill the Horse units. Lambda and Sigma should stick together. Have Lambda cast Fire to hurt the enemy and then kill them with Sigma. Then cast Attack1 on Sigma and send him to kill Aizel. Brenda will show up with her mercenaries once you defeated Goldory, she can defeat Aizel easily. So, you need to get to Aizel as soon as possible to prevent her from robbing your EXP.

-----

Scenario 6

-----  
Winning Condition:

1. Defeat Elvis

Losing Condition:

1. Death of Alfred
2. Death of Sigma

Player Strength:

Sigma Lambda Brenda Alfred(later)

NPC Strength:

Alfred

Enemy Strength:

| Class     | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Knight    | 1  | Hr | 23 | 15 | 0  | 6  | 1  | 0  | 0  | 19 | 40 | 50 | Lancer*2    | 24 | 15 | 16 | 50 |
| Fighter   | 1  | Gr | 20 | 18 | 0  | 5  | 0  | 1  | 0  | 12 | 50 | 55 | Pike*2      | 18 | 18 | 12 | 50 |
| Fighter   | 2  | Gr | 21 | 18 | 0  | 5  | 0  | 2  | 0  | 12 | 50 | 55 | Pike*3      | 18 | 18 | 12 | 50 |
| Gladiator | 1  | Gr | 25 | 22 | 1  | 6  | 3  | 5  | 1  | 12 | 52 | 65 | Soldier*4   | 20 | 14 | 12 | 51 |
| Fighter   | 2  | Gr | 21 | 18 | 0  | 5  | 0  | 2  | 0  | 12 | 50 | 55 | Soldier*3   | 20 | 14 | 12 | 50 |
| Knight    | 1  | Hr | 23 | 15 | 0  | 6  | 1  | 0  | 0  | 19 | 40 | 50 | Lancer*2    | 24 | 15 | 16 | 50 |

Shop:

|             |       |                               |
|-------------|-------|-------------------------------|
| Gladius     | 200P  | AT+2                          |
| Main Gauche | 350P  | AT+1,DF+1                     |
| Hand Axe    | 160P  | AT+2                          |
| Kon Stick   | 150P  | AT+3 Action+3Penalty Critical |
| Lance       | 1100P | AT+4 Action+3Penalty          |
| Staff       | 150P  | AT+1 MR+2 MD+1                |
| Robe        | 50P   | DF+1 RA+2                     |
| Leg Guarder | 40P   | DF+1                          |
| Cross       | 200P  | D+1 [M+2 RA+2(RH+5 and RD+5)] |

Secret Item:

West of the map. East of Alfred, where there is a stick in the middle of the sea

- 1) Nothing happened
- 2) Mercenaries+1

Love Index:

During battle, when Sigma knows Alfred killed his father

- 1) Is it true? - Claret+2
- 2) You don't have the guts to do that - Brenda-1 Claret-1 Lambda+1
- 3) How can that be? - Lambda+1 Claret+1
- 4) err.... - Lambda+2

Strategy:

The first thing you need to do is rush to Alfred. Use Brenda to ambush enemy Horse unit. Then Sigma and Lambda should take care of the other group of enemy. Then, when you are about to reach Alfred, you can gain control of him. Send him to press the switch and rush to the back of your main force. You need to use him to dispatch the horse who is travelling inside the forest. Then, use Sigma to dispatch the Pike enemy who is chasing Alfred. Lambda should keep on casting her magic to weaken the enemies. Then, use Brenda to kill all the remaining ground units.

After the battle, you will see Landius, Langrissier IV main character. He killed Bozel and Gizarov. You should thank the programmer since you never meet him on battlefield or you will be wiped out for sure.

-----  
Scenario 7  
-----

Winning Condition:

1. Defeat Aizel

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA       | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----------|-------------|----|----|----|----|
| Warlock      | 4  | Mg | 22 | 16 | 7  | 4  | 2  | 0  | 1  | 10 | 60 | 65Dr75   | Elf*2       | 16 | 6  | 13 | 76 |
| Fighter      | 3  | Gr | 21 | 19 | 0  | 5  | 1  | 2  | 0  | 12 | 50 | 55       | Pike*2      | 18 | 18 | 12 | 50 |
| Healer       | 4  | Hl | 20 | 18 | 6  | 4  | 0  | 2  | 1  | 10 | 60 | 70H+1D85 | Elf*2       | 16 | 6  | 13 | 76 |
| Knight       | 3  | Hr | 24 | 16 | 0  | 6  | 2  | 1  | 0  | 19 | 40 | 50       | Lancer*2    | 24 | 15 | 16 | 50 |
| BattleMaster | 1  | Gr | 30 | 25 | 3  | 7  | 8  | 9  | 3  | 12 | 53 | 7        | Soldier*2   | 20 | 14 | 12 | 53 |

Shop:

|             |      |                               |
|-------------|------|-------------------------------|
| Gladius     | 200P | AT+2                          |
| Main Gauche | 350P | AT+1,DF+1                     |
| Staff       | 150P | AT+1 MR+2 MD+1                |
| Wand        | 800P | INT+5 MR+4 MD+1               |
| Robe        | 50P  | DF+1 RA+2                     |
| Leg Guarder | 40P  | DF+1                          |
| Cross       | 200P | D+1 [M+2 RA+2(RH+5 and RD+5)] |

Secret Item:

Northwest of the map. There is a rock north of westmost starting point

- 1) Learn Heall
  - 2) Learn MPDrain
- \*Air unit only

Top of southwest stairs, where you can see something shiny.

- 1) Nothing
- 2) 500P
- 3) Nothing

Love Index:

What do you want to do from now onwards

- 1) Ask Lambda - Lambda-1
- 2) Ask Brenda - Brenda+2
- 3) Think about it yourself - All Love Index+1

Strategy:

Rush out of the poisonous smoke as fast as you can since it can drain your HP every turn. All mercenaries need to stay close to their commander to regenerate HP. You should put Sigma at front followed by Alfred. Horse cannot travel fast in this scenario because of terrain cost. Plan your move carefully and ambush the Pike group with Sigma once you get out of the smoke area. Now the enemy will start attacking. use Sigma to kill the Warlock on the right. Then, Use Alfred to kill the Warlock who goes after Sigma. Then, Alfred should attack the Horse group and Brenda should take on Aizel. Sigma should be able to heal if you followed my instruction. As for Lambda, she is always work as support unit who cast magic like Attack1 or elemental magic. Just remember to cast Attack1 on Brenda before she attacks Aizel.

-----  
Scenario 8  
-----

Winning Condition:

1. All party members reach southwest bridge
2. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Fighter | 7  | Gr | 22 | 19 | 1  | 5  | 1  | 3  | 1  | 12 | 50 | 55 | Pike*3      | 18 | 18 | 12 | 51 |
| Knight  | 7  | Hr | 25 | 16 | 1  | 6  | 3  | 1  | 1  | 19 | 40 | 50 | Lancer*3    | 24 | 15 | 16 | 51 |
| Fighter | 7  | Gr | 22 | 19 | 1  | 5  | 1  | 3  | 1  | 12 | 50 | 55 | Soldier*3   | 20 | 14 | 12 | 51 |
| Fighter | 7  | Gr | 22 | 19 | 1  | 5  | 1  | 3  | 1  | 12 | 50 | 55 | Pike*4      | 18 | 18 | 12 | 51 |

Enemy Reinforcement: (1 Turn after defeating 3 commanders or Defeat 4 commanders or reach the middle of the map or Turn 9)

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| KnightMaster | 1  | Hr | 42 | 30 | 5  | 9  | 14 | 7  | 9  | 17 | 41 | 85 | Dragoon*4   | 29 | 20 | 16 | 84 |

EQUIP: Long Sword Great Armor

Shop:

|              |      |                                |
|--------------|------|--------------------------------|
| Gladius      | 200P | AT+2                           |
| Main Gauche  | 350P | AT+1,DF+1                      |
| Staff        | 150P | AT+1 MR+2 MD+1                 |
| Wand         | 800P | INT+5 MR+4 MD+1                |
| Hard Leather | 450P | DF+2                           |
| Robe         | 50P  | DF+1 RA+2                      |
| Leg Guarder  | 40P  | DF+1                           |
| Cross        | 200P | D+1 [M+2 RA+2 (RH+5 and RD+5)] |

Secret Item:

Southeast of the map, where there is a tree in black color.

- 1) Nothing
- 2) Nothing
- 3) Two more options
  - a) Unlock secret below
  - b) Nothing

South of the map, there is a tree at the edge of hill.

- 1) Get secret ticket to access Scenario ?1
- 2) Nothing

Love Index:

Before battle, when Lambda says they should travel faster

- 1) worry about Alfred - Brenda+1 Lambda-1
- 2) Scold Alfred - Brenda-1 Lambda-1
- 3) Continue travelling - Brenda-1 Lambda+1

Before battle, whether Sigma trusts Lambda or not

- 1) I believe you - Lambda+3
- 2) Speak with the tree, it's unbelievable - Lambda-2
- 3) What do you mean? - Lambda+1

Strategy:

Send Alfred to kill the Horse group while Sigma kill the Pike group. Brenda and Lambda should travel east and kill the Ground units. Then, Alfred and Sigma should go faster and rendezvous with Lambda and Brenda because Emily from Langrisser IV will show up at northeast corner of the map after you killed 3 groups of enemies. She is so strong that you shouldn't even think of defeating her. Once she shows up, you should hurry to the bridge at the southwest corner of the map to clear this scenario. Emily is pretty fast. If you think that Emily can catch up with you, you should ignore the enemies nearby when this scenario starts and travel south. Then, you can deal with them inside the forest. In this way, Emily will never catch up with you.

-----  
 Scenario ?1  
 -----

Winning Condition:

1. Buy all items at the shop.

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda

NPC Strength:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| MaidLeader | 1  | Gr | 20 | 18 | 0  | 4  | 0  | 1  | 0  | 12 | 45 | 35 |             |    |    |    |    |
| MaidLeader | 1  | Gr | 20 | 18 | 0  | 4  | 0  | 1  | 0  | 12 | 45 | 35 | Maid*4      | 0  | 6  | 11 | 30 |

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Builder | 1  | Gr | 27 | 25 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 27 | 25 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 27 | 25 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |

Enemy Reinforcement: (Turn 3)

| Class | LV | TY | AT              | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries    | AT | DF | MV | RA |
|-------|----|----|-----------------|----|----|----|----|----|----|----|----|----|----------------|----|----|----|----|
| Woman | 10 | Gr | 37              | 25 | 0  | 6  | 6  | 5  | 0  | 12 | 45 | 50 | Crawler*1      | 21 | 16 | 18 | 40 |
|       |    |    | EQUIP: Necklace |    |    |    |    |    |    |    |    |    |                |    |    |    |    |
| Woman | 10 | Gr | 37              | 25 | 0  | 6  | 6  | 5  | 0  | 12 | 45 | 50 | Gel*1          | 18 | 20 | 13 | 40 |
|       |    |    | EQUIP: Necklace |    |    |    |    |    |    |    |    |    |                |    |    |    |    |
| Woman | 10 | Gr | 37              | 25 | 0  | 6  | 6  | 5  | 0  | 12 | 45 | 50 | Ortros*1       | 30 | 18 | 18 | 60 |
|       |    |    | EQUIP: Necklace |    |    |    |    |    |    |    |    |    |                |    |    |    |    |
| Woman | 10 | Gr | 37              | 25 | 0  | 6  | 6  | 5  | 0  | 12 | 45 | 50 | PoisonTodd*122 | 10 | 15 | 40 |    |
|       |    |    | EQUIP: Necklace |    |    |    |    |    |    |    |    |    |                |    |    |    |    |

Shop:

|              |      |                     |
|--------------|------|---------------------|
| Main Gauche  | 350P | AT+1,DF+1           |
| Kris         | 650P | AT+3,Skill:Critical |
| Long Sword   | 750P | AT+3                |
| Wand         | 800P | INT+5 MR+4 MD+1     |
| Hard Leather | 450P | DF+2                |
| Greave       | 400P | DF+2                |
| Necklace     | 650P | D+1 CR+2 MC+1       |

Secret Item:

None

Love Index:

None

Strategy:



You cannot hire any Mercenaries in this Scenario. All you have to do is let all your characters reach the bottom of the map and buy all 4 items. Each person can only buy once. Builder would not attack you, so you do not have to worry. On Turn 3, more enemies will show up. They have high stats and they will attack you like hell. So, you have to stay away from them and get to the bottom as soon as possible. You can kill the builder if you want extra EXP.

Here is the list of what the character should buy. You can only get those items once, Scenario Select cheat will not replenish the items

Sigma - Apron Dress. Sigma can learn again and Critical via class change.

Lambda - Maid Contract. Lambda doesn't need Critical and she can learn Again.

Brenda - Critical Book. Brenda needs to learn Critical because she is a fighter.

Alfred - Time Book. Alfred needs to learn Again because all other characters can learn this magic via class change.

-----  
Scenario 9  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Jessica or Claret
2. Death of all civilians
3. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda

NPC Strength:

Claret Jessica Civilian Civilian Civilian

| Class          | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA       | Mercenaries    | AT | DF | MV | RA |
|----------------|----|----|----|----|----|----|----|----|----|----|----|----------|----------------|----|----|----|----|
| Woman          | 6  | Gr | 21 | 19 | 0  | 4  | 1  | 2  | 0  | 10 | 45 | 30       | Civilian*4     | 0  | 8  | 11 | 30 |
| Man            | 3  | Gr | 23 | 21 | 0  | 5  | 3  | 2  | 0  | 12 | 45 | 35       | Civilian*6     | 0  | 8  | 11 | 30 |
| Woman          | 6  | Gr | 21 | 19 | 0  | 4  | 1  | 2  | 0  | 10 | 45 | 30       | Civilian*4     | 0  | 8  | 11 | 30 |
| Summoner       | 1  | Sm | 27 | 20 | 32 | 6  | 8  | 4  | 6  | 10 | 60 | 80D90    | Soldier*2      | 20 | 14 | 12 | 56 |
| PengasusKnight | 9  | Ar | 27 | 16 | 4  | 7  | 4  | 2  | 2  | 23 | 33 | 55W35G-- | Hippogriff*420 | 13 | 17 | 57 |    |

Enemy Strength:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA        | Mercenaries    | AT | DF | MV    | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|-----------|----------------|----|----|-------|----|
| GelGazer    | 3  | Gl | 20 | 20 | 0  | 5  | 1  | 1  | 0  | 12 | 45 | 45F25D--  | Gel*4          | 18 | 20 | 11    | 40 |
| KillerTiger | 1  | SH | 26 | 17 | 1  | 7  | 4  | 2  | 1  | 19 | 40 | 55D65     | Scorpion*4     | 27 | 10 | 15    | 41 |
| StoneGolem  | 7  | Sp | 21 | 21 | 0  | 6  | 1  | 3  | 1  | 13 | 40 | 70D--     | BoneGolem*4    | 19 | 19 | 11    | 66 |
| Scylla      | 1  | SS | 24 | 21 | 1  | 7  | 3  | 5  | 4  | 16 | 45 | 45D55     | DarkMerman*423 | 12 | 14 | 49    |    |
| DarkFighter | 7  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 3  | 12 | 50 | 45D65     | Wolfman*4      | 20 | 14 | 13    | 53 |
| DarkMaster  | 2  | Sm | 46 | 31 | 55 | 10 | 19 | 12 | 18 | 10 | 61 | 127H99D-- | DarkGuard*6    | 26 | 22 | 12103 |    |

Shop:

|              |      |                     |
|--------------|------|---------------------|
| Main Gauche  | 350P | AT+1,DF+1           |
| Kris         | 650P | AT+3,Skill:Critical |
| Long Sword   | 750P | AT+3                |
| Wand         | 800P | INT+5 MR+4 MD+1     |
| Hard Leather | 450P | DF+2                |
| Greave       | 400P | DF+2                |
| Necklace     | 650P | D+1 CR+2 MC+1       |

Secret Item:

Northeast of the map. Barrel at the end of alley between 2 shops

Devil Axe

The barrel in front of northeast shop

1) Gaia Armor

2) Fire Orb

\*Air unit only

can only choose one from these 3 items

All civilians are safe

Mirage Robe

Love Index:

All civilians are safe - All Love Index+2

Only one civilian is killed - All Love Index+1

After the battle, Lambda is getting away

1) No, it is better for me to stay here - No change

2) Alright, I will go - Lambda+5

Strategy:

Gale from Langrisser III? will leave once the battle had started. Put Lambda at northmost starting point followed by Brenda. Alfred and Sigma should be put at the south starting points. Lambda should straight away cast Fire on Gel. Brenda should team up with Lambda and rush towards Jessica. On the other hand, Sigma and Alfred should travel to the east via ship. Attack Scylla only when she aboard the ship or you will be wiped out. Since Claret can protect the south civilians very well, you have to focus on Jessica's side since she has only 2 soldiers and she cast limited magic. Lambda should cast magic once the enemy Special Horse unit is in her range or the civilians will be wiped out.

-----  
Scenario 10  
-----

Winning Condition:

1. Kill all enemies

Winning Condition: (When Clade shows up)

1. Defeat Clade

Losing Condition:

1. Death of Claret or Jessica

2. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda

NPC Strength:

Claret Jessica

| Class          | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA       | Mercenaries    | AT | DF | MV | RA |
|----------------|----|----|----|----|----|----|----|----|----|----|----|----------|----------------|----|----|----|----|
| Summoner       | 2  | Sm | 28 | 21 | 34 | 6  | 8  | 4  | 6  | 10 | 60 | 80D90    | Soldier*4      | 20 | 14 | 12 | 56 |
| PengasusKnight | 9  | Ar | 27 | 16 | 4  | 7  | 4  | 2  | 2  | 23 | 33 | 55W35G-- | Hippogriff*420 | 13 | 17 | 57 |    |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| SilverKnight | 2  | Hr | 27 | 17 | 1  | 7  | 5  | 2  | 1  | 19 | 40 | 55 | Lancer*4    | 24 | 15 | 16 | 51 |
| Gladiator    | 2  | Hr | 24 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Soldier*4   | 20 | 14 | 12 | 51 |
| Gladiator    | 2  | Hr | 24 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Pike*4      | 18 | 18 | 12 | 51 |
| SilverKnight | 2  | Hr | 27 | 17 | 1  | 7  | 5  | 2  | 1  | 19 | 40 | 55 | Lancer*4    | 24 | 15 | 16 | 51 |

Enemy Reinforcement: (Defeat 3 commanders or Turn 10)

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|

Shop:

|              |       |                               |
|--------------|-------|-------------------------------|
| Kris         | 650P  | AT+3, Skill:Critical          |
| Long Sword   | 750P  | AT+3                          |
| Flail        | 750P  | AT+4 Action+2Penalty Critical |
| Lance        | 1100P | AT+4 Action+3Penalty          |
| Wand         | 800P  | INT+5 MR+4 MD+1               |
| Hard Leather | 450P  | DF+2                          |
| Greave       | 400P  | DF+2                          |
| Necklace     | 650P  | D+1 CR+2 MC+1                 |

Secret Item:

Northeast of the map, where there is a crack on the floor northeast of Jessica

- 1) CurePoison skill
- 2) Petrify4

Love Index:

During Battle, lambda suspects Sigma in assisting in the assassination.

- 1) I have come to this continent? - Lambda+1
- 2) I killed the emporer? - Lambda-1
- 3) Isn't it nonsense? - Lambda-1

Strategy:

Finally, The main character has chance to visit the new continent and Lambda is actually McLaine's sister.

This scenario is quite tough since enemies will focus their fire power on Claret and Jessica. Alfred should hire Pike and handle the horse unit on northwest corner. If Sigma can hire Pike, do so and let him handle another horse unit at southeast corner. Lambda should travel northeast via the middle road while Brenda should take the north raod. Later, you will be given chance to command Jessica and Claret. It is best to let them flee via west. Lambda should cast magic once the enemies are in her range. Brenda should just attack Pike commander or the soldier group. Just remember to move Sigma and Alfred before defeating 3 groups or Turn 10. Once enemy reinforcement arrived at northeast corner, let Sigma or Alfred give Clade a warm welcome and stab them to death.

- 1) Both of them hold position
- 2) Claret flees but Jessica stay there to fight
- 3) Jessica flees but Claret stay there to fight
- 4) Both flee

if you choose 2, 3 or 4, you have to choose an escape road for them

- 1) east
- 2) middle
- 3) west

-----  
Scenario 11  
-----

Winning Condition:

- 1. Kill all enemies

Losing Condition:

- 1. Death of all civilians
- 2. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

Civilian Civilian Civilian

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Man   | 1  | Gr | 22 | 20 | 0  | 5  | 2  | 2  | 0  | 12 | 45 | 35 | Civilian*4  | 0  | 8  | 11 | 30 |
| Man   | 1  | Gr | 22 | 20 | 0  | 5  | 2  | 2  | 0  | 12 | 45 | 35 | Civilian*4  | 0  | 8  | 11 | 30 |
| Woman | 1  | Gr | 21 | 19 | 0  | 4  | 1  | 2  | 0  | 10 | 45 | 30 | Civilian*4  | 0  | 8  | 11 | 30 |

Enemy Strength:

| Class     | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA    | Mercenaries | AT | DF | MV | RA |
|-----------|----|----|----|----|----|----|----|----|----|----|----|-------|-------------|----|----|----|----|
| Gladiator | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65    | Pike*3      | 18 | 18 | 12 | 51 |
| Gladiator | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65    | Soldier*3   | 20 | 14 | 12 | 51 |
| Warlock   | 4  | Mg | 22 | 16 | 7  | 4  | 2  | 0  | 1  | 10 | 60 | 65D75 | Elf*2       | 16 | 6  | 13 | 76 |
| Warlock   | 4  | Mg | 22 | 16 | 7  | 4  | 2  | 0  | 1  | 10 | 60 | 65D75 | Elf*2       | 16 | 6  | 13 | 76 |

Enemy Reinforcement 1:

| Class    | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV | RA |
|----------|----|----|----|----|----|----|----|----|----|----|----|------------|----------------|----|----|----|----|
| HawkLord | 1  | Ar | 25 | 15 | 1  | 8  | 4  | 2  | 1  | 21 | 30 | 50Wd35Gr-- | Hippogriff*320 | 13 | 15 | 56 |    |

Enemy Reinforcement 2:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|------------|----------------|----|----|----|----|
| HawkLord    | 1  | Ar | 25 | 15 | 1  | 8  | 4  | 2  | 1  | 21 | 30 | 50Wd35Gr-- | Hippogriff*420 | 13 | 15 | 56 |    |
| BraveKnight | 1  | Hr | 35 | 23 | 3  | 8  | 10 | 4  | 5  | 19 | 41 | 70         | Lancer*3       | 24 | 15 | 16 | 55 |

Shop:

|                  |       |                                     |
|------------------|-------|-------------------------------------|
| Kris             | 650P  | AT+3, Skill:Critical                |
| Long Sword       | 750P  | AT+3                                |
| Flail            | 750P  | AT+4 Action+2Penalty Critical       |
| Lance            | 1100P | AT+4 Action+3Penalty                |
| Wand             | 800P  | INT+5 MR+4 MD+1                     |
| Hard Leather     | 450P  | DF+2                                |
| Greave           | 400P  | DF+2                                |
| Necklace         | 650P  | D+1 CR+2 MC+1                       |
| Fairy Stone Ring | 800P  | MP+6 Resist All+10 except Holy Dark |

Secret Item:

Southwest of the map. There is a flower at the middle of the cliff

- 1) Nothing
- 2) MP+2
- 3) Nothing

Middle of the map. Inside the stronghold, there are 3 monuments. Check the bird statue below the middle monument.

- 1) Resist Wind+2
- 2) Angel Feather
- 3) Nothing
- 4) Nothing

\*need air unit or Ninja Skill

Love Index:

I hope we can get help

- 1) I hope so - Claret+2
- 2) Will it go smoothly? - Brenda+1 Lambda+1
- 3) Did not answer - Claret-2

Strategy:

When the battle start, you will be given a chance to order the civilians. You can either ask them to go inside the stronghold or circle around it. It is better to ask them to circle around the stronghold since they will be blocking your way if you let them move into the stronghold. The left bridge to go into

the stronghold is locked. You need to use air unit to unlock it. Before that, you need to take care of the enemies who are guarding the bridge. When civilians reach the middle of the map or during Turn 8, enemy reinforcement 1 will show up, you should put your units there to ambush them. 2 Turns later, enemy reinforcement 2 will show up. If you didn't unlock the bridge, enemy HawkLord will do it for you. Clade will just stay there before the bridge is unlocked. Kill the HawkLord first since he can reach you faster than Clade. Then, use Lambda to cast magic on Clade to weaken him. Finally just use Sigma or Alfred to kill Clade.

-----  
 Scenario 12  
 -----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Woman   | 1  | Gr | 21 | 19 | 0  | 4  | 1  | 2  | 0  | 10 | 45 | 30 | Civilian*3  | 0  | 8  | 11 | 30 |
| Fighter | 5  | Gr | 22 | 19 | 1  | 5  | 1  | 3  | 1  | 12 | 50 | 55 | Civilian*5  | 0  | 8  | 11 | 31 |
| Man     | 3  | Gr | 23 | 21 | 0  | 5  | 3  | 2  | 0  | 12 | 45 | 35 |             |    |    |    |    |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries    | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|----|----|----|----|
| Gladiator    | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Transporter410 | 13 | 9  | 31 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |    | Pike*2         | 18 | 18 | 14 | 51 |
| SilverKnight | 1  | Hr | 26 | 17 | 1  | 7  | 4  | 2  | 1  | 19 | 55 | 55 | Transporter410 | 13 | 9  | 31 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |    | HeavyLancer222 | 21 | 17 | 56 |    |
| Gladiator    | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Transporter410 | 13 | 9  | 31 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |    | Soldier*2      | 20 | 14 | 14 | 51 |
| SilverKnight | 1  | Hr | 26 | 17 | 1  | 7  | 4  | 2  | 1  | 19 | 55 | 55 | Transporter410 | 13 | 9  | 31 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |    | HeavyLancer222 | 21 | 17 | 56 |    |
| Gladiator    | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Pike*5         | 18 | 18 | 12 | 51 |
| Gladiator    | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Soldier*4      | 20 | 14 | 14 | 51 |

Shop:

|                  |       |       |                                |
|------------------|-------|-------|--------------------------------|
| Long Sword       | 750P  | AT+3  |                                |
| Great Sword      | 1000P | AT+4  |                                |
| Flail            | 750P  | AT+4  | Action+2Penalty Critical       |
| Lance            | 1100P | AT+4  | Action+3Penalty                |
| Wand             | 800P  | INT+5 | MR+4 MD+1                      |
| Chain Mail       | 1000P | DF+3  | MV-1                           |
| Hard Leather     | 450P  | DF+2  |                                |
| Greave           | 400P  | DF+2  |                                |
| Necklace         | 650P  | D+1   | CR+2 MC+1                      |
| Fairy Stone Ring | 800P  | MP+6  | Resist All+10 except Holy Dark |

Secret Item:

Two flowers on northwest cliff. It is just a bit southeast of starting point.

- 1) Teleport
- 2) Second Question

Second Question

- 1) Regenerate

- 2) Nothing
- \*Air units only

Bird nest at the middle of the pillar on center of the map.

- 1) Nothing
- 2) Nothing
- 3) Able to hire SnowDragon after Scenario 20.
- \*Air units only

Love Index:

After the battle, Sigma will have a conversation with Claret

- 1) Say nothing - No change
- 2) Tell the truth - Claret+4

Strategy:

All the enemy commanders with transporter will try to escape via southeast. You have to send your horse and air units to go after them. The rest of your troops should go south and kill the rest of the enemies. The transporter will reach the southeast corner and escape around turn 8, you need to act fast! Fortunately the enemies are quite weak, you should not have any trouble killing them.

-----  
Scenario 13  
-----

Winning Condition:

- 1. Kill all guards

Winning Condition: (When Clade shows up)

- 1. Kill all enemies

Losing Condition:

- 1. Guard escaped
- 2. Death of Sigma

Losing Condition: (When Clade shows up)

- 1. Death of Liberalist
- 2. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Man   | 8  | Gr | 24 | 22 | 0  | 5  | 4  | 3  | 0  | 12 | 45 | 35 |             |    |    |    |    |
| Man   | 8  | Gr | 24 | 22 | 0  | 5  | 4  | 3  | 0  | 12 | 45 | 35 |             |    |    |    |    |
| Man   | 8  | Gr | 24 | 22 | 0  | 5  | 4  | 3  | 0  | 12 | 45 | 35 |             |    |    |    |    |
| Man   | 8  | Gr | 24 | 22 | 0  | 5  | 4  | 3  | 0  | 12 | 45 | 35 |             |    |    |    |    |
| Man   | 8  | Gr | 24 | 22 | 0  | 5  | 4  | 3  | 0  | 12 | 45 | 35 |             |    |    |    |    |

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Pike*4      | 18 | 18 | 12 | 51 |
| Knight  | 9  | Hr | 26 | 17 | 1  | 6  | 4  | 2  | 1  | 19 | 40 | 50 | Lancer*3    | 24 | 15 | 16 | 51 |
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Soldier*4   | 18 | 18 | 12 | 51 |

Enemy Reinforcement:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries          | AT | DF | MV | RA |
|------------|----|----|----|----|----|----|----|----|----|----|----|----|----------------------|----|----|----|----|
| HawkKnight | 8  | Ar | 25 | 15 | 1  | 7  | 4  | 2  | 1  | 21 | 30 | 45 | Wd30Gr--Hippogriff*4 | 20 | 13 | 15 | 56 |
| Gladiator  | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Pike*4               | 18 | 18 | 12 | 51 |

|             |      |       |     |      |      |              |           |       |       |
|-------------|------|-------|-----|------|------|--------------|-----------|-------|-------|
| Equanil     | 1 Hl | 22 19 | 9 5 | 1 4  | 3 10 | 60 77H+10D92 | Monk*2    | 19 13 | 12 66 |
| BraveKnight | 1 Hr | 35 23 | 3 8 | 10 5 | 4 19 | 41 70        | Lancer*5  | 24 15 | 16 55 |
| Gladiator   | 2 Gr | 24 20 | 1 6 | 2 4  | 1 12 | 50 65        | Soldier*4 | 20 14 | 12 51 |

Shop:

|                  |       |       |                                |
|------------------|-------|-------|--------------------------------|
| Long Sword       | 750P  | AT+3  |                                |
| Great Sword      | 1000P | AT+4  |                                |
| Flail            | 750P  | AT+4  | Action+2Penalty Critical       |
| Morning Star     | 1100P | AT+5  | Action+2Penalty Critical       |
| Wand             | 800P  | INT+5 | MR+4 MD+1                      |
| Chain Mail       | 1000P | DF+3  | MV-1                           |
| Hard Leather     | 450P  | DF+2  |                                |
| Greave           | 400P  | DF+2  |                                |
| Necklace         | 650P  | D+1   | CR+2 MC+1                      |
| Fairy Stone Ring | 800P  | MP+6  | Resist All+10 except Holy Dark |
| Crystal Ank      | 850P  | DF+1  | D+1 [M+5 RA+5 (RH+8 and RD+8)] |

Secret Item:

Northwest of the map, there is a rock in the water which is surrounded by 3trees  
 - Angel Feather Garb

Love Index:

Before the battle, Brenda asks Sigma a question

- 1) Leave it to me - Claret+1 Brenda+1
- 2) For your sake - Brenda+2
- 3) I am the strongest - Lambda+1

Strategy:

Put your high mobility troops on both side of starting point. Then, move quickly to prevent enemies from escaping from the building. After you killed some enemies, enemy reinforcement will show up, air units on west, Gladiator and Equanil on south, the rest on east. Then, you have chance to give command to the prisoners. Just choose the second option and let them stay in their own cell. Brenda and Sigma should take care of the enemies on west and south while Alfred and Lambda should take care of the enemies on the east. Lambda should stay at the middle of the building and cast magic to support your units.

After Clade shows up, you are given a chance to command the prisoners.

- 1) Wait inside their own cells
- 2) Escaped from cell

-----  
 Scenario 14  
 -----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

Eric

|              |    |    |    |    |    |    |    |    |    |    |    |                          |             |    |    |    |    |
|--------------|----|----|----|----|----|----|----|----|----|----|----|--------------------------|-------------|----|----|----|----|
| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA                       | Mercenaries | AT | DF | MV | RA |
| DragonKnight | 1  | Ar | 32 | 17 | 4  | 9  | 10 | 5  | 3  | 21 | 31 | 70FI85Wd55Hippogriff*420 | 13          | 15 | 58 |    |    |

Enemy Strength:

|       |    |    |    |    |    |    |    |    |    |    |    |    |             |    |    |    |    |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|

|              |   |    |    |    |   |   |    |   |   |    |    |                          |    |    |       |
|--------------|---|----|----|----|---|---|----|---|---|----|----|--------------------------|----|----|-------|
| HawkLord     | 1 | Ar | 25 | 15 | 1 | 8 | 4  | 2 | 1 | 21 | 30 | 50Wd35Gr--Hippogriff*520 | 13 | 15 | 56    |
| DragonKnight | 2 | Ar | 34 | 18 | 4 | 9 | 13 | 7 | 6 | 21 | 32 | 70FI85Wd55Hippogriff*420 | 13 | 15 | 61    |
|              |   |    |    |    |   |   |    |   |   |    |    | SkyArcher*2              | 16 | 5  | 17 41 |
| DragonKnight | 1 | Ar | 32 | 17 | 4 | 9 | 10 | 5 | 3 | 21 | 31 | 70FI85Wd55Hippogriff*420 | 13 | 15 | 58    |
| HawkLord     | 1 | Ar | 25 | 15 | 1 | 8 | 4  | 2 | 1 | 21 | 30 | 50Wd35Gr--Hippogriff*520 | 13 | 15 | 56    |
| HawkLord     | 1 | Ar | 25 | 15 | 1 | 8 | 4  | 2 | 1 | 21 | 30 | 50Wd35Gr--Hablok*4       | 19 | 10 | 17 81 |
| HawkLord     | 1 | Ar | 25 | 15 | 1 | 8 | 4  | 2 | 1 | 21 | 30 | 50Wd35Gr--SkyArcher*4    | 16 | 5  | 15 36 |

Shop:

|                  |       |                                     |
|------------------|-------|-------------------------------------|
| Long Sword       | 750P  | AT+3                                |
| Great Sword      | 1000P | AT+4                                |
| Battle Axe       | 1600P | AT+5 MV-1 Action+3Penalty           |
| Morning Star     | 1100P | AT+5 Action+2Penalty Critical       |
| Wand             | 800P  | INT+5 MR+4 MD+1                     |
| Crystal Rod      | 1200P | INT+5 MR+5 MD+1                     |
| Chain Mail       | 1000P | DF+3 MV-1                           |
| Hard Leather     | 450P  | DF+2                                |
| Greave           | 400P  | DF+2                                |
| Speed Boots      | 2700P | MV+4 V+4                            |
| Fairy Stone Ring | 800P  | MP+6 Resist All+10 except Holy Dark |
| Crystal Ank      | 850P  | DF+1 D+1 [M+5 RA+5 (RH+8 and RD+8)] |

Secret Item:

There is a switch at the north of the plane.  
 - CurePoison Skill

Love Index:

Before the battle, When your party discuss about Brenda

- 1) It is not true - No Change
- 2) I don't know - Claret-1 Brenda-1
- 3) I believe in Brenda - Brenda+1

|                                                         |            |
|---------------------------------------------------------|------------|
| During the battle, Claret convinces Eric within 4 turns | - Claret+2 |
| Claret attacks Eric                                     | - Claret-4 |
| Eric attacks Claret                                     | - Claret-2 |
| Eric is defeated                                        | - Claret-4 |

Strategy:

You should stay defensive in this scenario. Let your characters deploy anti-air, Spear Type or Bow type units. Put Sigma and Brenda at southwest and southeast starting point and let them deal with the enemies on southern part of the map. Claret should go to convince Eric. She can convince Eric automatically when they are close to each other. Let Claret anti-air units deal with enemy commander since he is stronger.

-----  
 Scenario 15  
 -----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA        | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|-----------|-------------|----|----|----|----|
| Equanil | 1  | H1 | 22 | 19 | 9  | 5  | 1  | 4  | 3  | 10 | 60 | 77H+10D92 | Monk*4      | 19 | 13 | 12 | 66 |



|              |      |          |         |            |           |             |
|--------------|------|----------|---------|------------|-----------|-------------|
| General      | 1 Gr | 28 24    | 3 7 6 8 | 3 11 52 75 | Soldier*4 | 20 14 12 53 |
|              |      |          |         |            | Pike*2    | 18 18 14 53 |
| SilverKnight | 1 Hr | 26 17    | 1 7 4 2 | 1 19 40 55 | Lancer*5  | 24 15 16 51 |
| Sorcerer     | 1 Mg | 23 18 10 | 5 4 1 2 | 10 60 72   | Elf*3     | 16 6 13 77  |
| Gladiator    | 1 Gr | 23 20    | 1 6 2 4 | 1 12 50 65 | Pike*4    | 18 18 12 51 |

#### Enemy Reinforcement:

| Class        | LV | TY | AT    | DF | MP   | CR | A+   | D+    | M+ | MV | Jd | RA | Mercenaries    | AT         | DF | MV | RA |
|--------------|----|----|-------|----|------|----|------|-------|----|----|----|----|----------------|------------|----|----|----|
| DragonKnight | 4  | Ar | 35 19 | 5  | 9 13 | 8  | 6 21 | 32 70 |    |    |    |    | Hippogriff*420 | 13 15 61   |    |    |    |
|              |    |    |       |    |      |    |      |       |    |    |    |    | SkyArcher*2    | 16 5 17 41 |    |    |    |
| BraveKnight  | 1  | Hr | 32 21 | 3  | 8 10 | 4  | 3 19 | 41 70 |    |    |    |    | HeavyLancer322 | 21 15 58   |    |    |    |
| BraveKnight  | 1  | Hr | 32 21 | 3  | 8 10 | 4  | 3 19 | 41 70 |    |    |    |    | HeavyLancer322 | 21 15 58   |    |    |    |
| BraveKnight  | 1  | Hr | 32 21 | 3  | 8 10 | 4  | 3 19 | 41 70 |    |    |    |    | HeavyLancer322 | 21 15 58   |    |    |    |
| BraveKnight  | 1  | Hr | 32 21 | 3  | 8 10 | 4  | 3 19 | 41 70 |    |    |    |    | HeavyLancer322 | 21 15 58   |    |    |    |

#### Shop:

|              |       |                               |
|--------------|-------|-------------------------------|
| Great Sword  | 1000P | AT+4                          |
| Battle Axe   | 1600P | AT+5 MV-1 Action+3Penalty     |
| Morning Star | 1100P | AT+5 Action+2Penalty Critical |
| Crystal Rod  | 1200P | INT+5 MR+5 MD+1               |
| Chain Mail   | 1000P | DF+3 MV-1                     |
| Hard Leather | 450P  | DF+2                          |
| Speed Boots  | 2700P | MV+4 V+4                      |
| Orb          | 1350P | MP+50%                        |

#### Secret Item:

There are 5 switches in the building near enemies starting point. Step on all of them. You can activate all switches in any other but the middle switch should be activated last.

- Choose the second option to gain access to Scenario ?2

South of the map, there is a tile with 40% bonus on the outer wall of the building.

- 1) Nothing
- 2) Go to second question with 3 more options
- 3) Nothing

#### second questions

- 1) Able to hire Shade
- 2) Nothing
- 3) Nothing

#### Love Index:

After the battle, what fo you think about Brenda?

- 1) She is nice - Brenda+2 Claret+1
- 2) She is suspicious - Lambda+1 Claret-1
- 3) She is wicked - Claret-1 Brenda-2

\*If you activated Scenario ?2, this question will be asked after you cleared Scenario ?2.

#### Strategy:

Divide your troops wisely. Alfred and Lambda should attack from the east while Sigma, Claret and Brenda attack from the west. Enemies will not move until you reach the bridge, use this to your advantage. The sorcerer is quite danger since she can cast Thunder. You can either wait for her to use up all her MP or rush quickly to finish her off in one turn. Enemy reinforcement will arrive on Turn 15 or when you kill the enemy commander. The enemy reinforcements are strong, you have to make sure you are in good condition before you kill the enemy commander. If you don't want to fight, you can just escape to the edge of the map to leave the battlefield. If you chose to fight, make sure you have Spear

units to guard both entrance. The enemy commander who attacks from north is a threat. You should eliminate him as soon as possible. All magicians should stay in the south of the building and cast spells to support your units.

-----  
 Scenario ?2  
 -----

Winning Condition:

1. Each character must sing a song within 30 turns.

Losing Condition:

1. All enemies finished singing their songs.
2. Turn Over

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

| Class     | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Woman     | 5  | Gr | 21 | 19 | 0  | 4  | 1  | 2  | 0  | 10 | 45 | 30 | Civilian*3  | 0  | 8  | 11 | 30 |
| Woman     | 5  | Gr | 21 | 19 | 0  | 4  | 1  | 2  | 0  | 10 | 45 | 30 | Civilian*3  | 0  | 8  | 11 | 30 |
| Maid Lead | 1  | Gr | 20 | 18 | 0  | 4  | 0  | 1  | 0  | 12 | 45 | 35 |             |    |    |    |    |
| Man       | 2  | Gr | 22 | 20 | 0  | 5  | 2  | 2  | 0  | 12 | 45 | 35 | Civilian*4  | 0  | 8  | 11 | 30 |
| Man       | 2  | Gr | 22 | 20 | 0  | 5  | 2  | 2  | 0  | 12 | 45 | 35 | Civilian*4  | 0  | 8  | 11 | 30 |

Enemy Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Builder | 1  | Gr | 28 | 26 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 27 | 25 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 26 | 26 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |

Enemy power up:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Builder | 1  | Gr | 31 | 29 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 30 | 28 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 29 | 29 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |

Enemy power up 2:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Builder | 1  | Gr | 37 | 34 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 36 | 35 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 35 | 35 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |

Enemy power up 3:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Builder | 1  | Gr | 43 | 41 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 42 | 40 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |
| Builder | 1  | Gr | 41 | 41 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 |             |    |    |    |    |

Shop:

|              |       |                               |
|--------------|-------|-------------------------------|
| Great Sword  | 1000P | AT+4                          |
| Battle Axe   | 1600P | AT+5 MV-1 Action+3Penalty     |
| Morning Star | 1100P | AT+5 Action+2Penalty Critical |
| Crystal Rod  | 1200P | INT+5 MR+5 MD+1               |
| Chain Mail   | 1000P | DF+3 MV-1                     |
| Hard Leather | 450P  | DF+2                          |
| Speed Boots  | 2700P | MV+4 V+4                      |
| Amulet       | 700P  | M+20 RA+20                    |
| Orb          | 1350P | MP+50%                        |
| Talisman     | 1600P | A+3 D+1 RH+5 RD+5             |

Secret Item:

None

Love Index:

None

Strategy:

The enemies are strong and you can't hire any unit in this Scenario. Use Sigma, Brenda and Alfred to kill both builders who blocked your way. Then, kill the other builder inside the house to get mic. Move the character with mic to the stage(which is just below the television) and let the character sing a song. On the next turn, move the character with mic to any other character in your party. Repeat the process until all your characters sing a song and cleared this scenario. You have to beware of the builders. If you killed them many times, they will power up and make this scenario harder. It is better to clear this scenario as soon as you can since the enemies will always respawn after you killed them.

-----  
Scenario 16  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Enemy took the hostage away

2. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

| Class  | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA       | Mercenaries | AT | DF | MV | RA |
|--------|----|----|----|----|----|----|----|----|----|----|----|----------|-------------|----|----|----|----|
| Cleric | 5  | Bs | 24 | 21 | 12 | 5  | 2  | 6  | 5  | 10 | 59 | 75D90H+5 |             |    |    |    |    |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|----|----|----|----|
| General      | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 11 | 52 | 75         | Pike*2      | 18 | 18 | 12 | 53 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Elf*2       | 16 | 6  | 14 | 78 |
| SilverKnight | 1  | Hr | 26 | 17 | 1  | 7  | 4  | 2  | 1  | 19 | 40 | 55         | Lancer*4    | 24 | 15 | 16 | 51 |
| HawkLord     | 1  | Ar | 25 | 15 | 1  | 8  | 4  | 2  | 1  | 21 | 30 | 50Wd35Gr-- | SkyArcher*4 | 16 | 5  | 15 | 36 |
| Gladiator    | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65         | Soldier*4   | 20 | 14 | 12 | 51 |
| SilverKnight | 4  | Hr | 28 | 18 | 2  | 7  | 6  | 3  | 2  | 19 | 40 | 55         | Lancer*5    | 24 | 15 | 16 | 52 |
| Gladiator    | 4  | Gr | 25 | 21 | 2  | 6  | 3  | 5  | 2  | 12 | 50 | 65         | Soldier*3   | 20 | 14 | 12 | 52 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Pike*2      | 18 | 18 | 13 | 52 |

Enemy Reinforcement:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries  | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|----|--------------|----|----|----|----|
| BraveKnight | 1  | Hr | 35 | 23 | 3  | 8  | 10 | 4  | 5  | 19 | 41 | 70 | HeavyLancer4 | 22 | 21 | 15 | 60 |
| Gladiator   | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Pike*4       | 18 | 18 | 12 | 51 |
| Gladiator   | 1  | Gr | 23 | 20 | 1  | 6  | 2  | 4  | 1  | 12 | 50 | 65 | Soldier*4    | 20 | 14 | 12 | 51 |

Shop:

|              |       |                               |
|--------------|-------|-------------------------------|
| Great Sword  | 1000P | AT+4                          |
| Battle Axe   | 1600P | AT+5 MV-1 Action+3Penalty     |
| Morning Star | 1100P | AT+5 Action+2Penalty Critical |
| Crystal Rod  | 1200P | INT+5 MR+5 MD+1               |
| Chain Mail   | 1000P | DF+3 MV-1                     |
| Hard Leather | 450P  | DF+2                          |

|             |       |                   |
|-------------|-------|-------------------|
| Speed Boots | 2700P | MV+4 V+4          |
| Amulet      | 700P  | M+20 RA+20        |
| Orb         | 1350P | MP+50%            |
| Talisman    | 1600P | A+3 D+1 RH+5 RD+5 |

Secret Item:

There are two switches beside the top of the cylinder. Step on the left switch then the right. If you go to the island a bit north of the starting point on the west, you will get the hint about this secret item but this is not necessary.

- Hedin

Love Index:

During the battle, choose a party member to save the hostage

Lambda saves the hostage - Lambda+2

Alfred saves the hostage - No Change

Brenda saves the hostage - Brenda+2

Claret saves the hostage - Claret+2

Strategy:

You have to choose a party member to save the hostage from the back before the battle. So, put the party member you are going to choose at the furthest spot. The party member you chose will not be able to participate the battle until Turn 7. Put Spear and Ground units nearest to the bridge and rush through the bridge. Spear units should take care of the horse and air units on the west while Sigma should take care of the enemies on the east. After you killed all the enemies except the commander, he will backtrack to get the hostage. You should act fast and prevent him from reaching the hostage. When enemy reinforcement shows up, use your Spear units to guard the bridge and put the magician behind to bombard all the units who rush to you.

-----  
Scenario 17  
-----

Winning Condition:

1. Defeat Clade and Clufield

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries  | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|--------------|----|----|----|----|
| Gladiator    | 3  | Gr | 24 | 21 | 2  | 6  | 3  | 5  | 2  | 12 | 50 | 65         | Soldier*5    | 20 | 14 | 12 | 52 |
| Gladiator    | 3  | Gr | 24 | 21 | 2  | 6  | 3  | 5  | 2  | 12 | 50 | 65         | Pike*5       | 18 | 18 | 12 | 52 |
| Sorcerer     | 1  | Mg | 23 | 18 | 10 | 5  | 4  | 1  | 2  | 10 | 60 | 72Dr82     | Elf*3        | 16 | 6  | 13 | 77 |
| BraveKnight  | 1  | Hr | 35 | 23 | 3  | 8  | 10 | 4  | 5  | 19 | 41 | 70         | HeavyLancer4 | 22 | 21 | 15 | 60 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Soldier*1    | 20 | 14 | 14 | 55 |
| DragonKnight | 1  | Ar | 33 | 17 | 4  | 9  | 12 | 7  | 5  | 21 | 32 | 70FI85Wd55 | Hippogriff*4 | 20 | 13 | 15 | 60 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | SkyArcher*1  | 16 | 5  | 17 | 40 |
| Equanil      | 1  | Hl | 22 | 19 | 9  | 5  | 1  | 4  | 3  | 10 | 60 | 77H+10Dr92 | Monk*3       | 19 | 13 | 12 | 66 |
| Gladiator    | 3  | Gr | 24 | 21 | 2  | 6  | 3  | 5  | 2  | 12 | 50 | 65         | Soldier*5    | 20 | 14 | 12 | 52 |
| Sorcerer     | 1  | Mg | 23 | 18 | 10 | 5  | 4  | 1  | 2  | 10 | 60 | 72Dr82     | Elf*3        | 16 | 6  | 13 | 77 |

Shop:

|              |       |                               |
|--------------|-------|-------------------------------|
| Great Sword  | 1000P | AT+4                          |
| Battle Axe   | 1600P | AT+5 MV-1 Action+3Penalty     |
| Mithril Axe  | 2100P | AT+5 Action+1Penalty          |
| Morning Star | 1100P | AT+5 Action+2Penalty Critical |

|              |       |                                 |
|--------------|-------|---------------------------------|
| Crystal Rod  | 1200P | INT+5 MR+5 MD+1                 |
| Chain Mail   | 1000P | DF+3 MV-1                       |
| Hard Leather | 450P  | DF+2                            |
| Mirage Robe  | 550P  | DF+2 RA+5(except Holy and Dark) |
| Speed Boots  | 2700P | MV+4 V+4                        |
| Amulet       | 700P  | M+20 RA+20                      |
| Orb          | 1350P | MP+50%                          |
| Talisman     | 1600P | A+3 D+1 RH+5 RD+5               |

Secret Item:

There are 3 sticks in the river. The first stick is situated below the Equanil. The second stick is above the second starting point from the left. The third stick is at the west, near the edge of map. Go to each stick in order. Go to the first stick and choose the first option to get Red Jewel. Go to the second stick and choose the first option to get Blue Jewel. Go to the last stick and choose the second option and then choose the first option for second question to learn Healing.

Love Index:

None

Strategy:

Gather your troops to the east, then use one of your unit to travel north through the small bridge. Then, Clade will command the units on the right to attack you. Your unit should backtrack south and kill all the enemies who rush toward you. After that, repeat the process to lure the units on the west. Finally, use spear unit to travel through the middle bridge and lure Clade. After you killed Clade, Clufield will start moving. Just go all out to kill him along with the sorcerer and Equanil.

-----  
Scenario 18  
-----

Winning Condition:

1. Defeat Gilmore

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Lambda Alfred Brenda Claret

NPC Strength:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|--------|-------------|----|----|----|----|
| SwordMaster | 1  | Gr | 35 | 29 | 6  | 8  | 10 | 11 | 6  | 12 | 51 | 102    | Phalanx*4   | 23 | 24 | 12 | 81 |
| Wizard      | 1  | Sm | 32 | 23 | 46 | 6  | 10 | 6  | 10 | 10 | 60 | 90Dr94 | Grenadier*4 | 26 | 21 | 12 | 85 |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|----|----|----|----|
| Wizard       | 1  | Sm | 32 | 23 | 46 | 6  | 10 | 6  | 14 | 10 | 62 | 95         | Ballista*2  | 25 | 5  | 8  | 49 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Pike*2      | 18 | 18 | 13 | 64 |
| SilverKnight | 3  | Hr | 27 | 18 | 2  | 7  | 5  | 3  | 2  | 19 | 40 | 55         | Lancer*4    | 24 | 15 | 16 | 52 |
| SilverKnight | 3  | Hr | 27 | 18 | 2  | 7  | 5  | 3  | 2  | 19 | 40 | 55         | Lancer*4    | 24 | 15 | 16 | 52 |
| Equanil      | 4  | Hl | 23 | 20 | 12 | 5  | 2  | 5  | 5  | 10 | 60 | 77H+10Dr92 | Monk*4      | 19 | 13 | 12 | 68 |
| Gladiator    | 4  | Gr | 25 | 21 | 2  | 6  | 3  | 5  | 2  | 12 | 50 | 65         | Pike*3      | 18 | 18 | 12 | 52 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Soldier*2   | 20 | 14 | 13 | 52 |
| Gladiator    | 4  | Gr | 25 | 21 | 2  | 6  | 3  | 5  | 2  | 12 | 50 | 65         | Pike*3      | 18 | 18 | 12 | 52 |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Soldier*2   | 20 | 14 | 13 | 52 |
| Sorcerer     | 4  | Mg | 25 | 19 | 14 | 5  | 5  | 2  | 3  | 10 | 60 | 72Dr82     | Sniper*3    | 20 | 3  | 11 | 43 |
| SilverKnight | 3  | Hr | 27 | 18 | 2  | 7  | 5  | 3  | 2  | 19 | 40 | 55         | Lancer*4    | 24 | 15 | 16 | 52 |

SilverKnight 3 Hr 27 18 2 7 5 3 2 19 40 55 Lancer\*4 24 15 16 52

Shop:

|               |       |                                 |
|---------------|-------|---------------------------------|
| Great Sword   | 1000P | AT+4                            |
| Mithril Sword | 2300P | AT+5                            |
| Mithril Axe   | 2100P | AT+5 Action+1Penalty            |
| Morning Star  | 1100P | AT+5 Action+2Penalty Critical   |
| Crystal Rod   | 1200P | INT+5 MR+5 MD+1                 |
| Wizard Rod    | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1       |
| Chain Mail    | 1000P | DF+3 MV-1                       |
| Hard Leather  | 450P  | DF+2                            |
| Mirage Robe   | 550P  | DF+2 RA+5(except Holy and Dark) |
| Amulet        | 700P  | M+20 RA+20                      |
| Orb           | 1350P | MP+50%                          |
| Talisman      | 1600P | A+3 D+1 RH+5 RD+5               |

Secret Item:

None

Love Index:

None

Strategy:

There is no enemy reinforcement in this scenario as well. First, you need to kill the sorcerer. Cast magic to kill her troops and then use any units to kill her as soon as possible. The enemy will not attack before you reach the stairs on both side. Use this to your advantage. You can use magic and bow units to kill both SilverKnights. Then, when you move on to the stairs, Gilmore will command Gladiators on both side to attack you. If you have Bow and magic units, you can finish them off quickly. Then, divide your troops into two and use Spear unit to engage SilverKnights on both side. Enemy will cast Attack2 and Protection1, make sure you have magicians to backup your units. Then, McLaine and Jessica will show up to help you. Cast magic to destroy Ballista units as soon as possible since they are dangerous. Then, kill the Equanil. Finally, use magic to damage Gilmore and then kill him with your fighters.

-----  
Scenario 19  
-----

Winning Condition:

1. Defeat Glob

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

NPC Strength:

| Class     | LV                           | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA               | Mercenaries | AT | DF | MV | RA |
|-----------|------------------------------|----|----|----|----|----|----|----|----|----|----|------------------|-------------|----|----|----|----|
| Gladiator | 7                            | Gr | 28 | 25 | 2  | 6  | 5  | 7  | 2  | 12 | 50 | 65               | Soldier*4   | 20 | 14 | 12 | 52 |
|           | EQUIP: Hand Axe Hard Leather |    |    |    |    |    |    |    |    |    |    |                  |             |    |    |    |    |
| Warlock   | 8                            | Mg | 24 | 18 | 9  | 4  | 4  | 1  | 2  | 10 | 60 | 65Dr75           | Civilian*4  | 0  | 8  | 11 | 32 |
|           | EQUIP: Staff                 |    |    |    |    |    |    |    |    |    |    |                  |             |    |    |    |    |
| Warlock   | 8                            | Mg | 24 | 18 | 9  | 4  | 4  | 1  | 2  | 10 | 60 | 65Dr75           | Civilian*4  | 0  | 8  | 11 | 32 |
|           | EQUIP: Staff                 |    |    |    |    |    |    |    |    |    |    |                  |             |    |    |    |    |
| Healer    | 9                            | Hl | 23 | 19 | 9  | 4  | 1  | 4  | 3  | 10 | 60 | 70Hl+1Dr85Monk*4 |             | 19 | 13 | 12 | 66 |

Enemy Strength:

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|

|              |   |    |    |    |    |   |    |   |   |    |    |                     |                |    |    |    |    |
|--------------|---|----|----|----|----|---|----|---|---|----|----|---------------------|----------------|----|----|----|----|
| DarkSummoner | 6 | Sm | 33 | 23 | 29 | 6 | 11 | 6 | 7 | 10 | 60 | 80Dr90              | Cockatrice*428 | 16 | 15 | 47 |    |
|              |   |    |    |    |    |   |    |   |   |    |    |                     | *Petrify3      |    |    |    |    |
| Larva        | 1 | St | 23 | 18 | 7  | 6 | 4  | 2 | 4 | 8  | 64 | 75WdD--F60Specter*2 |                | 17 | 14 | 11 | 74 |
| Larva        | 1 | St | 23 | 18 | 7  | 6 | 4  | 2 | 4 | 8  | 64 | 75WdD--F60Specter*2 |                | 17 | 14 | 11 | 74 |
| Larva        | 1 | St | 23 | 18 | 7  | 6 | 4  | 2 | 4 | 8  | 64 | 75WdD--F60Specter*2 |                | 17 | 14 | 11 | 74 |
| Larva        | 1 | St | 23 | 18 | 7  | 6 | 4  | 2 | 4 | 8  | 64 | 75WdD--F60Specter*2 |                | 17 | 14 | 11 | 74 |
| Larva        | 1 | St | 23 | 18 | 7  | 6 | 4  | 2 | 4 | 8  | 64 | 75WdD--F60Specter*2 |                | 17 | 14 | 11 | 74 |

Enemy Reinforcement:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA                  | Mercenaries | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|---------------------|-------------|----|----|----|----|
| LivingArmor | 1  | Ud | 28 | 20 | 20 | 8  | 10 | 4  | 9  | 12 | 51 | 75                  | Skeleton*4  | 21 | 16 | 11 | 69 |
| Raise       | 1  | St | 28 | 20 | 20 | 7  | 10 | 4  | 9  | 8  | 65 | 80H50WD--           | Specter*3   | 17 | 14 | 11 | 79 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |
| Larva       | 1  | St | 23 | 18 | 7  | 6  | 4  | 2  | 4  | 8  | 64 | 75WdD--F60Specter*2 |             | 17 | 14 | 11 | 74 |

Shop:

|                  |       |                                                 |
|------------------|-------|-------------------------------------------------|
| Mithril Sword    | 2300P | AT+5                                            |
| Mithril Axe      | 2100P | AT+5 Action+1Penalty                            |
| Morning Star     | 1100P | AT+5 Action+2Penalty Critical                   |
| Mithril Lance    | 2250P | AT+5 Action+2Penalty Skill:Critical             |
| Crystal Rod      | 1200P | INT+5 MR+5 MD+1                                 |
| Wizard Rod       | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                       |
| Chain Mail       | 1000P | DF+3 MV-1                                       |
| Mirage Robe      | 550P  | DF+2 RA+5(except Holy and Dark)                 |
| Speed Boots      | 2700P | MV+4 V+4                                        |
| Amulet           | 700P  | M+20 RA+20                                      |
| Orb              | 1350P | MP+50%                                          |
| Talisman         | 1600P | A+3 D+1 RH+5 RD+5                               |
| Saint King Charm | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10 |

Secret Item:

Northeast corner of the map, go to the statue inside the church. All NPC must survive though.

- Gain access to Scenario ?3

\* for air units or NinjaSkill only

All NPC survive

- Mithril Sword

Love Index:

Let Claret attack Glob - Claret+2

Strategy:

Claret will give Sigma Strike Beam Sword before the battle. Ground units are useless in this scenario since they are ineffective against undead enemies. Holy units and Bow units are very useful here. High mobility unit is a must since you need to protect the villagers as soon as possible. The villagers can cast magic and fight, cool. Your first priority is protect the villagers. Then, when things are under control, divide your troops. Let Claret, Alfred and Brenda go after Glob while Lambda and Sigma should guard the south part of the village. Glob will summon monsters several times. This is a good time to level up your weak characters. After Turn 15, Glob can't summon monsters anymore. Then, use magic to damage and kill him.

-----  
Scenario ?3  
-----

Winning Condition:

1. Win 5 games.

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

Enemy Strength:

| Class         | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA        | Mercenaries    | AT | DF | MV | RA    |
|---------------|----|----|----|----|----|----|----|----|----|----|----|-----------|----------------|----|----|----|-------|
| SerpentKnight | 4  | NS | 33 | 25 | 4  | 9  | 11 | 6  | 4  | 16 | 46 | 90        | MermanLord*2   | 26 | 16 | 15 | 94    |
|               |    |    |    |    |    |    |    |    |    |    |    |           | Nixie*2        | 21 | 9  | 14 | 114   |
|               |    |    |    |    |    |    |    |    |    |    |    |           |                |    |    |    |       |
| Mage          | 6  | Mg | 31 | 22 | 43 | 6  | 10 | 5  | 7  | 10 | 61 | 85        | F105Dr95Pike*2 | 18 | 18 | 13 | 57    |
|               |    |    |    |    |    |    |    |    |    |    |    |           | Elf*2          | 16 | 6  | 13 | 82    |
|               |    |    |    |    |    |    |    |    |    |    |    |           |                |    |    |    |       |
| Succubus      | 1  | Dm | 29 | 21 | 16 | 7  | 9  | 5  | 9  | 10 | 56 | 85GD--H50 | LesserDemon    | 42 | 25 | 22 | 11104 |
| SilverKnight  | 5  | Hr | 28 | 19 | 2  | 7  | 6  | 3  | 2  | 19 | 40 | 55        | Lancer*2       | 24 | 15 | 16 | 52    |
|               |    |    |    |    |    |    |    |    |    |    |    |           | Pike*2         | 18 | 18 | 13 | 52    |
|               |    |    |    |    |    |    |    |    |    |    |    |           |                |    |    |    |       |
| Assassin      | 8  | Tt | 34 | 24 | 2  | 6  | 10 | 6  | 2  | 11 | 51 | 65        | Dragoon*2      | 29 | 20 | 17 | 77    |
|               |    |    |    |    |    |    |    |    |    |    |    |           | Log*2          | 20 | 13 | 12 | 52    |

Shop:

|                  |       |                                                 |
|------------------|-------|-------------------------------------------------|
| Ice Blade        | 4000P | AT+5 RI+10. Magic:Freeze,Blizzard               |
| Morning Star     | 1100P | AT+5 Action+2Penalty Critical                   |
| Mithril Lance    | 2250P | AT+5 Action+2Penalty Skill:Critical             |
| Wizard Rod       | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                       |
| Short Bow        | 3000P | DF-1 MV-2 Range7 Action+10Penalty               |
| Gaia Armor       | 4000P | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal           |
| Chain Mail       | 1000P | DF+3 MV-1                                       |
| Mirage Robe      | 550P  | DF+2 RA+5(except Holy and Dark)                 |
| Amulet           | 700P  | M+20 RA+20                                      |
| Fairy Stone Ring | 800P  | MP+6 INT+5 [M+10 RA+10(except Holy Physic)]     |
| Talisman         | 1600P | A+3 D+1 RH+5 RD+5                               |
| Fire Orb         | 2100P | MP+50% MR+1 RF+20                               |
| Saint King Charm | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10 |

Secret Item:

None

Love Index:

None

Strategy:

Time limit: 1 battle 300 counter, 1 turn 50 counter, 6 turn 1 battle.  
Enemies will come out one by one. Bow units work well here since the map is small. There is no strategy here, just arrange your commanders in any order and defeat the enemy. There is a stronghold with 40% bonus in the map, make full use of it. Goldory will always be the last to show up. He will cast fireball to destroy the arcade machine after you attack him, he is a chicken.

-----  
Scenario 20  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:



1. Death of 3 supply units
2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

NPC Strength:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries    | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|----|----|----|----|
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Transporter510 | 13 | 9  | 31 |    |
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Transporter510 | 13 | 9  | 31 |    |
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Transporter510 | 13 | 9  | 31 |    |
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Transporter510 | 13 | 9  | 31 |    |
| Fighter | 9  | Gr | 23 | 20 | 1  | 5  | 2  | 4  | 1  | 12 | 50 | 55 | Transporter510 | 13 | 9  | 31 |    |

Enemy Strength:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries  | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|--------|--------------|----|----|----|----|
| KillerTiger | 2  | SH | 27 | 18 | 1  | 7  | 5  | 3  | 2  | 19 | 40 | 55Dr65 | Crawler*4    | 21 | 16 | 16 | 42 |
| BronzeGolem | 2  | Sp | 23 | 23 | 0  | 8  | 1  | 5  | 2  | 13 | 40 | 75Dr-- | BoneGolem*4  | 19 | 19 | 11 | 67 |
| werebear    | 2  | Gr | 25 | 22 | 1  | 7  | 4  | 6  | 4  | 12 | 50 | 55Dr65 | Wolfman*5    | 20 | 14 | 13 | 54 |
| AluraUne    | 2  | Mg | 21 | 16 | 6  | 4  | 2  | 0  | 0  | 10 | 60 | 65Dr75 | DarkElf*3    | 16 | 7  | 13 | 77 |
| Scylla      | 2  | WS | 25 | 22 | 1  | 7  | 4  | 5  | 5  | 16 | 45 | 45Dr55 | DarkMerman*3 | 23 | 12 | 14 | 50 |
|             |    |    |    |    |    |    |    |    |    |    |    |        | DarkLizard*2 | 24 | 11 | 15 | 47 |
| BronzeGolem | 2  | Sp | 23 | 23 | 0  | 8  | 1  | 5  | 2  | 13 | 40 | 75Dr-- | BoneGolem*4  | 19 | 19 | 11 | 67 |
| Larva       | 2  | St | 24 | 18 | 11 | 6  | 5  | 2  | 5  | 8  | 64 | 75     | Specter*5    | 17 | 14 | 11 | 75 |
| KillerTiger | 2  | SH | 27 | 18 | 1  | 7  | 5  | 3  | 2  | 19 | 40 | 55Dr65 | Crawler*4    | 21 | 16 | 16 | 42 |

Shop:

|                  |       |                                                 |
|------------------|-------|-------------------------------------------------|
| Mithril Sword    | 2300P | AT+5                                            |
| Devil Axe        | 2350P | AT+8 DF-4 MV-4 RH-15 Action+4Penalty            |
| Morning Star     | 1100P | AT+5 Action+2Penalty Critical                   |
| Mithril Lance    | 2250P | AT+5 Action+2Penalty Skill:Critical             |
| Wizard Rod       | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                       |
| Chain Mail       | 1000P | DF+3 MV-1                                       |
| Mirage Robe      | 550P  | DF+2 RA+5(except Holy and Dark)                 |
| Speed Boots      | 2700P | MV+4 V+4                                        |
| Orb              | 1350P | MP+50%                                          |
| Talisman         | 1600P | A+3 D+1 RH+5 RD+5                               |
| Fire Orb         | 2100P | MP+50% MR+1 RF+20                               |
| Saint King Charm | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10 |

Secret Item:

Northwest of the map, there is a lotus below the second tall pillar.

- Excalibur

Love Index:

All NPC survive - All love index+1

All units survive - Claret+2

Strategy:

The NPCs are giving me headache. You can wait for the NPCs to cross the bridge and then destroy the bridge. It is better to cast magic to slow down the enemies who are chasing the NPCs. Air units should cross the bridge as soon as possible and protect the NPCs. You should kill Larva on the east of the map since he can cast magic and give you a lot of trouble. It is almost impossible to keep all NPCs alive though.

-----  
Scenario 21  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries    | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|--------|----------------|----|----|----|----|
| Ranger       | 1  | Am | 38 | 27 | 2  | 3  | 10 | 7  | 5  | 13 | 59 | 90     | Warrior*2      | 24 | 17 | 14 | 80 |
| BraveKnight  | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 3  | 19 | 41 | 70     | Dragoon*3      | 29 | 20 | 16 | 78 |
|              |    |    |    |    |    |    |    |    |    |    |    |        | Centaurus*3    | 19 | 8  | 17 | 43 |
| Sorcerer     | 4  | Mg | 25 | 19 | 14 | 5  | 5  | 2  | 3  | 10 | 60 | 72Dr82 | Elf*2          | 16 | 6  | 14 | 78 |
|              |    |    |    |    |    |    |    |    |    |    |    |        | Soldier*2      | 20 | 14 | 12 | 53 |
| SilverKnight | 7  | Hr | 30 | 20 | 2  | 7  | 8  | 3  | 2  | 19 | 40 | 55     | HeavyLancer522 | 21 | 15 | 15 | 57 |
| BraveKnight  | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 3  | 19 | 41 | 70     | Dragoon*3      | 29 | 20 | 16 | 78 |
|              |    |    |    |    |    |    |    |    |    |    |    |        | Centaurus*3    | 19 | 8  | 17 | 43 |
| Sorcerer     | 4  | Mg | 25 | 19 | 14 | 5  | 5  | 2  | 3  | 10 | 60 | 72Dr82 | Elf*2          | 16 | 6  | 14 | 78 |
|              |    |    |    |    |    |    |    |    |    |    |    |        | Soldier*2      | 20 | 14 | 12 | 53 |
| SilverKnight | 7  | Hr | 30 | 20 | 2  | 7  | 8  | 3  | 2  | 19 | 40 | 55     | HeavyLancer522 | 21 | 15 | 15 | 57 |

Enemy Reinforcement:

| Class    | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries    | AT | DF | MV | RA |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|----|----|----|----|
| HawkLord | 7  | Ar | 29 | 16 | 3  | 8  | 7  | 4  | 2  | 21 | 30 | 50 | Hippogriff*420 | 13 | 15 | 15 | 57 |

Shop:

|                     |       |        |                 |                                      |
|---------------------|-------|--------|-----------------|--------------------------------------|
| Thunder God Sword   | 4000P | AT+5   | RT+10.          | Magic:Thunder, ThunderStorm          |
| Morning Star        | 1100P | AT+5   | Action+2Penalty | Critical                             |
| Mithril Lance       | 2250P | AT+5   | Action+2Penalty | Skill:Critical                       |
| Wizard Rod          | 2000P | INT+5  | MR+8            | MA+1 RA+5 MD+1                       |
| Short Bow           | 3000P | DF-1   | MV-2            | Range7 Action+10Penalty              |
| Chain Mail          | 1000P | DF+3   | MV-1            |                                      |
| Mirage Robe         | 550P  | DF+2   | RA+5            | (except Holy and Dark)               |
| Speed Boots         | 2700P | MV+4   | V+4             |                                      |
| Fairy Stone Ring    | 800P  | MP+6   | INT+5           | [M+10 RA+10(except Holy Physic)]     |
| Conqueror Wristband | 3750P | A+2    | D+2             | MC=6                                 |
| Orb                 | 1350P | MP+50% |                 |                                      |
| Talisman            | 1600P | A+3    | D+1             | RH+5 RD+5                            |
| Fire Orb            | 2100P | MP+50% | MR+1            | RF+20                                |
| Saint King Charm    | 2300P | INT+15 | D+3             | M+10(Holy and Dark only) RH+10 RD+10 |

Secret Item:

None

Love Index:

During the battle, Omega has a conversation with Sigma

- 1) I am sorry - No change
- 2) I will stop Omega - Mariandel+3
- 3) I forgot - Mariandel-2

Strategy:

This scenario is really simple, you need to check enemies attack range and stay out of their range. Once they come close to you, ambush them. Beware of enemies reinforcement who appears later at the south of the bridge though.

-----  
Scenario 22  
-----

Winning Condition:

# 1. Defeat Glob

## Losing Condition:

1. Death of Sigma

## Player Strength:

Sigma Mariandel Alfred Brenda Claret

## Enemy Strength:

| Class           | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV | RA  |
|-----------------|----|----|----|----|----|----|----|----|----|----|----|------------|----------------|----|----|----|-----|
| KillerTiger     | 2  | SH | 27 | 18 | 1  | 7  | 5  | 3  | 2  | 19 | 40 | 55Dr65     | Crawler*3      | 21 | 16 | 16 | 42  |
| Raise           | 1  | St | 28 | 20 | 20 | 9  | 10 | 5  | 9  | 8  | 65 | 80GD--H150 | Shade*2        | 21 | 20 | 12 | 89  |
| EQUIP: Necklace |    |    |    |    |    |    |    |    |    |    |    |            |                |    |    |    |     |
| BronzeGolem     | 6  | Sp | 25 | 26 | 0  | 8  | 3  | 7  | 3  | 13 | 40 | 75Dr--     | BoneGolem*5    | 19 | 19 | 11 | 68  |
| Incubus         | 6  | Dm | 26 | 20 | 13 | 6  | 7  | 4  | 7  | 10 | 55 | 80GD--H145 | Nightmare*5    | 22 | 15 | 11 | 82  |
| KillerTiger     | 2  | SH | 27 | 18 | 1  | 7  | 5  | 3  | 2  | 19 | 40 | 55Dr65     | Crawler*3      | 21 | 16 | 16 | 42  |
| Raise           | 1  | St | 28 | 20 | 20 | 9  | 10 | 5  | 9  | 8  | 65 | 80GD--H150 | Shade*2        | 21 | 20 | 12 | 89  |
| EQUIP: Necklace |    |    |    |    |    |    |    |    |    |    |    |            |                |    |    |    |     |
| WereBear        | 2  | Gr | 25 | 22 | 1  | 7  | 4  | 6  | 4  | 12 | 50 | 55Dr65     | Wolfman*3      | 20 | 14 | 13 | 54  |
| WereBear        | 2  | Gr | 25 | 22 | 1  | 7  | 4  | 6  | 4  | 12 | 50 | 55Dr65     | Wolfman*3      | 20 | 14 | 13 | 54  |
| DeathLord       | 1  | St | 43 | 31 | 44 | 8  | 22 | 12 | 24 | 8  | 65 | 97Dr--H178 | Shade*2        | 21 | 20 | 12 | 104 |
| Succubus        | 1  | Dm | 29 | 21 | 16 | 7  | 9  | 5  | 9  | 10 | 56 | 85GD--H150 | LesserDemon425 | 22 | 22 | 11 | 104 |
| Succubus        | 1  | Dm | 29 | 21 | 16 | 7  | 9  | 5  | 9  | 10 | 56 | 85GD--H150 | LesserDemon425 | 22 | 22 | 11 | 104 |
| DarkWizard      | 1  | Sm | 35 | 24 | 35 | 8  | 12 | 7  | 9  | 10 | 61 | 92H187     | DarkGuard*4    | 26 | 22 | 12 | 94  |
|                 |    |    |    |    |    |    |    |    |    |    |    |            | Witch*2        | 18 | 1  | 13 | 107 |

## Shop:

|                  |       |        |                 |                                      |
|------------------|-------|--------|-----------------|--------------------------------------|
| Ice Blade        | 4000P | AT+5   | RI+10.          | Magic:Freeze,Blizzard                |
| Morning Star     | 1100P | AT+5   | Action+2Penalty | Critical                             |
| Mithril Lance    | 2250P | AT+5   | Action+2Penalty | Skill:Critical                       |
| Wizard Rod       | 2000P | INT+5  | MR+8            | MA+1 RA+5 MD+1                       |
| Short Bow        | 3000P | DF-1   | MV-2            | Range7 Action+10Penalty              |
| Gaia Armor       | 4000P | DF+2   | MV-1            | RG+12 RI+8 10%CastForceHeal1         |
| Mirage Robe      | 550P  | DF+2   | RA+5            | (except Holy and Dark)               |
| Amulet           | 700P  | M+20   | RA+20           |                                      |
| Fairy Stone Ring | 800P  | MP+6   | INT+5           | [M+10 RA+10(except Holy Physic)]     |
| Talisman         | 1600P | A+3    | D+1             | RH+5 RD+5                            |
| Fire Orb         | 2100P | MP+50% | MR+1            | RF+20                                |
| Saint King Charm | 2300P | INT+15 | D+3             | M+10(Holy and Dark only) RH+10 RD+10 |

## Secret Item:

None

## Love Index:

During the battle, let Claret attack Glob  
- Claret+2

During the battle, about "revenge sign"

Give it to Mariandel - Mariandel-2  
Give it to Brenda - Brenda-2  
Give it to Claret - Claret-2  
Get it from Mariandel - Mariandel+1  
Get it from Brenda - Brenda+1  
Get it from Claret - Claret+1

## Strategy:

Divide your troops into 3 groups. Let Brenda and Claret to take either left or right. Sigma, Mariandel and Alfred should take the middle road. You should be very careful since the enemies will always cast supportive spell like Attack2. You need to keep a distance with DeathLord as well since he is really strong. It is better to cast Attack1 or Attack2 on your Bow units before killing him.

After you defeated 5 teams of enemies, Glob will revive them. Hold your position and kill all the enemies who come to you. Finally, just kill Glob and two Succubus beside him.

-----  
Scenario 23  
-----

Winning Condition:

1. Defeat Gilmore and Magical Machine

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

Enemy Strength:

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA          | Mercenaries | AT | DF | MV | RA  |
|-------------|----|----|----|----|----|----|----|----|----|----|----|-------------|-------------|----|----|----|-----|
| Wizard      | 1  | Sm | 32 | 25 | 46 | 6  | 10 | 6  | 14 | 10 | 62 | 100H195Dr99 | Ballista*4  | 25 | 5  | 8  | 49  |
|             |    |    |    |    |    |    |    |    |    |    |    |             | Legion*2    | 25 | 19 | 14 | 79  |
| Equanil     | 4  | Hl | 23 | 20 | 12 | 5  | 2  | 5  | 5  | 10 | 60 | 77H+10Dr92  | HighElf*3   | 21 | 10 | 13 | 105 |
|             |    |    |    |    |    |    |    |    |    |    |    |             | Crusader*2  | 22 | 18 | 14 | 75  |
| Equanil     | 4  | Hl | 23 | 20 | 12 | 5  | 2  | 5  | 5  | 10 | 60 | 77H+10Dr92  | HighElf*3   | 21 | 10 | 13 | 105 |
|             |    |    |    |    |    |    |    |    |    |    |    |             | Crusader*2  | 22 | 18 | 14 | 75  |
| Galsock     | 1  | MM | 41 | 37 | 1  | 0  | 10 | 15 | 10 | 12 | 35 | 90Th80Dr--  |             |    |    |    |     |
| General     | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 11 | 52 | 75          | Phalanx*6   | 23 | 24 | 12 | 78  |
| BraveKnight | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 2  | 19 | 41 | 70          | Dragoon*4   | 29 | 20 | 16 | 78  |
|             |    |    |    |    |    |    |    |    |    |    |    |             | Centaurus*2 | 19 | 8  | 18 | 43  |
| BraveKnight | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 2  | 19 | 41 | 70          | Dragoon*4   | 29 | 20 | 16 | 78  |
|             |    |    |    |    |    |    |    |    |    |    |    |             | Centaurus*2 | 19 | 8  | 18 | 43  |

Enemy Reinforcement:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV | RA |
|------------|----|----|----|----|----|----|----|----|----|----|----|------------|----------------|----|----|----|----|
| DragonLord | 1  | Ar | 38 | 22 | 8  | 10 | 15 | 9  | 8  | 22 | 32 | 87FI90Wd60 | Hippogriff*420 | 13 | 15 | 63 |    |
|            |    |    |    |    |    |    |    |    |    |    |    |            | SkyArcher*2    | 16 | 5  | 17 | 43 |

Shop:

|                     |       |                                                 |
|---------------------|-------|-------------------------------------------------|
| Thunder God Sword   | 4000P | AT+5 RT+10. Magic:Thunder, ThunderStorm         |
| Devil Axe           | 2350P | AT+8 DF-4 MV-4 RH-15 Action+4Penalty            |
| Morning Star        | 1100P | AT+5 Action+2Penalty Critical                   |
| Mithril Lance       | 2250P | AT+5 Action+2Penalty Skill:Critical             |
| Wizard Rod          | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                       |
| Gaia Armor          | 4000P | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1          |
| Mirage Robe         | 550P  | DF+2 RA+5(except Holy and Dark)                 |
| Amulet              | 700P  | M+20 RA+20                                      |
| Fairy Stone Ring    | 800P  | MP+6 INT+5 [M+10 RA+10(except Holy Physic)]     |
| Conqueror Wristband | 3750P | A+2 D+2 MC=6                                    |
| Talisman            | 1600P | A+3 D+1 RH+5 RD+5                               |
| Fire Orb            | 2100P | MP+50% MR+1 RF+20                               |
| Saint King Charm    | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10 |

Secret Item:

Northeast corner of the map where there is a small stone  
- Bloody Lance

Love Index:

During the battle, let Claret attack Gilmore - Claret+1

Strategy:

You should hire mercs with high magic defense. All your commanders should be

equipped with item like Fire Orb to increase their resistance against fire. The good news is the Fire cast by Magic Machine hurt enemies as well. You should focus on killing the horse units on both side. Then, CLufield will show up. You need to send him to his grave as well. Have high defense units be the front line troops and attack the enemies inside the stronghold. Your mages or any other commander should cast heal on your units. After defeating Machine, cast magic to destroy the Ballista units. Then, dash inside to kill 2 Equanil. You can use Air units to ambush the enemies inside the stronghold as well.

-----  
 Scenario 24  
 -----

Winning Condition:

1. Langrisser holder reaches south of the map
2. Kill all enemies

Losing Condition:

1. Langrisser stolen and the enemy escaped via north of the map
2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

Enemy Strength:

| Class         | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA  |          | Mercenaries                | AT        | DF | MV | RA |     |
|---------------|----|----|----|----|----|----|----|----|----|----|----|-----|----------|----------------------------|-----------|----|----|----|-----|
| Dragon Knight | 1  | Ar | 31 | 17 | 4  | 9  | 9  | 5  | 3  | 21 | 31 | 70  | FI85Wd55 | ArchAngel*4                | 23        | 21 | 15 | 98 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | SkyArcher*2                | 16        | 5  | 17 | 38 |     |
| Mage          | 1  | Mg | 28 | 20 | 21 | 6  | 8  | 4  | 5  | 10 | 61 | 85  | Dr95     | Sniper*3                   | 20        | 3  | 11 | 45 |     |
| General       | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 11 | 52 | 75  |          | Phalanx*3                  | 23        | 24 | 12 | 78 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | Soldier*1                  | 20        | 14 | 13 | 53 |     |
| BraveKnight   | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 3  | 19 | 41 | 70  |          | Dragoon*3                  | 29        | 20 | 16 | 78 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | Soldier*1                  | 20        | 14 | 13 | 53 |     |
| BattleMaster  | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 12 | 51 | 75  |          | Legion*3                   | 25        | 19 | 12 | 68 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | Elf*1                      | 16        | 6  | 14 | 78 |     |
| BattleMaster  | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 12 | 51 | 75  |          | Legion*3                   | 25        | 19 | 12 | 68 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | Elf*1                      | 16        | 6  | 14 | 78 |     |
| HighMaster    | 1  | Am | 47 | 35 | 14 | 2  | 15 | 12 | 9  | 12 | 59 | 102 | Gr114    | Warrior*2                  | 24        | 17 | 14 | 84 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | EQUIP: Gaia Armor Necklace |           |    |    |    |     |
| Dragon Knight | 1  | Ar | 31 | 17 | 4  | 9  | 9  | 5  | 3  | 21 | 31 | 70  | FI85Wd55 | ArchAngel*4                | 23        | 21 | 15 | 98 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | SkyArcher*2                | 16        | 5  | 17 | 38 |     |
| Equanil       | 7  | Hl | 24 | 22 | 13 | 5  | 3  | 7  | 6  | 10 | 60 | 77  | H+10     | Dr92                       | HighElf*4 | 21 | 10 | 13 | 106 |
| General       | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 11 | 52 | 75  |          | Phalanx*3                  | 23        | 24 | 12 | 78 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | Soldier*1                  | 20        | 14 | 13 | 53 |     |
| BraveKnight   | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 3  | 19 | 41 | 70  |          | Dragoon*3                  | 29        | 20 | 16 | 78 |     |
|               |    |    |    |    |    |    |    |    |    |    |    |     |          | Soldier*1                  | 20        | 14 | 13 | 53 |     |

Shop:

|                     |       |                                        |
|---------------------|-------|----------------------------------------|
| Ice Blade           | 4000P | AT+5 RI+10. Magic:Freeze,Blizzard      |
| Morning Star        | 1100P | AT+5 Action+2Penalty Critical          |
| Mithril Lance       | 2250P | AT+5 Action+2Penalty Skill:Critical    |
| Wizard Rod          | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1              |
| Gaia Armor          | 4000P | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1 |
| Dragon Scale        | 2700P | DF+3 RF+12 RI+5                        |
| Mirage Robe         | 550P  | DF+2 RA+5(except Holy and Dark)        |
| Speed Boots         | 2700P | MV+4 V+4                               |
| Amulet              | 700P  | M+20 RA+20                             |
| Star Piece          | 4000P | MA+1 Standby-3C MPconsume75%           |
| Conqueror Wristband | 3750P | A+2 D+2 MC=6                           |
| Fire Orb            | 2100P | MP+50% MR+1 RF+20                      |

Secret Item:

|   |   |   |                                                                 |
|---|---|---|-----------------------------------------------------------------|
|   |   | T | The room marked with T contains Tiara                           |
|   |   | R | The room marked with R contains Rune Stone                      |
| ? | ? |   | The room marked with ? contains Langrisser, Crown or Sonic Band |
|   |   |   |                                                                 |
|   |   | ? |                                                                 |
|   |   |   |                                                                 |
| R |   |   |                                                                 |
|   |   |   |                                                                 |

Love Index:

None

Strategy:

Try to get Langrisser first. If enemy got it first, pursue him and get the sword back at all cost. Once you get the Langrisser, all the enemies will focus their fire power on the one who holds it, you can use this to your advantage and lure all the enemies then kill them with magic.

-----  
Scenario 25  
-----

Winning Condition:

1. Defeat Goldory in 20 turns

Losing Condition:

1. Turn Over  
2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret

NPC Strength:

Landius Lanford

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|--------|-------------|----|----|----|----|
| SwordMaster | 1  | Gr | 34 | 29 | 6  | 8  | 9  | 10 | 6  | 12 | 51 | 87     | Legion*3    | 25 | 19 | 12 | 71 |
| BraveKnight | 8  | Hr | 44 | 39 | 6  | 8  | 16 | 9  | 9  | 19 | 42 | 75HD78 | Dragoon*4   | 29 | 20 | 17 | 89 |

EQUIP: Mithril Lance Breast Plate Crystal Ank

Enemy Strength:

| Class         | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT | DF | MV | RA |
|---------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|----|----|----|----|
| Dragon Knight | 1  | Ar | 31 | 17 | 4  | 9  | 9  | 5  | 3  | 21 | 31 | 70FI85Wd55 | ArchAngel*4 | 23 | 21 | 15 | 98 |
|               |    |    |    |    |    |    |    |    |    |    |    |            | SkyArcher*2 | 16 | 5  | 17 | 38 |
| General       | 4  | Gr | 30 | 26 | 5  | 7  | 7  | 9  | 4  | 11 | 52 | 75         | Phalanx*6   | 23 | 24 | 12 | 79 |
| Assassin      | 10 | Tt | 38 | 26 | 2  | 8  | 10 | 7  | 2  | 11 | 51 | 65         | Log*4       | 20 | 13 | 12 | 52 |
|               |    |    |    |    |    |    |    |    |    |    |    |            | Sniper*2    | 20 | 3  | 13 | 42 |
| BraveKnight   | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 3  | 19 | 41 | 70         | Dragoon*6   | 29 | 20 | 16 | 78 |
| BraveKnight   | 1  | Hr | 32 | 21 | 3  | 8  | 10 | 4  | 3  | 19 | 41 | 70         | Dragoon*6   | 29 | 20 | 16 | 78 |
| General       | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 11 | 52 | 75         | Phalanx*6   | 23 | 24 | 12 | 78 |
| Mage          | 1  | Mg | 28 | 20 | 21 | 6  | 8  | 4  | 5  | 10 | 61 | 85Dr95     | Sniper*3    | 20 | 3  | 11 | 45 |
| BattleMaster  | 1  | Gr | 28 | 24 | 3  | 7  | 6  | 8  | 3  | 12 | 51 | 75         | Legion*6    | 25 | 19 | 12 | 68 |
| Mage          | 1  | Mg | 28 | 20 | 21 | 6  | 8  | 4  | 5  | 10 | 61 | 85Dr95     | Sniper*3    | 20 | 3  | 11 | 45 |

Shop:

|                   |       |                                                                            |
|-------------------|-------|----------------------------------------------------------------------------|
| Thunder God Sword | 4000P | AT+5 RT+10. Magic:Thunder, ThunderStorm                                    |
| Hrunting          | 5000P | AT+6 Skill:Poison4                                                         |
| Morning Star      | 1100P | AT+5 Action+2Penalty Critical                                              |
| Flame Lance       | 5000P | AT+6 RF+10 Action+2Penalty Element:Fire Skill:Critical Magic:Fire FireBall |

|                  |       |                                                 |
|------------------|-------|-------------------------------------------------|
| Wizard Rod       | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                       |
| Plate Armor      | 3800P | DF+5 MV-3                                       |
| Breast Plate     | 4000P | DF+4 MV-1                                       |
| Dragon Scale     | 2700P | DF+3 RF+12 RI+5                                 |
| Fairy Stone Ring | 800P  | MP+6 INT+5 [M+10 RA+10(except Holy Physic)]     |
| Star Piece       | 4000P | MA+1 Standby-3C MPconsume75%                    |
| Talisman         | 1600P | A+3 D+1 RH+5 RD+5                               |
| Fire Orb         | 2100P | MP+50% MR+1 RF+20                               |
| Saint King Charm | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10 |

Secret Item:

None

Love Index:

During the battle, what you want to say to comfort Alfred

- 1) Don't worry - Mariandel+2
- 2) The opponent is Goldory - Brenda+2
- 3) Don't let him get away - Claret+2

Strategy:

Let Brenda and Alfred go west and rendezvous with Landius and Lanford. Landius and Lanford are strong enough to deal with the enemies, you don't have to worry about them. Sigma should travel north and have Claret and Mariandel to support him. Fianlly, just use magic to kill the snipers and then attack Goldory with your troops.

-----  
Scenario 26  
-----

Winning Condition:

1. Defeat Elvis

Winning Condition (After Elvis burnt his house):

1. Defeat Elvis and escape via the middle of the map

Losing Condition:

1. Death of Sigma

Losing Condition (After Elvis burnt his house):

1. Elvis escaped
2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class       | LV                                     | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT | DF | MV | RA  |
|-------------|----------------------------------------|----|----|----|----|----|----|----|----|----|----|------------|-------------|----|----|----|-----|
| SwordMaster | 1                                      | Gr | 41 | 36 | 6  | 8  | 10 | 11 | 6  | 11 | 53 | 87         | Phalanx*3   | 23 | 24 | 14 | 81  |
|             | EQUIP: Mithril Sword Chain Mail Greave |    |    |    |    |    |    |    |    |    |    |            | Legion*3    | 25 | 19 | 12 | 71  |
| Mage        | 2                                      | Mg | 29 | 20 | 23 | 6  | 9  | 4  | 5  | 10 | 61 | 85Dr95     | Sniper*3    | 20 | 9  | 11 | 45  |
| Paladin     | 2                                      | Hl | 26 | 24 | 17 | 6  | 4  | 9  | 9  | 10 | 61 | 87H+20Dr97 | HighElf*3   | 21 | 10 | 13 | 109 |
| General     | 2                                      | Gr | 29 | 25 | 4  | 7  | 6  | 9  | 3  | 11 | 52 | 75         | Phalanx*6   | 23 | 24 | 12 | 78  |
| BraveKnight | 2                                      | Hr | 33 | 21 | 3  | 8  | 11 | 4  | 4  | 19 | 41 | 70         | Dragoon*4   | 29 | 20 | 16 | 79  |
|             |                                        |    |    |    |    |    |    |    |    |    |    |            | Centaurus*2 | 19 | 8  | 18 | 44  |
| General     | 2                                      | Gr | 29 | 25 | 4  | 7  | 6  | 9  | 3  | 11 | 52 | 75         | Phalanx*6   | 23 | 24 | 12 | 78  |
| BraveKnight | 2                                      | Hr | 33 | 21 | 3  | 8  | 11 | 4  | 4  | 19 | 41 | 70         | Dragoon*4   | 29 | 20 | 16 | 79  |
|             |                                        |    |    |    |    |    |    |    |    |    |    |            | Centaurus*2 | 19 | 8  | 18 | 44  |

Enemy Reinforcement:

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|

|             |                                        |                                                   |
|-------------|----------------------------------------|---------------------------------------------------|
| BronzeGolem | 8 Sp 27 28 0 8 4 9 4 13 40 75Dr--      | MudGolem*4 23 23 11 84<br>LesserDemon225 22 13 99 |
| IronGolem   | 1 Sp 28 30 0 9 5 10 4 13 41 90Th80Dr-- | LesserDemon425 22 11 99<br>MudGolem*2 23 23 13 84 |
| BronzeGolem | 8 Sp 27 28 0 8 4 9 4 13 40 75Dr--      | MudGolem*4 23 23 11 84<br>LesserDemon225 22 13 99 |

Shop:

|                     |       |                                                                               |
|---------------------|-------|-------------------------------------------------------------------------------|
| Ice Blade           | 4000P | AT+5 RI+10. Magic:Freeze,Blizzard                                             |
| Hrunting            | 5000P | AT+6 Skill:Poison4                                                            |
| Morning Star        | 1100P | AT+5 Action+2Penalty Critical                                                 |
| Flame Lance         | 5000P | AT+6 RF+10 Action+2Penalty Element:Fire<br>Skill:Critical Magic:Fire FireBall |
| Wizard Rod          | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                                                     |
| Long Bow            | 4500P | DF-3 MV-3 Range10 Action+16Penalty                                            |
| Plate Armor         | 3800P | DF+5 MV-3                                                                     |
| Gaia Armor          | 4000P | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1                                        |
| Breast Plate        | 4000P | DF+4 MV-1                                                                     |
| Amulet              | 700P  | M+20 RA+20                                                                    |
| Star Piece          | 4000P | MA+1 Standby-3C MPconsume75%                                                  |
| Conqueror Wristband | 3750P | A+2 D+2 MC=6                                                                  |
| Talisman            | 1600P | A+3 D+1 RH+5 RD+5                                                             |
| Fire Orb            | 2100P | MP+50% MR+1 RF+20                                                             |
| Saint King Charm    | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10                               |

Secret Item:

Northwest of the map, there is a treasure chest  
- Bloody Lance

Northeast of the map, there is a treasure chest  
- Aeneas Armor

After you collected Aeneas Armor, move Alfred to the treasure chest again  
- Gain access to Scenario ?4

Love Index:

Before the battle, Sigma has a conversation with Brenda

- 1) What are you looking at - No change
- 2) It is late, lets go back - Brenda-2
- 3) I want to hear about the village - Brenda+2

Before the battle, after the scenewith Goldory

- 1) I want to protect Brenda - Brenda+4
- 2) I am invincible - No change
- 3) I thought I will die - Brenda-2

During the battle, any female burnt by fire and retreats  
-1 love index to the female who retreated from battle

Strategy:

After destroying 2 Generals and 2 SilverKnights, move your low mobility units to the south of the map. Then, have only two groups with high mobility pursue Elvis from both side. Once you attack the Paladin or the mage, the statues will become alive and attack your party. Elvis will swt on fire and lower down the wall in the middle of the map. Then, he will try to escape via the stairs at the middle of the map. Now, two high mobility units should keep on chasing Elvis while units with low mobility should travel up and block the escaped route. Then, just cast magic to hurt Elvis and then have the other units to take him down.



-----  
Scenario ?4  
-----

Winning Condition:

1. Kill all imposters

Losing Condition:

1. All three heroes are tricked by imposters
2. Death of Sigma

Player Strength:

Sigma Alfred Lanford

NPC Strength:

Mariandel Brenda Claret

| Class    | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| MaidLead | 10 | Gr | 22 | 21 | 0  | 4  | 2  | 2  | 0  | 12 | 45 | 35 | Maid*4      | 0  | 6  | 11 | 30 |

EQUIP: Clothes

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| General      | 3  | Gr | 29 | 25 | 4  | 7  | 7  | 9  | 4  | 11 | 52 | 75 |             |    |    |    |    |
| BattleMaster | 7  | Gr | 32 | 27 | 5  | 7  | 8  | 9  | 5  | 12 | 51 | 75 |             |    |    |    |    |
| BraveKnight  | 6  | Hr | 36 | 23 | 4  | 8  | 12 | 5  | 5  | 19 | 41 | 70 |             |    |    |    |    |
| MaidLead     | 10 | Gr | 22 | 21 | 0  | 4  | 2  | 2  | 0  | 12 | 45 | 35 | Maid*6      | 0  | 6  | 11 | 30 |

Enemy Reinforcement:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV    | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|-------|----|
| Builder | 1  | Gr | 39 | 39 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 | SeaMan*3    | 14 | 30 | 13+61 |    |
| Builder | 2  | Gr | 39 | 39 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 | SeaMan*3    | 24 | 18 | 15+21 |    |
| Builder | 1  | Gr | 39 | 39 | 14 | 8  | 11 | 17 | 11 | 12 | 51 | 90 | SeaMan*3    | 28 | 4  | 13+21 |    |

Shop:

|                     |       |                                                                            |
|---------------------|-------|----------------------------------------------------------------------------|
| Thunder God Sword   | 4000P | AT+5 RT+10. Magic:Thunder,ThunderStorm                                     |
| Hrunting            | 5000P | AT+6 Skill:Poison4                                                         |
| Flame Lance         | 5000P | AT+6 RF+10 Action+2Penalty Element:Fire Skill:Critical Magic:Fire FireBall |
| Wizard Rod          | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                                                  |
| Long Bow            | 4500P | DF-3 MV-3 Range10 Action+16Penalty                                         |
| Plate Armor         | 3800P | DF+5 MV-3                                                                  |
| Breast Plate        | 4000P | DF+4 MV-1                                                                  |
| Mirage Robe         | 550P  | DF+2 RA+5(except Holy and Dark)                                            |
| Speed Boots         | 2700P | MV+4 V+4                                                                   |
| Fairy Stone Ring    | 800P  | MP+6 INT+5 [M+10 RA+10(except Holy Physic)]                                |
| Power Ring          | 5000P | AT+4 A+2                                                                   |
| Star Piece          | 4000P | MA+1 Standby-3C MPconsume75%                                               |
| Conqueror Wristband | 3750P | A+2 D+2 MC=6                                                               |
| Talisman            | 1600P | A+3 D+1 RH+5 RD+5                                                          |
| Fire Orb            | 2100P | MP+50% MR+1 RF+20                                                          |
| Saint King Charm    | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10                            |

Secret Item:

Let NPC Mariandel reach SeaMan shop on Turn 9  
- Able to hire SeaMan.

- 1) SeaMan Normal
- 2) Invincible SeaMan
- 3) Seaman Attacker
- 4) High Speed Seaman

Love Index:

None

Strategy:

It is better to equip SpeedBoots to all your characters. Divide your troops and let your male characters to chase after the female characters. When the female characters are close to the enemies, they will be tricked and become your enemy. you have to move your character close to them in order to turn them back to normal. After you defeated the imposters, they will show their real identity and you need to kill them as well. their mercenaries are strong, you can just kill the commanders if you want to.

-----  
Scenario 27  
-----

Winning Condition:

1. Defeat Butler Master Shawn

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class                                                         | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries | AT | DF | MV | RA  |
|---------------------------------------------------------------|----|----|----|----|----|----|----|----|----|----|----|--------|-------------|----|----|----|-----|
| BattleMaster                                                  | 2  | Gr | 29 | 25 | 4  | 7  | 7  | 8  | 4  | 12 | 51 | 75     | Legion*6    | 25 | 19 | 12 | 69  |
| SwordMaster                                                   | 1  | Gr | 38 | 33 | 6  | 8  | 9  | 8  | 6  | 11 | 51 | 107    | Legion*6    | 25 | 19 | 12 | 91  |
| EQUIP: Great Sword Breast Plate Amulet                        |    |    |    |    |    |    |    |    |    |    |    |        |             |    |    |    |     |
| BattleMaster                                                  | 2  | Gr | 29 | 25 | 4  | 7  | 7  | 8  | 4  | 12 | 51 | 75     | Legion*6    | 25 | 19 | 12 | 69  |
| Mage                                                          | 2  | Mg | 29 | 20 | 23 | 6  | 9  | 4  | 5  | 10 | 61 | 85Dr95 | Sniper*3    | 20 | 3  | 11 | 45  |
| General                                                       | 2  | Gr | 29 | 25 | 4  | 7  | 6  | 9  | 3  | 11 | 52 | 75     | Phalanx*5   | 23 | 24 | 12 | 78  |
| General                                                       | 2  | Gr | 29 | 25 | 4  | 7  | 6  | 9  | 3  | 11 | 52 | 75     | Phalanx*5   | 23 | 24 | 12 | 78  |
| General                                                       | 2  | Gr | 29 | 25 | 4  | 7  | 6  | 9  | 3  | 11 | 52 | 75     | Phalanx*5   | 23 | 24 | 12 | 78  |
| BraveKnight                                                   | 2  | Hr | 33 | 21 | 3  | 8  | 11 | 4  | 4  | 19 | 41 | 70     | Dragoon*5   | 29 | 20 | 16 | 79  |
| BraveKnight                                                   | 2  | Hr | 33 | 21 | 3  | 8  | 11 | 4  | 4  | 19 | 41 | 70     | Dragoon*5   | 29 | 20 | 16 | 79  |
| KnightMaster                                                  | 1  | Hr | 44 | 29 | 5  | 9  | 15 | 8  | 9  | 19 | 41 | 102    | Dragoon*4   | 29 | 20 | 16 | 104 |
| EQUIP: Mithril Lance Breast Plate Amulet Legion*2 25 19 14 94 |    |    |    |    |    |    |    |    |    |    |    |        |             |    |    |    |     |

Shop:

|                     |       |                                                                            |
|---------------------|-------|----------------------------------------------------------------------------|
| Thunder God Sword   | 4000P | AT+5 RT+10. Magic:Thunder, ThunderStorm                                    |
| Hrunting            | 5000P | AT+6 Skill:Poison4                                                         |
| Flame Lance         | 5000P | AT+6 RF+10 Action+2Penalty Element:Fire Skill:Critical Magic:Fire FireBall |
| Wizard Rod          | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                                                  |
| Long Bow            | 4500P | DF-3 MV-3 Rangel0 Action+16Penalty                                         |
| Plate Armor         | 3800P | DF+5 MV-3                                                                  |
| Breast Plate        | 4000P | DF+4 MV-1                                                                  |
| Mirage Robe         | 550P  | DF+2 RA+5(except Holy and Dark)                                            |
| Speed Boots         | 2700P | MV+4 V+4                                                                   |
| Fairy Stone Ring    | 800P  | MP+6 INT+5 [M+10 RA+10(except Holy Physic)]                                |
| Power Ring          | 5000P | AT+4 A+2                                                                   |
| Star Piece          | 4000P | MA+1 Standby-3C MPconsume75%                                               |
| Conqueror Wristband | 3750P | A+2 D+2 MC=6                                                               |
| Talisman            | 1600P | A+3 D+1 RH+5 RD+5                                                          |
| Fire Orb            | 2100P | MP+50% MR+1 RF+20                                                          |
| Saint King Charm    | 2300P | INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10                            |

Secret Item:

Northeast corner of the map. It looks like a diamond in a bird nest.

1) Resist Physical+2

- 2) MP+4
- 3) Goddess Dress

Love Index:  
None

Strategy:

It is important to hire Horse, Spear and Ground in this scenario. Put horses as front line and have your magicians to support them. You need to stay defensive all the time. After you had destroyed the all the Ground groups, you have two choices, the first one is use your horse to attack the Generals and ignore all their mercenaries. The second is move your horse troops south and let your ground units to take over. Kill the enemies as soon as you can and then move your spear units to the front. Master Shawn is strong, it is better to cast Attack and Protection before you attack him.

-----  
Scenario 28  
-----

Winning Condition:

- 1. Defeat Ferakia

Losing Condition:

- 1. Crystal destroyed by Ferakia
- 2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV  | RA  |
|------------|----|----|----|----|----|----|----|----|----|----|----|------------|----------------|----|----|-----|-----|
| IronGolem  | 5  | Sp | 30 | 33 | 0  | 9  | 7  | 12 | 6  | 13 | 41 | 90Th80Dr-- | MudGolem*6     | 23 | 23 | 11  | 86  |
| Succubus   | 5  | Dm | 31 | 23 | 21 | 7  | 11 | 6  | 11 | 10 | 56 | 85WD--H150 | LesserDemon425 | 22 | 11 | 106 |     |
|            |    |    |    |    |    |    |    |    |    |    |    |            | Specter*2      | 17 | 14 | 13  | 81  |
| SaberTiger | 5  | SH | 36 | 25 | 3  | 8  | 12 | 6  | 6  | 19 | 41 | 65Dr75     | Ortros*6       | 30 | 18 | 16  | 66  |
| DarkSaint  | 7  | Hl | 38 | 35 | 36 | 7  | 11 | 15 | 24 | 10 | 61 | 98H177D103 | DarkGuard*4    | 26 | 22 | 12  | 109 |
|            |    |    |    |    |    |    |    |    |    |    |    |            | Gremlin*2      | 20 | 9  | 19  | 99  |
| SaberTiger | 5  | SH | 36 | 25 | 3  | 8  | 12 | 6  | 6  | 19 | 41 | 65Dr75     | Ortros*6       | 30 | 18 | 16  | 66  |
| Succubus   | 5  | Dm | 31 | 23 | 21 | 7  | 11 | 6  | 11 | 10 | 56 | 85WD--H150 | LesserDemon425 | 22 | 11 | 106 |     |
|            |    |    |    |    |    |    |    |    |    |    |    |            | Harpy*2        | 21 | 12 | 17  | 61  |
| Succubus   | 5  | Dm | 31 | 23 | 21 | 7  | 11 | 6  | 11 | 10 | 56 | 85WD--H150 | LesserDemon425 | 22 | 11 | 106 |     |
|            |    |    |    |    |    |    |    |    |    |    |    |            | Shade*2        | 21 | 20 | 14  | 91  |

Enemy Reinforcement:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries    | AT | DF | MV | RA |
|------------|----|----|----|----|----|----|----|----|----|----|----|--------|----------------|----|----|----|----|
| SeaSerpent | 5  | SS | 34 | 28 | 2  | 9  | 11 | 11 | 9  | 16 | 46 | 65Dr75 | SeaWorm*4      | 27 | 15 | 15 | 69 |
|            |    |    |    |    |    |    |    |    |    |    |    |        | PoisonToad*222 | 10 | 15 | 49 |    |

Shop:

|               |       |                                                                            |
|---------------|-------|----------------------------------------------------------------------------|
| Ice Blade     | 4000P | AT+5 RI+10. Magic:Freeze,Blizzard                                          |
| Hrunting      | 5000P | AT+6 Skill:Poison4                                                         |
| Flame Lance   | 5000P | AT+6 RF+10 Action+2Penalty Element:Fire Skill:Critical Magic:Fire FireBall |
| Wizard Rod    | 2000P | INT+5 MR+8 MA+1 RA+5 MD+1                                                  |
| Long Bow      | 4500P | DF-3 MV-3 Range10 Action+16Penalty                                         |
| Plate Armor   | 3800P | DF+5 MV-3                                                                  |
| Mithril Armor | 4200P | DF+5 MV-2 RA+5                                                             |
| Gaia Armor    | 4000P | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1                                     |
| Breast Plate  | 4000P | DF+4 MV-1                                                                  |
| Mirage Robe   | 550P  | DF+2 RA+5(except Holy and Dark)                                            |

|            |       |                              |
|------------|-------|------------------------------|
| Amulet     | 700P  | M+20 RA+20                   |
| Power Ring | 5000P | AT+4 A+2                     |
| Star Piece | 4000P | MA+1 Standby-3C MPconsume75% |
| Fire Orb   | 2100P | MP+50% MR+1 RF+20            |

Secret Item:

Southwest of the map, directly left of the top row starting points  
 - Sonic Band or Crown or Nothing. It is totally random

North of the map, there is a treasure chest beside the crystal

- Get Magical Bikini

Love Index:

During the battle, let Lanford attack Ferakia - All love index+1

During the battle, if Lanford retreats - All love index-1

Strategy:

Ferakia is slow, just let Sigma or Lanford to go after her. The rest of your troops should take care of the enemies on southeast of the map. It is important to hire more Spear units. Enemy reinforcement will show up at the middle of the pond. Wait for it to go on land and then finish it off. Defeat Ferakia as soon as you can to clear this scenario.

-----  
 Scenario 29  
 -----

Winning Condition:

1. All characters escaped from the map
2. Kill all enemies

Losing Condition:

1. Death of all civilians
2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

NPC Strength:

McLaine

| Class       | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA  | Mercenaries | AT | DF | MV | RA |
|-------------|----|----|----|----|----|----|----|----|----|----|----|-----|-------------|----|----|----|----|
| SwordMaster | 8  | Gr | 42 | 34 | 9  | 8  | 14 | 14 | 9  | 12 | 51 | 102 | Phalanx*4   | 23 | 24 | 12 | 84 |
| Woman       | 10 | Gr | 22 | 20 | 0  | 4  | 2  | 2  | 0  | 10 | 45 | 30  | Civilian*4  | 0  | 8  | 11 | 30 |
| Man         | 8  | Gr | 23 | 22 | 0  | 5  | 4  | 3  | 0  | 12 | 45 | 35  | Civilian*6  | 0  | 8  | 11 | 30 |
| Woman       | 10 | Gr | 22 | 20 | 0  | 4  | 2  | 2  | 0  | 10 | 45 | 30  | Civilian*4  | 0  | 8  | 11 | 30 |

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries                         | AT | DF | MV | RA  |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------------------------------|----|----|----|-----|
| General      | 8  | Gr | 32 | 29 | 8  | 7  | 8  | 11 | 6  | 11 | 52 | 75         | Phalanx*6                           | 23 | 24 | 12 | 81  |
| BattleMaster | 8  | Gr | 33 | 28 | 6  | 7  | 9  | 10 | 6  | 12 | 51 | 75         | Legion*6                            | 25 | 19 | 12 | 71  |
| DragonMaster | 1  | Ar | 46 | 29 | 14 | 11 | 19 | 11 | 13 | 23 | 32 | 97FI103W78 | ArchAngel*4                         | 23 | 21 | 16 | 108 |
| HighMaster   | 2  | Am | 47 | 33 | 15 | 2  | 15 | 12 | 9  | 9  | 59 | 102        | Warrior*4                           | 24 | 17 | 14 | 84  |
|              |    |    |    |    |    |    |    |    |    |    |    |            | EQUIP: Long Bow Chain Mail Necklace |    |    |    |     |
| RoyalGuard   | 1  | Hr | 51 | 32 | 8  | 10 | 21 | 11 | 13 | 21 | 42 | 97         | Dragoon*4                           | 29 | 20 | 17 | 88  |
| HighMaster   | 2  | Am | 48 | 33 | 15 | 2  | 16 | 13 | 12 | 10 | 59 | 107Dr115   | Warrior*4                           | 24 | 17 | 15 | 87  |
| (power up)   |    |    |    |    |    |    |    |    |    |    |    |            | EQUIP: Long Bow Chain Mail Necklace |    |    |    |     |

Enemy Reinforcement:

| Class   | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| General | 5  | Gr | 30 | 26 | 5  | 7  | 7  | 10 | 5  | 11 | 52 | 75 | Phalanx*6   | 23 | 24 | 12 | 80 |

Enemy Reinforcement 2:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA      | Mercenaries    | AT | DF | MV | RA |
|------------|----|----|----|----|----|----|----|----|----|----|----|---------|----------------|----|----|----|----|
| RoyalGuard | 4  | Hr | 52 | 33 | 8  | 10 | 22 | 12 | 42 | 21 | 42 | 97      | RoyalLancer630 | 22 | 16 | 98 |    |
| Emperor    | 6  | Gr | 50 | 49 | 18 | 12 | 15 | 22 | 20 | 14 | 57 | 102F114 | Grenadier*4    | 26 | 21 | 14 | 95 |

EQUIP: Excalibur Dragon Scale Protect Ring RoyalLancer230 22 17105

Shop:

|                  |        |        |                                                                          |
|------------------|--------|--------|--------------------------------------------------------------------------|
| Hrunting         | 5000P  | AT+6   | Skill:Poison4                                                            |
| Flame Lance      | 5000P  | AT+6   | RF+10 Action+2Penalty Element:Fire<br>Skill:Critical Magic:Fire FireBall |
| Wizard Rod       | 2000P  | INT+5  | MR+8 MA+1 RA+5 MD+1                                                      |
| Life Staff       | 10000P | INT+8  | MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                 |
| Mithril Armor    | 4200P  | DF+5   | MV-2 RA+5                                                                |
| Breast Plate     | 4000P  | DF+4   | MV-1                                                                     |
| Fairy Stone Ring | 800P   | MP+6   | INT+5 [M+10 RA+10(except Holy Physic)]                                   |
| Protect Ring     | 5000P  | DF+4   | D+2                                                                      |
| Power Ring       | 5000P  | AT+4   | A+2                                                                      |
| Fire Orb         | 2100P  | MP+50% | MR+1 RF+20                                                               |

Secret Item:

None

Love Index:

During the battle, Mariandel worries about her parents

- 1) Wake up, Mary - No change
- 2) You will meet your parents - Mariandel+2
- 3) We are battling - Mariandel-2

During the battle, let Sigma fight Omega after Omega power up

- All love index+1

During the battle, let Brenda attack Rainforest

- Brenda+2

During the battle, let Rainforest attack Brenda

- Brenda+1

McLaine is still alive after the battle

- Mariandel+1

Strategy:

Let the civilians to flee via north, send a group of ground units to protect them from the enemy Spear units though. Put a group of ground units at starting point to take care of enemy reinforcement1. The rest of the party members should guard two bridges to prevent the enemies from entering. Later, Rainforest will show up at southwest corner. If you think you can defeat him, go ahead and do it. Otherwise, just flee from the battlefield.

When you can give command to McLaine

- 1) Go north
- 2) Go northeast
- 3) Go east
- 4) Act on himself

When you can give command to Civilian

- 1) Go north
- 2) Go northeast
- 3) Go east

4) Don't move

-----  
Scenario 30  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class     | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Gladiator | 6  | Gr | 26 | 22 | 2  | 6  | 4  | 6  | 2  | 12 | 50 | 65 | Soldier*6   | 20 | 14 | 12 | 52 |

Enemy Reinforcement:

| Class                                | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries                          | AT | DF | MV | RA  |
|--------------------------------------|----|----|----|----|----|----|----|----|----|----|----|------------|--------------------------------------|----|----|----|-----|
| DragonMaster                         | 1  | Ar | 46 | 29 | 14 | 11 | 19 | 11 | 13 | 23 | 32 | 97FI103W78 | ArchAngel*4                          | 23 | 21 | 16 | 108 |
| HighMaster                           | 2  | Am | 47 | 31 | 15 | 2  | 15 | 12 | 9  | 11 | 59 | 102Dr110   | Warrior*4                            | 24 | 17 | 14 | 84  |
| EQUIP: Elfen Bow Chain Mail Necklace |    |    |    |    |    |    |    |    |    |    |    |            |                                      |    |    |    |     |
| RoyalGuard                           | 1  | Hr | 51 | 32 | 8  | 10 | 21 | 11 | 13 | 21 | 42 | 97         | Dragoon*4                            | 29 | 20 | 17 | 88  |
| General                              | 7  | Gr | 31 | 28 | 7  | 7  | 7  | 10 | 6  | 11 | 52 | 75         | Phalanx*6                            | 23 | 24 | 12 | 81  |
| General                              | 7  | Gr | 31 | 28 | 7  | 7  | 7  | 10 | 6  | 11 | 52 | 75         | Phalanx*6                            | 23 | 24 | 12 | 81  |
| BattleMaster                         | 7  | Gr | 32 | 27 | 5  | 7  | 8  | 9  | 5  | 12 | 51 | 75         | Legion*6                             | 25 | 19 | 12 | 70  |
| DragonKnight                         | 7  | Ar | 34 | 20 | 7  | 9  | 11 | 6  | 5  | 21 | 31 | 70FI55Wd55 | ArchAngel*4                          | 23 | 21 | 15 | 100 |
|                                      |    |    |    |    |    |    |    |    |    |    |    |            | SkyArcher*2                          | 16 | 5  | 17 | 40  |
| Mage                                 | 7  | Mg | 21 | 23 | 30 | 6  | 10 | 5  | 8  | 10 | 61 | 85Dr95     | Sniper*3                             | 20 | 3  | 11 | 48  |
| HighMaster                           | 2  | Am | 48 | 31 | 15 | 2  | 16 | 13 | 12 | 12 | 59 | 107Dr115   | Warrior*4                            | 24 | 17 | 15 | 87  |
| (power up)                           |    |    |    |    |    |    |    |    |    |    |    |            | EQUIP: Elfen Bow Chain Mail Necklace |    |    |    |     |

Shop:

|                     |        |                                                                               |
|---------------------|--------|-------------------------------------------------------------------------------|
| Hunting             | 5000P  | AT+6 Skill:Poison4                                                            |
| Dagda Kon Stick     | 6500P  | AT+7 MV-2 Action+4Penalty                                                     |
| Flame Lance         | 5000P  | AT+6 RF+10 Action+2Penalty Element:Fire<br>Skill:Critical Magic:Fire FireBall |
| Life Staff          | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                |
| Mithril Armor       | 4200P  | DF+5 MV-2 RA+5                                                                |
| Gaia Armor          | 4000P  | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1                                        |
| Breast Plate        | 4000P  | DF+4 MV-1                                                                     |
| Speed Boots         | 2700P  | MV+4 V+4                                                                      |
| Protect Ring        | 5000P  | DF+4 D+2                                                                      |
| Power Ring          | 5000P  | AT+4 A+2                                                                      |
| Tiara               | 3000P  | MP+12 INT+5 MR+4 MA+3 Female                                                  |
| Star Piece          | 4000P  | MA+1 Standby-3C MPconsume75%                                                  |
| Conqueror Wristband | 3750P  | A+2 D+2 MC=6                                                                  |
| Talisman            | 1600P  | A+3 D+1 RH+5 RD+5                                                             |
| Fire Orb            | 2100P  | MP+50% MR+1 RF+20                                                             |
| Saint King Charm    | 2300P  | INT+15 D+3 M+10 (Holy and Dark only) RH+10 RD+10                              |

Secret Item:

Northwest of the map, there is a sign board.

- 1) Nothing
- 2) Hit by Thunder spell
  - i) If the character is alive, get Mjollnir
  - ii) If the character is dead, Resist Thunder+2

Love Index:

None

Strategy:

Before the battle, you will be asked to take one of the party member with you.

Mariandel

Brenda

Claret

Other party member

Alfred

Lanford

It is recommended to choose a supportive character, I choose Mariandel.

Hire Bow units. First, move all your units to the east and attack the guard from the east. When enemy reinforcements show up, kill the general nearest to you and move into his house. Stay defensive and kill any enemy who comes into your range. 8 turns later, all your party members will show up. Quickly send your units to backup Sigma and Mariandel. Omega has Elfen Bow, and he is immune to magic if you don't cast Decline on him. You need to send horse unit to defeat him.

-----  
Scenario 31  
-----

Winning Condition:

1. Kill all enemies

Winning Condition (After you killed all enemies):

1. Stop the device

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA                   | Mercenaries    | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----------------------|----------------|----|----|----|----|
| MithrilGolem | 1  | Sp | 34 | 37 | 0  | 10 | 8  | 14 | 7  | 13 | 41 | 97Th85Ph95MudGolem*4 | 23             | 23 | 11 | 87 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |                      | LesserDemon225 | 22 | 13 | 10 | 2  |
| MithrilGolem | 1  | Sp | 34 | 37 | 0  | 10 | 8  | 14 | 7  | 13 | 41 | 97Th85Ph95MudGolem*4 | 23             | 23 | 11 | 87 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |                      | LesserDemon225 | 22 | 13 | 10 | 2  |
| BattleMaster | 8  | Gr | 33 | 28 | 6  | 7  | 9  | 10 | 6  | 12 | 51 | 75                   | Legion*6       | 25 | 19 | 12 | 71 |
| BraveKnight  | 8  | Hr | 37 | 24 | 5  | 8  | 13 | 8  | 6  | 19 | 41 | 70                   | Dragoon*6      | 29 | 20 | 16 | 81 |
| Mage         | 8  | Mg | 32 | 23 | 32 | 6  | 11 | 6  | 8  | 10 | 61 | 85Dr95               | Sniper*3       | 20 | 3  | 11 | 48 |

Enemy Reinforcement:

| Class      | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA     | Mercenaries | AT | DF | MV | RA |
|------------|----|----|----|----|----|----|----|----|----|----|----|--------|-------------|----|----|----|----|
| RoyalGuard | 2  | Hr | 52 | 32 | 8  | 10 | 21 | 12 | 13 | 21 | 42 | 97     | Dragoon*4   | 29 | 20 | 17 | 88 |
| SwordSaint | 2  | Gr | 45 | 36 | 10 | 8  | 16 | 15 | 13 | 13 | 55 | 93     | Legion*4    | 25 | 19 | 13 | 78 |
| ArchMage   | 1  | Mg | 33 | 24 | 35 | 7  | 11 | 6  | 9  | 10 | 61 | 94Dr98 | Ballista*3  | 25 | 5  | 8  | 44 |
| SwordSaint | 3  | Gr | 46 | 36 | 10 | 8  | 17 | 15 | 10 | 12 | 56 | 90     | Phalanx*4   | 23 | 24 | 12 | 85 |
|            |    |    |    |    |    |    |    |    |    |    |    |        | Grenadier*2 | 26 | 21 | 14 | 85 |

Shop:

|                 |       |      |                                                                             |
|-----------------|-------|------|-----------------------------------------------------------------------------|
| Hrunting        | 5000P | AT+6 | Skill:Poison4                                                               |
| Dagda Kon Stick | 6500P | AT+7 | MV-2 Action+4Penalty                                                        |
| Dragoon Spear   | 8800P | AT+7 | RW+10 Action+2Penalty Element:Wind Skill:Critical Magic: WindCutter Tornado |

|              |        |                                                                |
|--------------|--------|----------------------------------------------------------------|
| Life Staff   | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2 |
| Knight Plate | 5500P  | DF+5 MV-2 Action-5 (Include Mercenaries)                       |
| Breast Plate | 4000P  | DF+4 MV-1                                                      |
| Speed Boots  | 2700P  | MV+4 V+4                                                       |
| Amulet       | 700P   | M+20 RA+20                                                     |
| Protect Ring | 5000P  | DF+4 D+2                                                       |
| Power Ring   | 5000P  | AT+4 A+2                                                       |
| Tiara        | 3000P  | MP+12 INT+5 MR+4 MA+3 Female                                   |
| Star Piece   | 4000P  | MA+1 Standby-3C MPconsume75%                                   |
| Fire Orb     | 2100P  | MP+50% MR+1 RF+20                                              |

Secret Item:

In the middle of the map, there are two statues situated at both side of the map

Go to the statue on the left - Excalibur

GO to the statue on the right - Aeneas Armor

\* can only get one of these

\* need air units or ninja skill

Love Index:

During the battle, let Brenda attack Aizel

- Brenda+2

During the battle, let Aizel attack Brenda

- Brenda+1

Strategy:

Let two guardians come close to you and then kill them. Now, use two high mobility units to travel north and try to reach both of the switches. The rest of the units should stay at the starting point and wait for the enemy reinforcement. Later when Aizel show up, just ambush them with your units to clear this scenario.

-----  
Scenario 32  
-----

Winning Condition:

1. Defeat Rainforest

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

NPC Strength:

Landius Emily

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Hero         | 1  | Gr | 43 | 35 | 10 | 9  | 14 | 14 | 10 | 14 | 51 | 94 | Grenadier*4 | 26 | 21 | 13 | 85 |
| KnightMaster | 8  | Hr | 47 | 30 | 8  | 9  | 18 | 9  | 9  | 20 | 41 | 82 | Dragoon*4   | 29 | 20 | 16 | 84 |

Enemy Strength:

| Class        | LV | TY | AT                                       | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV | RA  |
|--------------|----|----|------------------------------------------|----|----|----|----|----|----|----|----|------------|----------------|----|----|----|-----|
| Emperor      | 7  | Gr | 50                                       | 47 | 18 | 12 | 15 | 20 | 20 | 12 | 57 | 102H1112   | Grenadier*3    | 26 | 21 | 14 | 95  |
|              |    |    | EQUIP: Excalibur Knight Plate Sonic Band |    |    |    |    |    |    |    |    |            | Ballista*2     | 25 | 5  | 9  | 55  |
| RoyalGuard   | 3  | Hr | 57                                       | 37 | 8  | 10 | 22 | 12 | 13 | 20 | 42 | 97         | RoyalLancer430 | 22 | 16 | 98 |     |
|              |    |    | EQUIP: Mithril Sword Breast Plate        |    |    |    |    |    |    |    |    |            | Legion*2       | 25 | 19 | 14 | 78  |
| DragonMaster | 3  | Ar | 52                                       | 34 | 14 | 11 | 19 | 12 | 13 | 22 | 32 | 97FI103W78 | ArchAngel*4    | 23 | 21 | 16 | 108 |
|              |    |    | EQUIP: Mithril Sword Breast Plate        |    |    |    |    |    |    |    |    |            | Phalanx*2      | 23 | 24 | 14 | 88  |
| DragonLord   | 2  | Ar | 37                                       | 23 | 9  | 10 | 13 | 8  | 6  | 22 | 31 | 87FI90Wd60 | ArchAngel*6    | 23 | 21 | 15 | 101 |



|              |   |    |    |    |    |   |    |    |   |    |    |        |            |    |    |       |    |
|--------------|---|----|----|----|----|---|----|----|---|----|----|--------|------------|----|----|-------|----|
| ArchMage     | 1 | Mg | 33 | 24 | 35 | 7 | 11 | 6  | 9 | 10 | 61 | 94Dr98 | Ballista*2 | 25 | 5  | 8     | 44 |
| ArchMage     | 1 | Mg | 33 | 24 | 35 | 7 | 11 | 6  | 9 | 10 | 61 | 94Dr98 | Ballista*2 | 25 | 5  | 8     | 44 |
| Marshal      | 2 | Gr | 34 | 31 | 10 | 8 | 9  | 12 | 7 | 11 | 52 | 87     | Phalanx*4  | 23 | 24 | 12    | 82 |
|              |   |    |    |    |    |   |    |    |   |    |    |        | HighElf*1  | 21 | 10 | 15107 |    |
| Marshal      | 2 | Gr | 34 | 31 | 10 | 8 | 9  | 12 | 7 | 11 | 52 | 87     | Phalanx*4  | 23 | 24 | 12    | 82 |
|              |   |    |    |    |    |   |    |    |   |    |    |        | HighElf*1  | 21 | 10 | 15107 |    |
| KnightMaster | 2 | Hr | 40 | 26 | 6  | 9 | 14 | 6  | 6 | 20 | 41 | 82     | Dragoon*4  | 29 | 20 | 16    | 81 |
|              |   |    |    |    |    |   |    |    |   |    |    |        | Legion*2   | 25 | 19 | 14    | 71 |
| KnightMaster | 2 | Hr | 40 | 26 | 6  | 9 | 14 | 6  | 6 | 20 | 41 | 82     | Dragoon*4  | 29 | 20 | 16    | 81 |
|              |   |    |    |    |    |   |    |    |   |    |    |        | Legion*2   | 25 | 19 | 14    | 71 |

Enemy Reinforcement:

|       |    |    |    |    |    |    |    |    |    |    |    |    |             |    |    |    |    |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|

Shop:

|                 |        |        |                                                                                |
|-----------------|--------|--------|--------------------------------------------------------------------------------|
| Hrunting        | 5000P  | AT+6   | Skill:Poison4                                                                  |
| Dagda Kon Stick | 6500P  | AT+7   | MV-2 Action+4Penalty                                                           |
| Dragoon Spear   | 8800P  | AT+7   | RW+10 Action+2Penalty Element:Wind<br>Skill:Critical Magic: WindCutter Tornado |
| Life Staff      | 10000P | INT+8  | MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                       |
| Elfen Bow       | 6500P  | DF-5   | MV-1 Rangel4 Action+20Penalty                                                  |
| Knight Plate    | 5500P  | DF+5   | MV-2 Action-5 (Include Mercenaries)                                            |
| Gaia Armor      | 4000P  | DF+2   | MV-1 RG+12 RI+8 10%CastForceHeal1                                              |
| Speed Boots     | 2700P  | MV+4   | V+4                                                                            |
| Amulet          | 700P   | M+20   | RA+20                                                                          |
| Protect Ring    | 5000P  | DF+4   | D+2                                                                            |
| Power Ring      | 5000P  | AT+4   | A+2                                                                            |
| Tiara           | 3000P  | MP+12  | INT+5 MR+4 MA+3 Female                                                         |
| Star Piece      | 4000P  | MA+1   | Standby-3C MPconsume75%                                                        |
| Fire Orb        | 2100P  | MP+50% | MR+1 RF+20                                                                     |

Secret Item:

None

Love Index:

During the battle, let Brenda stay close to Rainforest  
- Brenda+2

Strategy:

You should hire some archers for each team. When the battle begins, you should cast magic to destroy the Ballistaas soon as possible. Then, use your team with snipers to take down both mages as soon as you can. Then, just kill the enemies on both side. Next, Landius and his sister, Emily will show up to help you. Now, it is the time to attack Rainforest and his Crimson Knights. Kill Rainforest Ballista first, then divide your troops into two and take care of two Crimson Knights. Finally, just defeat Rainforest with your troops.

-----  
Scenario 33  
-----

Winning Condition:

1. Defeat Glob
2. Activate the device in 20 turns

Losing Condition:

1. Failed to activate the device in 20 turns
2. Death of Technician
3. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

NPC Strength:

|       |                                     |                         |
|-------|-------------------------------------|-------------------------|
| Class | LV TY AT DF MP CR A+ D+ M+ MV Jd RA | Mercenaries AT DF MV RA |
| Man   | 10 Gr 24 22 0 5 4 3 0 16 45 35      |                         |
|       | EQUIP: Speed Boots                  |                         |

Enemy Strength:

|              |                                           |                                                                              |
|--------------|-------------------------------------------|------------------------------------------------------------------------------|
| Class        | LV TY AT DF MP CR A+ D+ M+ MV Jd RA       | Mercenaries AT DF MV RA                                                      |
| SaberTiger   | 4 SH 36 24 3 8 11 6 5 19 41 65Dr75        | Ortros*4 30 18 16 65<br>Cockatrice*228 16 17 45                              |
| IronGolem    | 4 Sp 30 33 0 9 6 11 5 13 41 90Th80Dr--    | MudGolem*6 23 23 11 85                                                       |
| SeaSerpent   | 4 SS 33 28 2 9 10 10 8 16 46 65Dr75       | SeaWorm*4 27 15 15 68<br>DarkNixie*2 22 8 15100                              |
| Minotaurus   | 4 Gr 33 28 1 8 9 11 6 11 51 65Dr75        | Ogre*6 25 18 11 61                                                           |
| SuperGazer   | 4 Gl 27 29 0 8 5 9 4 13 46 +95F50IH80     | BlackGel*6 20 26 11 84                                                       |
| GreatDragon  | 4 Dr 31 32 2 9 6 11 6 14 32 85FI90Wd65    | SnowDragon*428 20 10 86<br>FireDragon*223 15 12 86                           |
| Wyvern       | 4 Ar 34 19 4 9 10 6 4 21 31 70Wd55Dr65    | Gargoyle*4 25 20 15 84<br>Gremlin*2 20 9 19 79                               |
| MasterZombie | 1 UG 49 36 44 8 19 12 25 12 46 100FH90D-- | ZombieFight425 22 11105<br>EQUIP: Long Sword Chain Mail Shade*2 21 20 14105  |
| MasterZombie | 1 UG 53 37 42 8 18 12 22 11 47 100FH90D-- | ZombieFight425 22 11102<br>EQUIP: Battle Axe Chain Mail Shade*2 21 20 14102  |
| DarkMaster   | 4 Sm 45 33 53 10 21 12 16 10 61 127H95D-- | LesserDemon425 22 11111<br>EQUIP: Crystal Rod Mirage Robe Witch*2 18 1 13114 |

Shop:

|                 |        |                                                                                     |
|-----------------|--------|-------------------------------------------------------------------------------------|
| Hrunting        | 5000P  | AT+6 Skill:Poison4                                                                  |
| Dagda Kon Stick | 6500P  | AT+7 MV-2 Action+4Penalty                                                           |
| Dragoon Spear   | 8800P  | AT+7 RW+10 Action+2Penalty Element:Wind<br>Skill:Critical Magic: WindCutter Tornado |
| Life Staff      | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                      |
| Miracle Staff   | 12500P | INT+10 MR+7 MA+2 MD+1 Magic:Meteor EarthQuake                                       |
| Elfen Bow       | 6500P  | DF-5 MV-1 Rangel4 Action+20Penalty                                                  |
| Knight Plate    | 5500P  | DF+5 MV-2 Action-5 (Include Mercenaries)                                            |
| Speed Boots     | 2700P  | MV+4 V+4                                                                            |
| Amulet          | 700P   | M+20 RA+20                                                                          |
| Protect Ring    | 5000P  | DF+4 D+2                                                                            |
| Power Ring      | 5000P  | AT+4 A+2                                                                            |
| Tiara           | 3000P  | MP+12 INT+5 MR+4 MA+3 Female                                                        |
| Star Piece      | 4000P  | MA+1 Standby-3C MPconsume75%                                                        |
| Fire Orb        | 2100P  | MP+50% MR+1 RF+20                                                                   |

Secret Item:

Northeast of the map, snow above the huge rock.

- Burning Staff

Love Index:

During the battle, let Claret attack Glob

- Claret+1

During the battle, let Alfred defeat Rockwell

- All love index+1

During the battle, let Lanford defeat Balrog

- All love index+1

Strategy:

Not much to say. This scenario is quite simple, all you need to do is rush to the north of the map and defeat all the enemies on your way up. Glob will revive the monsters you killed every 2 turns. This is your last chance to train your units. If Claret and Mariandel still haven't learn Teleport, I strongly suggest you train let and let them learn Teleport right now. Place your troops at the top of the map and wait for Glob to revive the enemies, just remember to kill Glob before Turn 20.

-----  
Scenario 34  
-----

Winning Condition:

- 1. Defeat Glob

Losing Condition:

- 1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries                    | AT         | DF | MV | RA  |    |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|--------------------------------|------------|----|----|-----|----|
| DarkMaster   | 6  | Sm | 46 | 34 | 56 | 10 | 22 | 13 | 17 | 10 | 61 | 127H195D   | --DarkGuard*4                  | 26         | 22 | 12 | 102 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |            | EQUIP: Crystal Rod Mirage Robe | Ballista*2 | 25 | 5  | 10  | 52 |
| MithrilGolem | 3  | Sp | 36 | 40 | 1  | 10 | 9  | 16 | 9  | 13 | 41 | 97Th85Dr   | --MudGolem*4                   | 23         | 23 | 11 | 89  |    |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Gargoyle*2                     | 25         | 20 | 17 | 89  |    |
| DarkSaint    | 3  | Hl | 34 | 31 | 26 | 7  | 8  | 12 | 18 | 10 | 61 | 96H175D101 | Witch*4                        | 18         | 1  | 11 | 116 |    |
| Cerberus     | 3  | SH | 44 | 29 | 4  | 9  | 16 | 8  | 10 | 20 | 41 | 82         | Ortros*4                       | 30         | 18 | 16 | 70  |    |
|              |    |    |    |    |    |    |    |    |    |    |    |            | Ogre*2                         | 25         | 18 | 13 | 65  |    |
| Orochi       | 3  | WS | 42 | 33 | 3  | 10 | 15 | 13 | 13 | 17 | 46 | 85Fi77Dr95 | DarkNixie*4                    | 22         | 8  | 13 | 105 |    |
|              |    |    |    |    |    |    |    |    |    |    |    |            | SeaWorm*2                      | 27         | 15 | 17 | 73  |    |

Enemy Reinforcement:

| Class  | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT | DF | MV | RA  |
|--------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|----|----|----|-----|
| Orochi | 3  | WS | 42 | 33 | 3  | 10 | 15 | 13 | 13 | 17 | 46 | 85Fi77Dr95 | DarkNixie*4 | 22 | 8  | 13 | 105 |
|        |    |    |    |    |    |    |    |    |    |    |    |            | SeaWorm*2   | 27 | 15 | 17 | 73  |

Enemy Reinforcement2:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries   | AT  | DF | MV | RA  |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|---------------|-----|----|----|-----|
| MasterZombie | 1  | UG | 45 | 33 | 47 | 8  | 18 | 12 | 24 | 13 | 45 | 102FH77D   | --ZombieFight | 425 | 22 | 11 | 104 |
| Vampire      | 2  | UG | 35 | 29 | 29 | 8  | 13 | 8  | 13 | 12 | 51 | 95H180Dr90 | ZombieFight   | 425 | 22 | 11 | 93  |
| Death        | 2  | St | 34 | 25 | 31 | 8  | 14 | 7  | 15 | 8  | 65 | 94H175Dr   | --Shade*2     | 21  | 20 | 12 | 95  |

Shop:

|                 |        |                                                                                     |
|-----------------|--------|-------------------------------------------------------------------------------------|
| Hrunting        | 5000P  | AT+6 Skill:Poison4                                                                  |
| Force Hammer    | 9800P  | AT+20%(-2MP) (AT-20% if no MP consumed)                                             |
| Dagda Kon Stick | 6500P  | AT+7 MV-2 Action+4Penalty                                                           |
| Dragoon Spear   | 8800P  | AT+7 RW+10 Action+2Penalty Element:Wind<br>Skill:Critical Magic: WindCutter Tornado |
| Life Staff      | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                      |
| Miracle Staff   | 12500P | INT+10 MR+7 MA+2 MD+1 Magic:Meteor EarthQuake                                       |
| Elfen Bow       | 6500P  | DF-5 MV-1 Rangel4 Action+20Penalty                                                  |
| Knight Plate    | 5500P  | DF+5 MV-2 Action-5 (Include Mercenaries)                                            |
| Gaia Armor      | 4000P  | DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1                                              |
| Tiara           | 3000P  | MP+12 INT+5 MR+4 MA+3 Female                                                        |
| Star Piece      | 4000P  | MA+1 Standby-3C MPconsume75%                                                        |

Secret Item:

Northeast corner of the map. There is a stairs.

- After scenario 35, use stage select cheat to get back to scenario 34 and visit

that spot again. After you cleared this scenario again, you gain access to Scenario 35.

Love Index:

During the battle, let Claret attack Glob

- Claret+2

Strategy:

You should have Teleport by now. When you reach half of the bridge, Glob will cast Meteor to destroy the bridge. All you need to do is use Teleport and move your troops to the other side. There are enemy reinforcements 3 turns after Glob destroyed the bridge. Put some of our troops at south of the map to ambush them. Finally, just kill Glob to finish this scenario.

-----  
Scenario 35  
-----

Winning Condition:

1. Defeat Gale in 20 turns

Losing Condition:

1. 20 turns over  
2. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class                                | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT  | DF | MV    | RA    |
|--------------------------------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|-----|----|-------|-------|
| DarkMaster                           | 7  | Sm | 57 | 37 | 91 | 10 | 24 | 15 | 20 | 61 | 61 | 127H175    | LesserDemon | 625 | 22 | 11115 |       |
| EQUIP: Alhazard Mirage Robe Fire Orb |    |    |    |    |    |    |    |    |    |    |    |            |             |     |    |       |       |
| ChaosDragon                          | 9  | Dr | 50 | 39 | 14 | 11 | 20 | 18 | 22 | 14 | 32 | 97Wd78WD-- | SnowDragon* | 628 | 20 | 10102 |       |
| Death                                | 8  | St | 41 | 29 | 41 | 8  | 20 | 11 | 22 | 8  | 65 | 94H175Dr-- | Shade*      | 6   | 21 | 20    | 12102 |
| Giant                                | 8  | Gr | 48 | 38 | 1  | 9  | 18 | 17 | 11 | 11 | 51 | 90Dr95     | Troll*      | 6   | 26 | 20    | 1176  |
| Cerberus                             | 8  | SH | 50 | 33 | 8  | 9  | 20 | 11 | 15 | 41 | 41 | 82H165F+80 | Ortros*     | 6   | 30 | 18    | 1675  |
| Lamia                                | 8  | Mg | 41 | 29 | 44 | 7  | 15 | 11 | 17 | 10 | 61 | 90Dr105    | Witch*      | 4   | 18 | 1     | 11115 |
| MithrilGolem                         | 8  | Sp | 40 | 47 | 2  | 10 | 13 | 21 | 15 | 13 | 41 | 97Th85Dr-- | MudGolem*   | 6   | 23 | 23    | 1195  |
| Sphinx                               | 8  | Ar | 46 | 28 | 13 | 10 | 18 | 12 | 14 | 22 | 31 | 94Wd70Gr-- | Gargoyle*   | 4   | 25 | 20    | 1594  |
|                                      |    |    |    |    |    |    |    |    |    |    |    |            | Cockatrice* | 228 | 16 | 17    | 54    |

Shop:

|                 |        |                                                                                     |
|-----------------|--------|-------------------------------------------------------------------------------------|
| Gram            | 7500P  | AT+6 (AT+12 against Dragon)                                                         |
| Force Hammer    | 9800P  | AT+20%(-2MP) (AT-20% if no MP consumed)                                             |
| Dagda Kon Stick | 6500P  | AT+7 MV-2 Action+4Penalty                                                           |
| Dragon Spear    | 8800P  | AT+7 RW+10 Action+2Penalty Element:Wind<br>Skill:Critical Magic: WindCutter Tornado |
| Life Staff      | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                      |
| Miracle Staff   | 12500P | INT+10 MR+7 MA+2 MD+1 Magic:Meteor EarthQuake                                       |
| Elfen Bow       | 6500P  | DF-5 MV-1 Range14 Action+20Penalty                                                  |
| Knight Plate    | 5500P  | DF+5 MV-2 Action-5 (Include Mercenaries)                                            |
| Speed Boots     | 2700P  | MV+4 V+4                                                                            |
| Amulet          | 700P   | M+20 RA+20                                                                          |
| Tiara           | 3000P  | MP+12 INT+5 MR+4 MA+3 Female                                                        |
| Star Piece      | 4000P  | MA+1 Standby-3C MPconsume75%                                                        |

Secret Item:

Northwest of the map. There is a hole near 6 rocks.

Choose 1, 2, 2, 1 to get Dragon Staff

Love Index:

None

Strategy:

Two groups of your units on the left should hire ground and spear. Two groups on the right should be able to move quickly on water or must be a mage who knows Teleport. Lamia can cast Meteor, you should be careful. Gale can cast Meteor as well, make sure you are well prepared before you attack him.

-----  
Scenario ?5  
-----

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class                                                        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries    | AT | DF | MV | RA |
|--------------------------------------------------------------|----|----|----|----|----|----|----|----|----|----|----|------------|----------------|----|----|----|----|
| DarkMaster                                                   | 10 | Sm | 68 | 56 | 80 | 12 | 45 | 36 | 39 | 10 | 61 | 127H1100   | LesserDemon625 | 22 | 11 | 12 | 7  |
| EQUIP: Wizard Rod Mirage Robe Necklace                       |    |    |    |    |    |    |    |    |    |    |    |            |                |    |    |    |    |
| Emperor                                                      | 10 | Gr | 86 | 83 | 54 | 12 | 50 | 55 | 55 | 14 | 57 | 102H1112   | Grenadier*4    | 26 | 21 | 14 | 12 |
| EQUIP: Excalibur Aura Plate Sonic Band Ballista*2 25 5 10 90 |    |    |    |    |    |    |    |    |    |    |    |            |                |    |    |    |    |
| Galsock                                                      | 10 | MG | 69 | 64 | 26 | 2  | 36 | 40 | 34 | 12 | 35 | 90Th80P100 | Phalanx*6      | 23 | 24 | 12 | 10 |
| EQUIP: Necklace                                              |    |    |    |    |    |    |    |    |    |    |    |            |                |    |    |    |    |

Enemy Reinforcement:

Gale Omega Gilmore Goldory Elvis Ferakia Aizel

| Class | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA | Mercenaries | AT | DF | MV | RA |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|
|-------|----|----|----|----|----|----|----|----|----|----|----|----|-------------|----|----|----|----|

Shop:

|                 |        |                                                                                     |
|-----------------|--------|-------------------------------------------------------------------------------------|
| Gram            | 7500P  | AT+6 (AT+12 against Dragon)                                                         |
| Force Hammer    | 9800P  | AT+20%(-2MP) (AT-20% if no MP consumed)                                             |
| Dagda Kon Stick | 6500P  | AT+7 MV-2 Action+4Penalty                                                           |
| Dragoon Spear   | 8800P  | AT+7 RW+10 Action+2Penalty Element:Wind<br>Skill:Critical Magic: WindCutter Tornado |
| Life Staff      | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                      |
| Miracle Staff   | 12500P | INT+10MR+7 MA+2 MD+1 Magic:Meteor EarthQuake                                        |
| Elfen Bow       | 6500P  | DF-5 MV-1 Range14 Action+20Penalty                                                  |
| Knight Plate    | 5500P  | DF+5 MV-2 Action-5 (Include Mercenaries)                                            |
| Speed Boots     | 2700P  | MV+4 V+4                                                                            |
| Amulet          | 700P   | M+20 RA+20                                                                          |
| Tiara           | 3000P  | MP+12 INT+5 MR+4 MA+3 Female                                                        |
| Star Piece      | 4000P  | MA+1 Standby-3C MPconsume75%                                                        |

Secret Item:

Inside northeast room of North house  
- Megin Gjord

Inside northeast room of West house  
Learn LightStep, Petrify4, CurePoison, MagicEquip. (Only get one of these)

Defeat Gale to get Alhazard

Love Index:

None

Strategy:

Just train your characters over and over again using the stage select cheat before you attempt this scenario. Kill Glob first before you try anything since he can revive dead character every turn. Glob will teleport away if you attacked him, so it is best to finish him off as soon as you can.

- 10 turns: Assault Suit
- 11 Turns: Skill: Healing
- 12 Turns: Excalibur
- 13 Turns: Mjollnir
- 14 Turns: Dragon King Staff
- 15 Turns: Dragon King Crown
- 16 Turns: Burning Staff
- 17 Turns: Dark Robe
- 18 Turns: Goddess Dress
- 19 Turns: Holy Ring
- 20 Turns: Blood Contract
- 21 Turns: Angel Feather

-----  
Scenario 36  
-----

Winning Condition:

- 1. Kill all enemies

Losing Condition:

- 1. Death of Sigma

Player Strength:

Sigma Mariandel Alfred Brenda Claret Lanford

Enemy Strength:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA         | Mercenaries | AT  | DF | MV    | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|-----|----|-------|----|
| ArchDemon    | 10 | Dm | 46 | 34 | 41 | 8  | 20 | 13 | 23 | 11 | 56 | 97H178WD-- | LesserDemon | 625 | 22 | 11118 |    |
| ArchDemon    | 10 | Dm | 46 | 34 | 41 | 8  | 20 | 13 | 23 | 11 | 56 | 97H178WD-- | LesserDemon | 625 | 22 | 11118 |    |
| MagicalGiant | 10 | MG | 47 | 45 | 3  | 10 | 15 | 18 | 14 | 10 | 35 | 120Dr--    | MudGolem*2  | 23  | 23 | 11    | 94 |
| MagicalGiant | 10 | MG | 47 | 45 | 3  | 10 | 15 | 18 | 14 | 10 | 35 | 120Dr--    | MudGolem*6  | 23  | 23 | 11    | 94 |
| MagicalGiant | 10 | MG | 47 | 45 | 3  | 10 | 15 | 18 | 14 | 10 | 35 | 120Dr--    | MudGolem*2  | 23  | 23 | 11    | 94 |

Enemy Reinforcement:

| Class        | LV | TY | AT | DF | MP | CR | A+ | D+ | M+ | MV | Jd | RA       | Mercenaries | AT | DF | MV    | RA |
|--------------|----|----|----|----|----|----|----|----|----|----|----|----------|-------------|----|----|-------|----|
| HighMaster   | 10 | Am | 50 | 32 | 17 | 2  | 17 | 14 | 14 | 14 | 59 | 107Dr115 | Warrior*4   | 24 | 17 | 15    | 89 |
|              |    |    |    |    |    |    |    |    |    |    |    |          | Sniper*2    | 20 | 3  | 14    | 49 |
| KnightMaster | 10 | Hr | 52 | 34 | 8  | 9  | 19 | 10 | 10 | 19 | 41 | 82       | Dragoon*4   | 29 | 20 | 16    | 85 |
|              |    |    |    |    |    |    |    |    |    |    |    |          | Legion*2    | 25 | 19 | 14    | 75 |
| Marshal      | 10 | Gr | 42 | 42 | 14 | 8  | 11 | 17 | 11 | 10 | 52 | 87       | Phalanx*4   | 23 | 24 | 12    | 86 |
|              |    |    |    |    |    |    |    |    |    |    |    |          | ArchAngel*2 | 23 | 21 | 17106 |    |

Shop:

|                 |        |                                                                                     |
|-----------------|--------|-------------------------------------------------------------------------------------|
| Hrunting        | 5000P  | AT+6 Skill:Poison4                                                                  |
| Force Hammer    | 9800P  | AT+20%(-2MP) (AT-20% if no MP consumed)                                             |
| Dagda Kon Stick | 6500P  | AT+7 MV-2 Action+4Penalty                                                           |
| Dragoon Spear   | 8800P  | AT+7 RW+10 Action+2Penalty Element:Wind<br>Skill:Critical Magic: WindCutter Tornado |
| Life Staff      | 10000P | INT+8 MR+5 MD+1 Skill:Regenerate Magic:Heal1.2<br>ForceHeal1.2                      |
| Miracle Staff   | 12500P | INT+10 MR+7 MA+2 MD+1 Magic:Meteor EarthQuake                                       |
| Hedin           | 8500P  | DF-7 Range14 Action+22Penalty                                                       |
| Knight Plate    | 5500P  | DF+5 MV-2 Action-5 (Include Mercenaries)                                            |

|             |       |                                |
|-------------|-------|--------------------------------|
| Speed Boots | 2700P | MV+4 V+4                       |
| Amulet      | 700P  | M+20 RA+20                     |
| Tiara       | 3000P | MP+12 INT+5 MR+4 MA+3 Female   |
| Star Piece  | 4000P | MA+1 Standby-3C MPconsume75%   |
| Sonic Band  | 980P  | Action-15(Include Mercenaries) |

Secret Item:  
None

Love Index:

Before the battle starts, you have a chance to confess to one of the female you like.

1. Mariandel
2. Brenda
3. Claret
4. Second page

1. Alfred
2. Lanford

Strategy:

All your party members are captured. Place all the commanders with high mobility or mages who know teleport close to Sigma so you can free them as soon as possible. After you free 3 commanders, Omega will show up but they will be attacked by the guardians as well. Just focus on the enemies on the north first since Omega will be busy dealing with the Magical Giant. Finally, just kill Omega and his minions.

=====  
Love Index and Ending [LOVE2]  
=====

|                   |       |
|-------------------|-------|
| Lambda(Mariandel) | - 124 |
| Brenda            | - 122 |
| Claret            | - 120 |

All female love index start at 100. Decrease 1 affection for the female who retreat from any battle. Always remember that all characters must have high kill count and 0 retreat in order to get their own good ending.

=====  
Class Growth [CLAG2]  
=====

-----  
Sigma  
-----

| Level 1 Class | Level 2 Class   | Level 3 Class   | Level 4 Class   | Level 5 Class |
|---------------|-----------------|-----------------|-----------------|---------------|
|               |                 |                 | PathB(optional) | Bronze        |
|               |                 | PathB(optional) |                 |               |
|               | Gladiator       |                 | SwordMaster     | Hero(Gold)    |
| Fighter       |                 | BattleMaster    |                 |               |
|               | PathA(optional) |                 | PathA(optional) | Silver        |
|               |                 | PathA(optional) |                 |               |
|               |                 |                 | PathC(optional) | Iron          |

About Bronze, Gold, Silver, Metal. The material you chose during the character creation quiz will cancel the corresponding level 5 class.

For the class set, please refers to chracter creation quiz question 2.

| Level \ Set   | Set A Class  | Set B Class   | Set C Class | Set D Class  |
|---------------|--------------|---------------|-------------|--------------|
| Level 2 Class | SilverKnight | Captain       | Sorcerer    | HawkLord     |
| Level 3 Class | BraveKnight  | SerpentKnight | Mage        | DragonKnight |
| Level 4 Class | KnightMaster | SerpentLord   | ArchMage    | DragonLord   |
| Level 5 Class | RoyalGuard   | SerpentMaster | Hermit      | DragonMaster |

| Level 1 Class | Level 2 Class | Level 3 Class | Level 4 Class | Level 5 Class |
|---------------|---------------|---------------|---------------|---------------|
|               |               |               | XKnightMaster | XRoyalGuard   |
|               |               | XBraveKnight  |               |               |
|               | XGladiator    |               | SwordMaster   | Hero          |
| XFighter      |               | XBattleMaster |               |               |
|               | XSorcerer     |               | XArchMage     | Hermit        |
|               |               | XMage         |               |               |
|               |               |               | XDragonLord   | XDragonMaster |

Recommended path: Fighter>Gladiator>BattleMaster>SwordMaster>Hero

Hero is a nice class and Sigma, himself is a great fighter as well. You should go ahead for the Hero class ignoring all the other classes. If you want to use RuneStone later, you just have to turn him into a Hermit.

Lambda

| Level 1 Class | Level 2 Class | Level 3 Class | Level 4 Class | Level 5 Class |
|---------------|---------------|---------------|---------------|---------------|
|               |               |               | OWizard       |               |
|               |               | XSummoner     |               |               |
|               | XShaman       |               | ArchMage      | Hermit        |
| XWarlock      |               | Mage          |               |               |
|               | OCleric       |               | Saint         | Avatar        |
|               |               | OPriest       |               |               |
|               |               |               | OHighPriest   |               |

Recommended path: Warlock>Shaman>Mage>ArchMage>Hermit

Solid mage class character. You can turn her to an avatar if you want her to be a healer but I personally like a character with more offensive spells like Meteor.

Alfred

| Level 1 Class | Level 2 Class | Level 3 Class | Level 4 Class | Level 5 Class |
|---------------|---------------|---------------|---------------|---------------|
|               |               |               | XRanger       | XHighMaster   |
|               |               | XGeneral      |               |               |
|               | XGladiator    |               | XMarshal      |               |



|          |          |                |              |               |
|----------|----------|----------------|--------------|---------------|
| XFighter |          | XSerpentKnight |              |               |
|          | XCaptain |                | SerpentLord  | SerpentMaster |
|          |          | BraveKnight    |              |               |
|          |          |                | KnightMaster |               |

Recommended path: Fighter>Captain>BraveKnight>SerpentLord>SerpentMaster

He is your only Sea unit in this game. Not much to say here since SerpentMaster is definitely better than HighMaster since HighMaster cannot command his troops very well.

Brenda

| Level 1 Class | Level 2 Class | Level 3 Class | Level 4 Class | Level 5 Class |
|---------------|---------------|---------------|---------------|---------------|
|               |               |               | XArchMage     | XHermit       |
|               |               | XSummoner     |               |               |
|               | XSorcerer     |               | XWizard       |               |
| XKnight       |               | XBraveKnight  |               |               |
|               | XSilverKnight |               | KnightMaster  | RoyalGuard    |
|               |               | General       |               |               |
|               |               |               | Marshal       | Queen         |

Recommended path: Knight>SilverKnight>General>Marshal>Queen

She is another fighter after Sigma. The only great thing about her is she can fight well and cast heal spell. Without question, she should be your front line troop. She has two special spells. She will learn Quiet when she reached second class and she can learn Bless when she reached third class.

Claret

| Level 1 Class   | Level 2 Class | Level 3 Class | Level 4 Class | Level 5 Class |
|-----------------|---------------|---------------|---------------|---------------|
|                 |               |               | OHighPriest   |               |
|                 |               | XPriest       |               |               |
|                 | XCleric       |               | Saint         | Princess      |
| XPengasusKnight |               | Paladin       |               |               |
|                 | XPengasusLord |               | DragonLord    | DragonMaster  |
|                 |               | XDragonKnight |               |               |
|                 |               |               | XRanger       | XHighMaster   |

Recommended path: PengasusKnight>Cleric>Paladin>Saint>Princess

She is more likely a holy character who deal with demon and heal your party. Promote her to a Princess to get an extra advantage, Teleport.

Lanford

| Level 1 Class | Level 2 Class | Level 3 Class | Level 4 Class | Level 5 Class |
|---------------|---------------|---------------|---------------|---------------|
|---------------|---------------|---------------|---------------|---------------|

|          |  |                |             |                |              |  |
|----------|--|----------------|-------------|----------------|--------------|--|
|          |  |                |             | X SwordMaster  |              |  |
|          |  |                |             | X BattleMaster |              |  |
|          |  | X Gladiator    |             | Marshal        |              |  |
| X Knight |  |                | General     |                |              |  |
|          |  | X SilverKnight |             | KnightMaster   | RoyalGuard   |  |
|          |  |                | BraveKnight |                |              |  |
|          |  |                |             | DragonLord     | DragonMaster |  |

Recommended path: Knight>SilverKnight>General>KnightMaster>RoyalGuard

Solid fighter. Royal Guard is simply better than DragonMaster since RoyalGuard has higher judgement. Turning him to a General in the middle to the class growth to get heal spell which can useful in emergency.

=====  
Class List [CLAS2]  
=====

-----  
Level 1 Class  
-----

| Class Type     | AT | DF | MP | A+ | D+ | M+ | JD | MV | CR | IN | Mercenaries | Magic/Summon | Character |
|----------------|----|----|----|----|----|----|----|----|----|----|-------------|--------------|-----------|
|                | Fr | Gr | Th | Dr | Ic | Wd | Hl | Ph | MC |    |             | Skill        |           |
| Fighter        | 3  | 2  | 1  | 2  | 3  | 1  | 53 | 13 | 5  | 3  | Soldier     | None         | Sigma     |
| Ground         | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 0  |    | Pike        |              | Alfred    |
| Warlock        | 2  | 3  | 5  | 3  | 1  | 2  | 60 | 10 | 4  | 7  | Soldier     | Fire         | Lambda    |
| Magician       | 68 | 68 | 68 | 68 | 68 | 68 | 68 | 68 | 0  |    |             | WindCutter   |           |
|                |    |    |    |    |    |    |    |    |    |    |             | Attack1      |           |
| Knight         | 3  | 2  | 1  | 3  | 2  | 1  | 42 | 19 | 6  | 3  | Lancer      | None         | Brenda    |
| Horse          | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | ?  |    |             |              | Lanford   |
| PengasusKnight | ?  | ?  | ?  | ?  | ?  | ?  | 30 | 21 | 7  | ?  | Hippogriff  | None         | Claret    |
| Air            | 55 | -- | 55 | 55 | 35 | 55 | 55 | 55 | ?  |    |             |              |           |

-----  
Level 2 Class  
-----

| Class Type | AT | DF | MP | A+ | D+ | M+ | JD | MV | CR | IN | Mercenaries | Magic/Summon | Character |
|------------|----|----|----|----|----|----|----|----|----|----|-------------|--------------|-----------|
|            | Fr | Gr | Th | Dr | Ic | Wd | Hl | Ph | MC |    |             | Skill        |           |
| Gladiator  | 5  | 4  | 2  | 4  | 4  | 2  | 50 | 12 | 6  | 4  | Soldier     | MixTroops    | Sigma     |
| Ground     | 65 | 65 | 65 | 65 | 65 | 65 | 65 | 65 | +1 |    | Pike        |              | Alfred    |
|            |    |    |    |    |    |    |    |    |    |    |             |              | Lanford   |
| Sorcerer   | 5  | 2  | 11 | 4  | 3  | 3  | 60 | 10 | 5  | 10 | Soldier     | FireBall     | Sigma     |
| Magician   | 72 | 72 | 72 | 82 | 72 | 72 | 72 | 72 | +0 |    | Elf         | Thunder      | Brenda    |
|            |    |    |    |    |    |    |    |    |    |    |             | Mute         |           |
|            |    |    |    |    |    |    |    |    |    |    |             | Decline      |           |
|            |    |    |    |    |    |    |    |    |    |    |             | Attack1      |           |
|            |    |    |    |    |    |    |    |    |    |    |             | MPDrain      |           |
| Shaman     | 4  | 2  | 12 | 3  | 3  | 3  | 59 | 10 | 5  | 11 | Soldier     | Thunder      | Lambda    |
| Summoner   | 70 | 70 | 70 | 80 | 70 | 70 | 70 | 70 | -1 |    |             | Mute         |           |



|              |                              |             |             |         |
|--------------|------------------------------|-------------|-------------|---------|
| DragonKnight | 5  5  4  3  2  3 31 21  9  5 | ArchAngel   | MixTroops   | Sigma   |
| Air          | 85 -- 85 70 70 55 70 70 +1   | Hablok      |             | Claret  |
|              |                              | SkyArcher   |             |         |
| -----        |                              |             |             |         |
| Priest       | 4  4 10  2  2  5 60 10  6  9 | Monk        | Fain        | Lambda  |
| Bishop       | 85 85 85 95 85 85+15 85 +0   | Crusader    | ForceHeal1  | Claret  |
|              |                              |             | Protection1 |         |
|              |                              |             | Zone        |         |
|              |                              |             | Resist      |         |
|              |                              |             | Quick       |         |
|              |                              |             | Summon2     |         |
|              |                              |             | --MixTroops |         |
| -----        |                              |             |             |         |
| General      | 5  6  6  2  3  4 52 11  7  5 | Pike        | Heal1       | Alfred  |
| Ground       | 75 75 75 75 75 75 75 75 +1   | Phalanx     | ArmorEquip  | Brenda  |
|              |                              | Elf         | MixTroops   | Lanford |
| -----        |                              |             |             |         |
| Paladin      | 5  5  7  2  3  6 61 10  6  8 | SaintPerson | HolyBlaze   | Claret  |
| Holy         | 87 87 87 97 87 87+20 87 +1   | Exorcist    | ForceHeal1  |         |
|              |                              | Elf         | Heal2       |         |
|              |                              | Pike        | TurnUndead  |         |
|              |                              |             | Quick       |         |
|              |                              |             | Protection2 |         |
|              |                              |             | Resist      |         |
|              |                              |             | MagicEquip  |         |
|              |                              |             | MixTroops   |         |

-----

Level 4 Class

-----

| Class        | AT DF MP A+ D+ M+ JD MV CR IN | Mercenaries | Magic/Summon | Character |
|--------------|-------------------------------|-------------|--------------|-----------|
| Type         | Fr Gr Th Dr Ic Wd Hl Ph MC    |             | Skill        |           |
| KnightMaster | 10  6  3  6  4  4 41 20  9  6 | Dragoon     | Attack1      | Sigma     |
| Horse        | 82 82 82 82 82 82 82 82 +1    | Sniper      |              | Alfred    |
|              |                               | Hablok      |              | Brenda    |
|              |                               |             |              | Lanford   |
| -----        |                               |             |              |           |
| SwordMaster  | 9  6  4  5  4  4 51 12  8  6  | Legion      | SwordEquip   | Sigma     |
| Ground       | 87 87 87 87 87 87 87 87 +1    | Phalanx     |              | Lanford   |
|              |                               | HighElf     |              |           |
|              |                               | Hablok      |              |           |
| -----        |                               |             |              |           |
| ArchMage     | 8  5 15  5  3  5 61 10  7 13  | HighElf     | Meteor       | Sigma     |
| Magician     | 94 94 94 98 94 94 94 94 +0    | Ballista    | Blast        | Lambda    |
|              |                               |             | Sleep        | Brenda    |
|              |                               |             | Zone         |           |
|              |                               |             | Attack2      |           |
|              |                               |             | Slow         |           |
|              |                               |             | MagicEquip   |           |
| -----        |                               |             |              |           |
| DragonLord   | 8  6  6  5  3  4 31 22 10  8  | Hablok      | Fire         | Sigma     |
| Air          | 90 -- 87 87 90 60 87 87 +1    | ArchAngel   |              | Claret    |
|              |                               | Dragoon     |              | Lanford   |
| -----        |                               |             |              |           |
| Wizard       | 7  5 15  4  3  5 60 10  6 14  | Ballista    | Blast        | Lambda    |
| Summoner     | 90 90 90 94 90 90 90 90 -1    |             | Attack2      | Brenda    |
|              |                               |             | Zone         |           |

|               |                               |             |              |           |
|---------------|-------------------------------|-------------|--------------|-----------|
| SerpentLord   | 8  7  3  6  3  4 46 17 10  6  | LordLizard  | Attack1      | Sigma     |
| NormalSea     | 82 82 82 82 82 82 82 82 +1    | Nixie       | SwordEquip   | Alfred    |
|               |                               | MermanLord  |              |           |
|               |                               | Phalanx     |              |           |
| Saint         | 7  7  9  4  4  7 61 10  7 10  | SaintPerson | HolyBlaze    | Lambda    |
| Holy          | 96 96 96 101 96 96+50 96 +0   | HighElf     | Zone         | Claret    |
|               |                               | Exorcist    | Decline      |           |
|               |                               | Legion      | Heal2        |           |
|               |                               |             | ForceHeal2   |           |
| HighPriest    | 6  6 13  3  4  6 60 19  6 12  | Exorcist    | TurnUndead   | Lambda    |
| Bishop        | 94 94 94 99 94 94+50 94 -1    | SaintPerson | Protection2  | Claret    |
|               |                               |             | Heal2        |           |
|               |                               |             | ForceHeal2   |           |
|               |                               |             | Fain         |           |
|               |                               |             | Summon3      |           |
| Ranger        | 9  6 12  5  4  4 56 11  3 10  | Sniper      | EarthQuake   | Alfred    |
| Ambush        | 80 80 80 80 80 80 80 80 -1    | Warrior     | Bind         | Claret    |
|               |                               | Log         | Critical     |           |
|               |                               |             | LightStep    |           |
| Marshal       | 6  9  5  3  6  4 52 11  8  8  | Pike        | Heal1        | Alfred    |
| Ground        | 87 87 87 87 87 87 87 87 +1    | Phalanx     | Fain         | Brenda    |
|               |                               | Legion      | ArmorEquip   | Lanford   |
|               |                               | HighElf     |              |           |
|               |                               |             |              |           |
| -----         |                               |             |              |           |
| Level 5 Class |                               |             |              |           |
| -----         |                               |             |              |           |
| Class         | AT DF MP A+ D+ M+ JD MV CR IN | Mercenaries | Magic/Summon | Character |
| Type          | Fr Gr Th Dr Ic Wd Hl Ph MC    |             | Skill        |           |
| RoyalGuard    | 3  2  0  2  3  0 41 20 10  0  | RoyalLancer | None         | Sigma     |
| Horse         | 94 94 94 94 94 94 94 94 +1    | ArchAngel   |              | Brenda    |
|               |                               |             |              | Lanford   |
| Hero          | 3  2  3  2  0  1 51 13  9  2  | Grenadia    | Attack1      | Sigma     |
| Ground        | 94 94 94 94 94 94 94 94 +1    | ArchAngel   | Quick        |           |
|               |                               |             | LightStep    |           |
| Hermit        | 2  1  7  1  1  2 61 10  8  8  | Legion      | Teleport     | Sigma     |
| Magician      | 99 99 99 105 99 99 99 99 +0   |             | Again        | Lambda    |
|               |                               |             |              | Brenda    |
| SerpentMaster | 4  1  3  3  2  0 46 17 11  0  | Ballista    | Critical     | Sigma     |
| NormalSea     | 90 90 90 90 90 90 90 90 +1    |             |              | Alfred    |
| DragonMaster  | 2  2  1  1  3  0 31 22 11  0  | None        | FireBall     | Sigma     |
| Air           | 100 -- 94 94 100 75 94 94 +1  |             |              | Claret    |
|               |                               |             |              | Lanford   |
| Avatar        | 2  0  6  1  1  2 61 10  7  6  | Ballista    | EarthQuake   | Lambda    |
| Holy          | 98 98 98 103 98 98+80 98 +0   |             | Protection2  |           |
|               |                               |             | Again        |           |



```

Morning Star      | 1100P|AT+5 Action+2Penalty Critical
Force Hammer    | 9800P|AT+20%(-2MP) (AT-20% if no MP consumed)
Dagda Kon Stick | 6500P|AT+7 MV-2 Action+4Penalty
Mjollnir        | 8000P|AT+7 RT+15 Action+2Penalty Element:Thunder
                |      |Skill:Critical Magic:Thunder ThunderStorm Summon:Thor
-----SPEAR-----
Lance            | 1100P|AT+4 Action+3Penalty
Mithril Lance   | 2250P|AT+5 Action+2Penalty Skill:Critical
Bloody Lance    | 3000P|AT+3 RH-10 Action+4Penalty Element:Dark
                |      |25% cast HPDrain after battle
Flame Lance     | 5000P|AT+6 RF+10 Action+2Penalty Element:Fire Skill:Critical
                |      |Magic:Fire FireBall
Dragoon Spear   | 8800P|AT+7 RW+10 Action+2Penalty Element:Wind Skill:Critical
                |      |Magic: WindCutter Tornado
Dubthach        | 9800P|AT+8 Action+2Penalty Skill:Critical
-----STAFF-----
Staff            | 150P|AT+1 MR+2 MD+1
Wand             | 800P|INT+5 MR+4 MD+1
Crystal Rod     | 1200P|INT+5 MR+5 MD+1
Wizard Rod      | 2000P|INT+5 MR+8 MA+1 RA+5 MD+1
Burning Staff   | 7000P|INT+8 MR+5 RF+10 MD+1 Magic:Fire FireBall
                |      |Summon:BellZephyr
Life Staff      |10000P|INT+8 MR+5 MD+1 Skill:Regenerate
                |      |Magic:Heal1.2 ForceHeal1.2
Miracle Staff   |12500P|INT+10 MR+7 MA+2 MD+1 Magic:Meteor EarthQuake
Dragon King Staff|14000P|INT+10 MR+6 MA+2 MD+1 CastTime-5C Standby-5C
                |      |Summon:Holy Dragon
-----BOW-----
Short Bow       | 3000P|DF-1 MV-2 Range7 Action+10Penalty
Long Bow        | 4500P|DF-3 MV-3 Range10 Action+16Penalty
Elfen Bow       | 6500P|DF-5 MV-1 Range14 Action+20Penalty
Hedin           | 8500P|DF-7 Range14 Action+22Penalty
Artemis Bow    |11000P|DF-10 MV-3 Range18 Action+30Penalty
                |      |25%ConfuseEnemyCommander
-----
-----ARMOR-----
Heavy Armor:Ground Spear Bishop Horse Undead
Light Armor:Ground Bishop Spear Horse SpecialHorse Air Theft Ambush Demon Undead
Leat:Ground Magician Bishop Horse SpecialHorse Air Sea Theft Ambush Demon Undead
Robe:Ground Magician Bishop Horse SpecialHorse Air Sea Theft Ambush Demon Undead
Boots:Ground Magician Bishop SpearTheft Ambush
Accessories:All
Magical Item:Magician Bishop Demon Spirit Undead MagicEquip
Secret:??
-----
Armor            |Price |Effect
-----HEAVY ARMOR-----
Plate Armor     | 3800P|DF+5 MV-3
Mithril Armor   | 4200P|DF+5 MV-2 RA+5
Knight Plate    | 5500P|DF+5 MV-2 Action-5 (Include Mercenaries)
Aura Plate      | 6000P|DF+5
Assault Suit    |80000P|AT+10 DF+10
-----LIGHT ARMOR-----
Gaia Armor      | 4000P|DF+2 MV-1 RG+12 RI+8 10%CastForceHeal1
Chain Mail      | 1000P|DF+3 MV-1
Breast Plate    | 4000P|DF+4 MV-1
Dragon Scale    | 2700P|DF+3 RF+12 RI+5
Aeneas Armor    | 4800P|DF+4 Action-3 (Include Mercenaries)

```

## -----LEATHER-----

Hard Leather | 450P|DF+2

## -----ROBE-----

Vaselin | 20P|RF-5 Transform:Aniki(Lang 5) Summon:Builder  
 Apron Dress | 150P|DF+1 Transform:Maid(Lang 5) Female  
 Clothes | 40P|DF+1  
 Robe | 50P|DF+1 RA+2  
 Megin Gjord | 500P|AT+5% Summon:Thor  
 Magical Bikini | 300P|DF+1 RA+10 Female  
 Mirage Robe | 550P|DF+2 RA+5(except Holy and Dark)  
 Angel Feather Garb | 600P|DF+2 RA+8 Summon:Seraphim Female  
 Dark Robe | 7000P|DF+3 M+10(Holy-10) RH-10 RA+10(RH-10)  
 | |Summon:Chaos King  
 Goddess Dress | 7500P|DF+2 RA+8 M+8 Skill:CurePoison Summon:Light Goddess

## -----BOOTS-----

Leg Guarder | 40P|DF+1  
 Greave | 400P|DF+2  
 Speed Boots | 2700P|MV+4 V+4

## -----ACCESSORIES-----

Cross | 200P|D+1 [M+2 RA+2(RH+5 and RD+5)]  
 Necklace | 650P|D+1 CR+2 MC+1  
 Amulet | 700P|M+20 RA+20  
 Fairy Stone Ring | 800P|MP+6 INT+5 [M+10 RA+10(except Holy Physic)]  
 Crystal Ank | 850P|DF+1 D+1 [M+5 RA+5(RH+8 and RD+8)]  
 Protect Ring | 5000P|DF+4 D+2  
 Power Ring | 5000P|AT+4 A+2  
 Tiara | 3000P|MP+12 INT+5 MR+4 MA+3 Female  
 Crown | 4600P|A+3 D+2 CR+3 Action-3(Include Mercenaries)  
 Star Piece | 4000P|MA+1 Standby-3C MPconsume75%  
 Light Veil | 9500P|INT+5 CastTime-15C Standby-10C Regenerate1MP per turn  
 | |Female  
 Conqueror Wristband | 3750P|A+2 D+2 MC=6  
 Dragon King Crown | 4800P|A+5 D+2 INT+5 RF+8 RI+8 Summon:HolyDragon  
 Sonic Band | 980P|Action-15(Include Mercenaries)  
 Rune Stone |15000P|Return to class 1

## -----MAGICAL ITEM-----

Orb | 1350P|MP+50%  
 Talisman | 1600P|A+3 D+1 RH+5 RD+5  
 Fire Orb | 2100P|MP+50% MR+1 RF+20  
 Saint King Charm | 2300P|INT+15 D+3 M+10(Holy and Dark only) RH+10 RD+10  
 Angel Feather | 5000P|A+3 D+2 M+15 RA+15 Summon:Seraphim  
 Holy Ring | 7500P|MP+10 A+2 M+15(Holy+20) MR+3 MA+2 RH+20 RA+15  
 | |Summon:Light Goddess  
 Blood Contract | 8000P|A+4 D+2 INT+8 M+20(Holy-20) RH-20 RA+20  
 | |Summon:ChaosKing

## -----SECRET-----

Apron Dress | 150P|DF+1, transform into a Maid  
 Critical Book | 500P|Learn Critical  
 Time Book | 800P|Learn Again  
 Maid Contract | 1000P|Able to hire Maid

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Mercenaries List [MERC2]

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Battle effeciency:

Each type of units has their own weakness and strength. Check the list below.

Bow is strong agaist Air

Spear is strong against Horse

Horse is strong against Ground



Ground is strong against Spear

Holy and AntiDemon are strong against Demon and Undead

| Name          | Type       | Pric | AT | DF | MV | Fr  | Gr  | Th  | Dr  | Ic  | Wd  | Hl  | Ph  | Skill               |
|---------------|------------|------|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|---------------------|
| Hippogriff    | Air        | 70P  | 20 | 13 | 15 | 45  | --  | 55  | 55  | 55  | 40  | 55  | 55  | None                |
| ArchAngel     | Air        | 400P | 23 | 21 | 15 | 110 | --  | 95  | 105 | 110 | 85  | 95  | 95  | CurePoison Healing  |
| SeaMan BLUE   | Air        | 450P | 24 | 18 | 15 | 10  | --  | 10  | 10  | 10  | 100 | 50  | --  | CurePoison Healing  |
| SeaMan YELLOW | Air        | 450P | 14 | 30 | 13 | 50  | 50  | 50  | 50  | 50  | 50  | 50  | 50  | CurePoison Healing  |
| SeaMan PINK   | Air        | 450P | 28 | 4  | 18 | 10  | --  | 10  | 10  | 50  | 100 | 10  | --  | CurePoison Healing  |
| SeaMan BLACK  | Air        | 450P | 30 | 19 | 11 | 30  | 30  | 30  | 30  | 30  | 30  | 30  | 30  | CurePoison Healing  |
| Hablok        | AntiAir    | 190P | 19 | 10 | 17 | 70  | --  | 80  | 80  | 80  | 65  | 80  | 80  | None                |
| Merman        | SeaSurface | 70P  | 22 | 13 | 14 | 60  | 60  | 60  | 60  | 60  | 60  | 60  | 60  | None                |
| MermanLord    | SeaSurface | 350P | 26 | 16 | 15 | 70  | 70  | 70  | 70  | 70  | 70  | 70  | 70  | None                |
| LizardMan     | Land       | 60P  | 23 | 12 | 14 | 40  | 40  | 40  | 35  | 40  | 40  | 40  | 40  | None                |
| LordLizard    | Land       | 360P | 26 | 17 | 15 | 70  | 70  | 70  | 70  | 70  | 70  | 70  | 70  | None                |
| Pike          | Spear      | 60P  | 18 | 18 | 12 | 50  | 50  | 50  | 50  | 50  | 50  | 50  | 50  | None                |
| Phalanx       | Spear      | 340P | 23 | 24 | 12 | 75  | 75  | 75  | 75  | 75  | 75  | 75  | 75  | None                |
| Centaurus     | BowHorse   | 100P | 19 | 8  | 16 | 40  | 40  | 40  | 40  | 40  | 40  | 40  | 40  | Range:7             |
| SkyArcher     | AirBow     | 150P | 16 | 5  | 15 | 35  | --  | 35  | 35  | 35  | 25  | 35  | 35  | Range:7             |
| Elf           | Bow        | 140P | 16 | 6  | 13 | 75  | 75  | 75  | 75  | 75  | 75  | 75  | 75  | Range:10CurePoison  |
| HighElf       | Bow        | 440P | 21 | 10 | 13 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | Range:10CurePoison  |
| Nixie         | SSBow      | 660P | 21 | 9  | 13 | 90  | 90  | 90  | 90  | 90  | 90  | 90  | 90  | Range:14            |
| Sniper        | LongBow    | 300P | 20 | 3  | 11 | 40  | 40  | 40  | 40  | 40  | 40  | 40  | 40  | Range:14 Critical   |
| Ballista      | MachineBow | 680P | 25 | 5  | 8  | 35  | 35  | 35  | 35  | 35  | 35  | 35  | 35  | Range:18            |
| Crusader      | Holy       | 170P | 22 | 18 | 13 | 70  | 70  | 70  | 85  | 70  | 70  | 120 | 70  | None                |
| Exorcist      | AntiDemon  | 230P | 21 | 16 | 13 | 75  | 75  | 75  | --  | 75  | 75  | 50  | 75  | None                |
| Monk          | Bishop     | 40P  | 19 | 13 | 12 | 63  | 63  | 63  | 83  | 64  | 64  | 93  | 63  | None                |
| SaintPerson   | Bishop     | 310P | 23 | 18 | 12 | 85  | 85  | 85  | 95  | 85  | 85  | 80  | 85  | CurePoison          |
| Log           | Theft      | 30P  | 20 | 13 | 13 | 50  | 50  | 50  | 50  | 50  | 50  | 50  | 50  | Critical            |
| Warrior       | Theft      | 350P | 24 | 17 | 12 | 75  | 75  | 75  | 75  | 75  | 75  | 75  | 75  | Critical            |
| Maid          | Ground     | 20P  | 0  | 6  | 11 | 30  | 30  | 30  | 30  | 30  | 30  | 30  | 30  | None                |
| Soldier       | Ground     | 50P  | 20 | 14 | 12 | 50  | 50  | 50  | 50  | 50  | 50  | 50  | 50  | None                |
| Legion        | Ground     | 320P | 25 | 19 | 12 | 65  | 65  | 65  | 65  | 65  | 65  | 65  | 65  | None                |
| Grenadier     | Ground     | 550P | 26 | 21 | 12 | 75  | 75  | 75  | 75  | 75  | 75  | 75  | 75  | None                |
| Lancer        | Horse      | 70P  | 24 | 15 | 16 | 50  | 50  | 50  | 50  | 50  | 50  | 50  | 50  | None                |
| Dragoon       | Horse      | 390P | 29 | 20 | 16 | 75  | 75  | 75  | 75  | 75  | 75  | 75  | 75  | None                |
| HeavyLancer   | HeavyHorse | 120P | 22 | 21 | 15 | 55  | 55  | 55  | 55  | 55  | 55  | 55  | 55  | None                |
| RoyalLancer   | HeavyHorse | 670P | 30 | 22 | 15 | 85  | 85  | 85  | 85  | 85  | 85  | 85  | 85  | None                |
| Shade         | Spirit     | 460P | 21 | 20 | 12 | 65  | --  | 80  | --  | 80  | 80  | 50  | 80  | CurePoisonparalyz3  |
| SnowDragon    | Dragon     | 620P | 28 | 20 | 10 | 60  | --  | 80  | 80  | 95  | 60  | 80  | 80  | Cold dmg CurePoison |

Skill List

[SKIL2]

| Name        | Target | Effect                                          |
|-------------|--------|-------------------------------------------------|
| SwordEquip  | Self   | Able to equip all sword regardless of class.    |
| ArmorEquip  | Self   | Able to equip all armor regardless of class.    |
| MagicEquip  | Self   | Able to equip all staff regardless of class.    |
| NinjaSkill  | Team   | Walk through obstacles.                         |
| Critical    | Self   | Increase critical rate. Accumulate for 3 turns. |
| Regenerate  | Team   | Recover 1 HP for mercenaries every turn.        |
| Healing     | Self   | Recover 1 HP for commander every turn.          |
| JudgementUp | Self   | Judgement+3.                                    |
| LightStep   | Team   | MV+2 V+2.                                       |
| CurePoison  | Team   | Resist status ailment.                          |

Poison1 |Enemy |2% chance inflict poison status to enemy after battle.  
 Poison2 |Enemy |4% chance inflict poison status to enemy after battle.  
 Poison3 |Enemy |6% chance inflict poison status to enemy after battle.  
 Poison4 |Enemy |8% chance inflict poison status to enemy after battle.  
 Paralyze1 |Enemy |2% chance inflict paralyze status to enemy after battle.  
 Paralyze2 |Enemy |4% chance inflict paralyze status to enemy after battle.  
 Paralyze3 |Enemy |6% chance inflict paralyze status to enemy after battle.  
 Paralyze4 |Enemy |8% chance inflict paralyze status to enemy after battle.  
 Petrify1 |Enemy |2% chance inflict petrify status to enemy after battle.  
 Petrify2 |Enemy |4% chance inflict petrify status to enemy after battle.  
 Petrify3 |Enemy |6% chance inflict petrify status to enemy after battle.  
 Petrify4 |Enemy |8% chance inflict petrify status to enemy after battle.  
 MixTroops |Self |Able to hire two types of mercenaries.  
 CommandUp |Self |Mercenaries Judgement+3

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 Magic List

[MAGI2]  
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| Name         | MP | Element | Target      | Cure/Effect                                  |
|--------------|----|---------|-------------|----------------------------------------------|
| Fire         | 1  | Fire    | Enemy 1Unit |                                              |
| FireBall     | 3  | Fire    | Enemy Area  |                                              |
| Freeze       | 4  | Ice     | Enemy 1Team |                                              |
| Blizzard     | 7  | Ice     | Enemy Area  |                                              |
| Thunder      | 5  | Thunder | Enemy 1Team | Stronger on water                            |
| ThunderStorm | 7  | Thunder | Enemy Area  | Stronger on water                            |
| WindCutter   | 2  | Wind    | Enemy 1Unit | Strong against Fly Unit                      |
| Tornado      | 9  | Wind    | Enemy Area  | Strong against Fly Unit                      |
| EarthQuake   | 16 | Ground  | Enemy Area  |                                              |
| Meteor       | 14 | Physic  | Enemy Area  |                                              |
| HolyBlaze    | 6  | Holy    | Enemy Area  | Strong against Demon                         |
| TurnUndead   | 7  | Holy    | Enemy Area  | Kill mercenaries only                        |
| MPDrain      | 1  | Dark    | Enemy 1Unit |                                              |
| Blast        | 12 | Physic  | Enemy 1Unit |                                              |
| Sleep        | 6  | Dark    | Enemy Area  | Fain Cannot move till the unit is hit        |
| Confuse      | 3  | Dark    | Enemy 1Team | Fain Attack nearest target regardless        |
| Zone         | 5  | Dark    | Enemy 1Team | Fain A+ D+ M+ cut by half                    |
| Mute         | 3  | Dark    | Enemy Area  | Fain Cannot cast magic                       |
| Declice      | 4  | Dark    | Enemy 1Team | Resist Fain Resist All-30                    |
| Slow         | 6  | Dark    | Enemy 1Team | Fain Counter +1Turn(Resist=Counter +20point) |
| Bind         | 2  | Dark    | Enemy 1Team | Quick Fain Move=0                            |
| Protection1  | 2  | -----   | Ally 1Team  | DF+3                                         |
| Protection2  | 4  | -----   | Ally 1Team  | DF+5                                         |
| Attack1      | 1  | -----   | Ally 1Team  | AT+3                                         |
| Attack2      | 4  | -----   | Ally 1Team  | AT+5                                         |
| Quick        | 1  | -----   | Ally 1Team  | Bind MV+5                                    |
| Resist       | 3  | -----   | Ally 1Team  | Decline Resist All+30                        |
| Heal1        | 2  | -----   | Ally Area   | HP maximum recover 3 points                  |
| Heal2        | 6  | -----   | Ally Area   | HP fully recover                             |
| ForceHeal1   | 3  | -----   | Ally 1Team  | HP recover 3 points                          |
| ForceHeal2   | 5  | -----   | Ally 1Team  | HP fully recover                             |
| Fain         | 3  | -----   | Ally Area   | Cure status ailment                          |
| Again        | 4  | -----   | Ally 1Team  | Able to move again                           |
| Teleport     | 8  | -----   | Ally 1Team  | Move to a location instantly                 |
| Quiet        | 20 | -----   | All Map     | Cannot use magic or summon for 500 counter   |
| Bless        | 15 | -----   | All Ally    | +1HP to all units every turn for 500 counter |
| Laser        | 0  | -----   | All Line    | Secret                                       |
| Explosive    | 0  | -----   | All Area    | Secret                                       |

Summon List

[SUMM2]

| Name                    | MP | Type         | AT | DF | MP | MV | IN | Fr  | Gr | Th  | Dr  | Ic  | Wd  | Hl  | Ph  | Magic Skill                                               |
|-------------------------|----|--------------|----|----|----|----|----|-----|----|-----|-----|-----|-----|-----|-----|-----------------------------------------------------------|
| Sleipnir<br>Summon1     | 7  | SpecialHorse | 27 | 18 | 0  | 18 | 18 | 70  | 70 | 70  | 70  | 70  | 70  | 70  | 70  | None                                                      |
| Pixy<br>Summon1         | 7  | Air          | 18 | 16 | 14 | 16 | 40 | 110 | -- | 110 | 95  | 110 | --  | 95  | 95  | Mute<br>Sleep<br>Heal1<br>CurePoison                      |
| Valkyrie<br>Summon2     | 14 | Ground       | 24 | 19 | 32 | 18 | 62 | 75  | 75 | 75  | 75  | 75  | 75  | 75  | 75  | ThunderStorm<br>Quick<br>Attack2                          |
| Jinn<br>Summon2         | 14 | JinnSpirit   | 25 | 22 | 25 | 15 | 40 | 70  | -- | 70  | 70  | 70  | +99 | 70  | 70  | WindCutter<br>Tornado                                     |
| Phoenix<br>Summon3      | 20 | AntiAirAir   | 29 | 22 | 20 | 16 | 35 | +99 | -- | 120 | --  | 70  | 70  | --  | 120 | Fire<br>FireBall<br>CurePoison                            |
| Freya<br>Summon3        | 20 | Air          | 26 | 24 | 40 | 16 | 75 | 120 | -- | 120 | --  | 90  | +99 | 120 |     | HolyBlaze<br>ForceHeal2<br>Sleep<br>CurePoison<br>Attack2 |
| Spider<br>Summon4       | 8  | SpecialHorse | 25 | 15 | 0  | 16 | 13 | 30  | 40 | 40  | 50  | 30  | 40  | 40  | 40  | Paralyze4<br>Poison3                                      |
| Haunt<br>Summon4        | 8  | Spirit       | 22 | 13 | 15 | 11 | 26 | 55  | -- | 70  | --  | 70  | 70  | 40  | 70  | MPDrain<br>Sleep<br>CurePoison<br>Paralyze2               |
| Medusa<br>Summon5       | 17 | Ground       | 27 | 18 | 15 | 12 | 28 | 60  | 60 | 60  | 70  | 60  | 60  | 50  | 60  | Zone<br>Decline<br>Petrify4                               |
| Lilith<br>Summon5       | 17 | Demon        | 26 | 18 | 35 | 11 | 45 | 80  | 80 | 60  | 100 | 80  | 80  | 60  | 80  | FireBall<br>Sleep<br>Resist<br>Heal1                      |
| AilmentGuard<br>Summon6 | 24 | SeaSurface   | 32 | 25 | 0  | 14 | 20 | 90  | 90 | 90  | 90  | 95  | 90  | 90  | 90  | Poison4                                                   |
| Fenrir<br>Summon6       | 24 | SpecialHorse | 33 | 21 | 0  | 16 | 25 | 90  | 90 | 90  | 90  | 97  | 90  | 90  | 90  | None                                                      |
| Seraphim<br>Summon1,2,3 | 35 | Air          | 24 | 21 | 50 | 15 | ?? | 120 | -- | 120 | --  | 120 | 90  | +99 | 120 | Meteor<br>Protection2<br>Heal1<br>Again                   |

|                   |    |        |                                              |              |
|-------------------|----|--------|----------------------------------------------|--------------|
| Thor              | 35 | Ground | 32 24 15 12 ?? 90 90+99 90 90 90 90 90 90 90 | Thunder      |
| Summon1,2,3       |    |        |                                              | ThunderStorm |
| Mjollnr OR        |    |        |                                              |              |
| Megin Gjrd        |    |        |                                              |              |
| Builder           | 38 | Ground | 33 28 12 11 ?? 80 80 70 80 80 80 80 80 80    | Blast        |
| Summon1,2,3       |    |        |                                              | Decline      |
| Iron Array OR     |    |        |                                              | Heal1        |
| Vaselin           |    |        |                                              |              |
| Bell Zephyr       | 30 | Demon  | 28 22 40 11 ?? 95 95 95 -- 95 95 70 95       | EarthQuake   |
| Summon1,2,3       |    |        |                                              | Meteor       |
| Burning Staff     |    |        |                                              | Attack2      |
|                   |    |        |                                              | Teleport     |
| Holy Dragon       | 35 | Dragon | 31 25 25 11 ?? 100 --100 --100 100+99 100    | HolyBlaze    |
| Summon123456      |    |        |                                              | TurnUndead   |
| Dragon Staff AND  |    |        |                                              | Heal2        |
| Dragon Crown      |    |        |                                              | Fain         |
| Chaos King        | 40 | Demon  | 32 28 40 11 ?? -- -- -- -- -- 125 --         | Meteor       |
| Summon4,5,6       |    |        |                                              | Sleep        |
| Dark Robe AND     |    |        |                                              | Zone         |
| Blood Contract    |    |        |                                              | Again        |
| Light Goddess     | 40 | Air    | 29 28 55 13 ?? -- -- -- -- -- +99 --         | EarthQuake   |
| Summon1,2,3       |    |        |                                              | Protection2  |
| Goddess Dress AND |    |        |                                              | Heal2        |
| Holy Ring         |    |        |                                              | Teleport     |

=====  
 Cheat [CHEA2]  
 =====

-----Scenario Select-----

At load Screen. Highlight a save file. Press Square, Up, R1, Triangle, Down  
 Select, Circle. Play cleared scenario.

At load Screen. Highlight a save file. Left, Square, Triangle, Select, L1, Right  
 R1, Triangle, X. Play all scenario.

-----Secret Shop-----

Go into Shop. Highlight buy. Press R1, Down, L1, Up, Square, X. Able to buy all  
 items except 3 secret equipments.

-----Ultimate Shop-----

Go into Shop. Highlight buy. Press R1, Up, Left, L1, Up, L1, Square, X. Able to  
 buy all items include 3 secret equipments, Money increased by 50000P.

-----All Magic Unlocked-----

Highlight a character. Press Select, Select, X, X, Square, Square, X, Triangle.

-----All Mercenaries-----

Go to Mercenaries page. Press L1, Triangle, Down, Down Triangle, Square, X.

-----Character Voice-----

At Start menu. Press L1, R1, L2, R2, Up, Right, Square, X.

-----Character Voice2-----

At Start menu. Press R2, R2, L2, L2, Up, Left, Triangle, Square. Config Menu

-----Character Voice3-----

At Start menu. Press L2, L2, L1, L1, R2, R2, Triangle, Up. Config Menu

-----All Status-----

Highlight a character. Press R1, L1, Up, Triangle, Square, X

-----Dummy?-----

At Load Data. Press R1. R1. L1. L1, Square, Left, Triangle, Circle, Right, Square, Square, L1, R1, Left, L2, R2, Triangle, X.

-----Other Info-----

At Load Data. Press Square, Up R1, Triangle, Down, Select Circle for Normal Mode Press R1, R1, L1, L1, Square, Left, Triangle, Circle for Hard Mode.

=====  
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<http://www.gamefaqs.com/>  
<http://www.supercheats.com/>

=====  
Credits [CRED1]  
=====

Thanks to Michael Sarich for the Copyright section

Thanks to John for pointing out several errors in Character creation section and suggestions on Alfred Class.

<http://www.network-science.de/ascii/>  
- Great ASCII Art

[http://kogemaru.fc2web.com/lang/lang\\_index.htm/](http://kogemaru.fc2web.com/lang/lang_index.htm/)  
[http://kogemaru.sugoihp.com/lang/lang\\_index.htm/](http://kogemaru.sugoihp.com/lang/lang_index.htm/)  
<http://www.rpgdl.org/ss/lang4.html/>  
<http://www.langrisser.cn/>  
<http://langrisser.ejgame.com/index.php/>

<http://members2.jcom.home.ne.jp/creva/lang5/lang5.html>  
<http://www.ceres.dti.ne.jp/~matsu-s/tp.html>  
<http://www.geocities.co.jp/Playtown-Knight/6452/lang/lngtop.htm#2>

These websites provide many useful information. You have to pay them a visit if and only if you can read Japanese and Chinese.

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