SaGa Frontier FAQ

by Azure Fong

Updated to v1.0 on Mar 28, 1998

Date: Sat, 28 Mar 1998 20:21:45 -0800

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- Foreword..... -

This guide is designed to help gamers, Japanese or not, through the game SaGa Frontier. Because lots of other FAQs contain information about starting the game, etc. I don't want to include them. As a side not, I always suggested that you don't play the game with a walkthrough or stuff like that beside you because it is too tempting. The game will be less fun if you use a walkthrough without trying first......IMHO.

Mirrors of the guide (hopefully):

Azure.Fong State of Living
        (Chinese)       http://home.bc.rogers.wave.ca/yvonne/
RPGamer         http://www.rpgamer.com/
GameFAQs              http://www.gamefaqs.com/

Any corrections or enhancements please email to squaresky@mindless.com Newest revisions should be in Azure.Fong State of Living (should see an alert/confirm box if you can see Javascript) All of the Japanese characters are encoded in EUC code. I recommend Unionway for viewing/inputing Japanese/Chinese ^^ (http://www.unionway.com)

- Disclaimer -

Anyone viewing this document has the right to redistribute, use, print, tear up, etc.etc. this as long as you don't change anything in the document. BTW, if you are putting this on your webpage, please email to so I can add your site to the above list. Adding anything in this document without notifying me will result in unimaginable consequences......

- Revisions -

v.1.0  Asellus walkthru completed with a rewrite plus many corrections
        here and there.
v.0.41 Asellus completed to the end of Arcana Event.
v.0.4  Started writing the in-depth walkthru for Asellus, now up to
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the beginning of the Rune Event.
v.0.3 All of the character flowcharts completed.
v.0.2 Still not totally complete. First release of the guide......
v.0.1 Totally incomplete version now resides at my computer, on the First day of 1998...First walkthru of 1998 huh...

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    - -Žé�� (can't translate)
  - o –‚�e Monster Weapon & Gurirandorii
  - o Body Tech: DSC

12. Credits (very short, don't worry)

~ 1. Characters ~

- 1.1 Asellus ------------------------------------

Name: Asellus ƒAƒZƒ‹ƒX
Race: Half-Mystic
Sex: Female

Killed 12 years ago by a accident, she was revived by the King of the mystics, Orurowaaju. She was the only half-mystic lifeform in the world. Of course, she had been lost many times as she go on living....

Because she is at least half a mystic, she had the ability to use "Demon" magic (—d�p) and use the Hellwing (ƒwƒ‹ƒEƒCƒ“ƒO) techs (—d–‚Ì�¬Žè, —d–‚ÌŒ•, —d–‚Ì‹ï‘«) which absorbs the enemy's ability while killing them.
My favourite character ^^

- 1.2 Coon ---------------------------------------

Name: Coon ƒN�[ƒ“
Race: Monster

Coon's homeland Maagumeru was on the verge of disintergrating. The leader of Maagumeru let Coon escape for the hope of leaving the bloodline of the tribe in the world. He gave Coon a ring with mysterious powers...And Coon began his adventure to collect rings and save his homeland.

Being a monster Coon can absorb the ability of the enemies he fought. His special techs are basically depended on which monster he absorbs.

- 1.3 Emiria --------------------------------------

Name: Emiria ƒGƒ~ƒŠƒA
Race: Human
Sex: Female

- 1.4 Lute --

Name: Lute ƒŠƒ…�[ƒg

Race: Human
Sex: Male

Lute decided to go outside for an adventure when he got bored of his peaceful hometown Yorkland. Bearing his musical instrument, he went to other cities, hoping to find a more exciting lifestyle......

Lute is well, basically useless ^^ He will get stronger when he get magic, but before that it is better to depend on his ogre friend...His chapter has a certain difficulty, but it also has more freedom so it is actually a very nice chapter.

- 1.5 T260G ---------------------------------------

Name: T260G
Race: Machine

- 1.6 Blue --

Name: Blue ƒuƒ‹�[
Race: Human
Sex: Male

The master of the magic lycee let Blue to go outside for training purposes. Before Blue left, the master told him that his twin brother, Rouge (what the hell? color family?), had also gone out for training. The existence of both Blue and Rouge makes their studies of magic incomplete and thus, if Blue wants to become a "complete" magician, he must kill Rouge......

Blue is very strong in any magic, so it is best to set off his chapter with the Arcana (”é�p) and Rune (ˆó�p) events, followed by Maze of Light (Œõ,Ì –À‹{) and Maze of Darkness (ˆÅ,Ì–À‹{).

- 1.7 Red ---

Name: Red ƒŒƒbƒh
Race: Human
Sex: Male

- 1.8 Other Characters ----------------------------

Below is a listing of the characters that will join you as one of your party members.

character	conditions
Emiria ƒGƒ~ƒŠƒA	-go to the parking lot at Baccarat (¥Ð¥«¥é) after the Arcana event is triggered
Lute ƒŠƒ…�[ƒg	-go to the bar at Scrap (¥¹¥¯¥é¥Ã¥×)
Hughes ƒqƒ…�[ƒY	-go to IRPO to be confided in after the the Arcana event is triggered
Feion ƒtƒFƒCƒIƒ“	-go to Tanzaa (¥¿¥ó¥¶�[) after the Rune event is triggered. won't join if main character is Blue.
Annie ¥¢¥Ë�[	-go to the restaurant at Kowloon (¥¯�[¥í¥ó) after the Arcana event is triggered. If Red/Emiria is the main character she will always be in your party.
Gen ƒQƒ“	-talk to the skeleton at Kowloon (¥¯�[¥í¥ó)

	after the Arcana event is triggered, then go to the bar at Scrap to get him
Mei Ling ƒ�ƒCƒŒƒ“	-go to the bar at Scrap. won't join if main character is Asellus/Red
Captain ŠÍ’·	-go to Nelson (¥Í¥ë¥½¥ó) if main character is Lute
Rouge ƒ‹�[ƒWƒ…	-go to the airport at Ruminasu (¥ë¥ß¥Ê¥¹) won't join of main character is T260G/ Coon/Blue (of course!)
Raiza ¥é¥¤¥¶	-go to the restaurant at Kowloon (¥¯�[¥í¥ó) after Rufus joined your party
Doll ¥É�[¥ë	-will join after Cygnus (¥¥°¥Ê¥¹) arrived at Shinrou (¥·¥ó¥í¥¦) if main character is Red
Rufus ƒ‹�[ƒtƒ@ƒX	-if main character is Blue/Lute, trigger the Rune event and he'll appear at the Tomb of Mo-Wong. if main character is Red he will be in the restaurant at Kowloon (¥¯�[¥í¥ó)
Asellus ƒAƒZƒ‹ƒX	-go to Trinity (ƒgƒŠƒjƒeƒB) if main charac. is Emiria. if main character is Red she will be a comrade for a short time
Zozuma ¥¾¥°¥Þ	-go to Trinity (ƒgƒŠƒjƒeƒB) if main charac. is Emiria. he will be in the party if main character is Asellus
White Rose ”’åKåN	-go to Trinity (ƒgƒŠƒjƒeƒB) if main charac. is Emiria. if main character is Red/ Asellus she will be in the party for a short time.
Nuzakaan ƒkƒTƒJ�[ƒ“	-when main character is Coon, Blue or Lute he can be found at his Lab at a secret passage at (3 at's!) Kowloon (¥¯�[¥í¥ó)
Mesarthim ƒ�ƒTƒ‹ƒeƒBƒ€	-go to Leader's House (—ÌŽå,ÌŠÙ) at Owmi (ƒIƒEƒ~) when mystics are present in your party.
Silence ¥µ¥¤¥ì¥ó¥¹	-go to Oonburu (¥ª�[¥ó¥Ö¥ë) and talk to Sairensu's shadow to accept his training. After the training is completed, go to the column to the right of the entrance to find him.
Irudoun ƒCƒ‹ƒhƒDƒ“	-go to Pinnacle Castle (�j,Ì�é) when main character is Asellus
"Zero Empress" —ë•P	-see "secrets" section
T260G	-go to the bar at Scrap (ƒXƒNƒ‰ƒbƒv) if main character is Coon/Blue/Lute
Leonardo ƒŒƒIƒiƒ‹ƒh	-go to the fast-food restaurant at the shopping center at Manhattan if main character is T260G
BJ&K	-go to the first-aid room at Cygnus (¥¥°¥Ê¥¹) if main character is Red
Nakajima 0 ƒiƒJƒWƒ}—ëŽ®	-after T260G gets mouse from the Tomb of Chai-Wong (�Ï‰¤,ÌŒÃ•), it will join you at ’†“‡�»�ì�Š
Robot ƒ�ƒ{ƒbƒg	-go to the courtyard at ‹ž when Red is the main character
Special Working Car “ÁŽê�H�ìŽÔ	-go to ’†“‡�»�ì�Š when T260G is in the party
pzkwV	-see "secrets" section
Coon ƒN�[ƒ“	-go to the bar at Scrap (ƒXƒNƒ‰ƒbƒv) won't join if Red/Asellus is the main

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                                  character
Chai-Wong �Ï‰¤          -go to Tomb of Chai-Wong (�Ï‰¤,ÌŒÃ•)
Thunder ƒTƒ“ƒ_�[                -go to Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh) if Lute
                                  is in your party
Cotton ƒRƒbƒgƒ“         -go to Life Science Lab (�¶–½‰ÈŠwŒ¤‹†�Š)
Master of Time Žž‚ÌŒN   -see "secrets" section
Slime   ƒXƒ‰ƒCƒ€         -trigger the Rune event and get the
                                  Vitality Rune (Šˆ—Í‚Ìƒ‹�[ƒ“) at Tanzaa
                                  (ƒ^ƒ“ƒU�[)
Red Carrot                      -talk to it before Asellus leaves the
                                  area of darkness (ˆÅ‚Ì–À‹{). it will
                                  be waiting at Ruminasu
Kirin êi—Ù                      -see "secrets" section
Žé��                            -see "secrets" section

~ 2. Walkthroughs ~

The flow charts are a map of the actions of the individual chapters.

For more concise walkthrus see 2.2/2.3 (maybe the character you're
looking for isn't up yet......)

- 2.1 Character Flow Charts ------------------------

== 2.11 Asellus ==============

* Fascination (ƒtƒ@ƒVƒiƒgƒD�[ƒ‹)
        Pinnacle Castle (�j‚Ì�é)
        Village (�ª‚Á‚±‚Ì’¬)
        Pinnacle Castle
        Village
        Secret Passage (“´ŒA)
* Owmi (ƒIƒEƒ~)
        Bar (Žð�ê)
        Leader's House (—ÌŽå‚ÌŠÙ)
* Shuraiku (ƒVƒ…ƒ‰ƒCƒN)
        Asellus' House (Ž©‘î)
* Luminous (ƒ‹ƒ~ƒiƒX)
* Scrap (ƒXƒNƒ‰ƒbƒv)
        Bar
* Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh)
        Windmill
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Arcana & Rune events
* Kowloon (ƒN�[ƒ�ƒ“)
        secret passages
* Shuraiku
        Tomb of Mo-Wong (•�‰¤‚ÌŒÃ•)
        Tomb of Chai-Wong (�Ï‰¤‚ÌŒÃ•)
* Luminous
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©‘R“´ŒA) -> Protect Rune
          (•ÛŒì‚Ìƒ‹�[ƒ“)
        Shuraiku -> Tanzaa (ƒ^ƒ“ƒU�[) -> Vitality Rune (Šˆ—Í‚Ìƒ‹�[ƒ“)
        Shuraiku -> Tomb of Mo-Wong -> Victory Rune (�Ÿ—˜‚Ìƒ‹�[ƒ“)
        Kowloon [find Annie] -> Jail of Despair (ƒfƒBƒXƒyƒA) -> Freedom
          Rune (‰ð•ú‚Ìƒ‹�[ƒ“)
* Arcana Event
        IRPO -> Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) -> Shield Card (�‚‚ÌƒJ�[ƒh)
        Baccarat (ƒoƒJƒ‰) -> Gold Card (‹à‚ÌƒJ�[ƒh)
        Yorkland -> Cup Card (”t‚ÌƒJ�[ƒh)
        Kowloon (talk to skeleton) -> Scrap (find Gen) -> Wakatsu
          (ƒ�ƒJƒc) -> Sword Card (Œ•‚ÌƒJ�[ƒh)
* Maze of Darkness
        Douvan -> Maze of Darkness (ˆÅ‚Ì–À‹{)
* Master of Time
        Douvan (ask about Time Magic) -> Mosperniburg -> Owmi -> Village
          in Fascination -> Mosperniburg -> Region of the Time Monsters
          (ŽžŠÔ—d–‚‚ÌƒŠ�[ƒWƒ‡ƒ“)
* Kirin
        Douvan (ask about Space Magic -> Region of Kirin (êi—Ù‚Ì‹óŠÔ)
* Wakatsu
* Shuraiku
        Life Science Lab (�¶–½‰ÈŠwŒ¤‹†�Š)
* Shinrou
        Ancient Ship (ŒÃ‘ã‚ÌƒVƒbƒv)
        Shinrou Castle (ƒVƒ“ƒ�ƒE‰¤‹{)
        Shinrou Ruins (ƒVƒ“ƒ�ƒEˆâ�Õ)
* Final Battle
        Owmi
        Secret Passage
        Village
        Pinnacle Castle

== 2.12 Coon ======================

[note: in Coon's chapter, talk to Mei Ling in Kowloon before beginning
another ring quest]

* Maagumeru (ƒ}�[ƒOƒ�ƒ‹)
* Scrap (ƒXƒNƒ‰ƒbƒv) -- merchant's ring (�¤�l‚ÌŽw—Ö)
        Bar (Žð�ê)
        Kabarero Office (ƒJƒoƒŒƒ�Ž––±�Š)
        Kabarero Factory (ƒJƒoƒŒƒ�ƒtƒ@ƒNƒgƒŠ�[)
* Kowloon (ƒN�[ƒ�ƒ“) (talk to Mei Ling ƒ�ƒCƒŒƒ“)
* Tanzaa (ƒ^ƒ“ƒU�[) -- thief's ring (“�‘¯‚ÌŽw—Ö)
* Kowloon
        Canal (‰º�…“¹)
        Natural Cave (Ž©‘R“´ŒA)
* Shuraiku (ƒVƒ…ƒ‰ƒCƒN)
        Tomb of Chai-Wong (�Ï‰¤‚ÌŒÃ•)
* Shinrou (ƒVƒ“ƒ�ƒE)
        Ancient Ship (ŒÃ‘ã‚ÌƒVƒbƒv)
        Shinrou Ruins (ƒVƒ“ƒ�ƒEˆâ�Õ)
* Shuraiku -- warrior's ring (�íŽm‚ÌŽw—Ö)
* Baccarat (ƒoƒJƒ‰) -- courage ring (—E‹C‚ÌŽw—Ö)
* Manhattan (ƒ}ƒ“ƒnƒbƒ^ƒ“) -- schemer (?)'s ring (�ôŽm‚ÌŽw—Ö)
* Jail of Despair (ƒƒƒBƒXƒyƒA) -- ninja's ring (‰BŽÒ‚ÌŽw—Ö)
* Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh) -- life ring (�¶–½‚ÌŽw—Ö)
* Luminous (ƒ‹ƒ~ƒiƒX)
        Maze of Light (Œõ‚Ì–À‹{)
        Maze of Darkness (ˆÅ‚Ì–À‹{)
* Capital (‹ž)
        Heart Magic (�S�p)
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Arcana & Rune events
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©‘R“´ŒA) -> Protect Rune
          (•ÛŒì‚Ìƒ‹�[ƒ“)
        Shuraiku -> Tanzaa (ƒ^ƒ“ƒU�[) -> Vitality Rune (Šˆ—Í‚Ìƒ‹�[ƒ“)
        Shuraiku -> Tomb of Mo-Wong -> Victory Rune (�Ÿ—˜Ìƒ‹�[ƒ“)
        Kowloon [find Annie] -> Jail of Despair (ƒƒƒBƒXƒyƒA) -> Freedom
          Rune (‰ð•ú‚Ìƒ‹�[ƒ“)
* Arcana Event
        IRPO -> Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) -> Shield Card (�‚‚ÌƒJ�[ƒh)
        Baccarat (ƒoƒJƒ‰) -> Gold Card (‹à‚ÌƒJ�[ƒh)
        Yorkland -> Cup Card (”t‚ÌƒJ�[ƒh)
        Kowloon (talk to skeleton) -> Scrap (find Gen) -> Wakatsu
          (ƒ�ƒJƒc) -> Sword Card (Œ•‚ÌƒJ�[ƒh)
* Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹)

== 2.13 Lute ========================

* Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh)
* Manhattan (ƒ}ƒ“ƒnƒbƒ^ƒ“)
* Yorkland
* Luminous (ƒ‹ƒ~ƒiƒX)
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Arcana event
* Kowloon (ƒN�[ƒ�ƒ“)
        talk to skeleton
* Scrap (ƒXƒNƒ‰ƒbƒv)
        Bar (Žð�ê)
* Luminous
        Maze of Light (Œõ‚Ì–À‹{)
* Arcana Event
        Baccarat (ƒoƒJƒ‰) -> Gold Card (‹à‚ÌƒJ�[ƒh)
        Yorkland -> Cup Card (”t‚ÌƒJ�[ƒh)
        Kowloon (talk to skeleton) -> Scrap (find Gen) -> Wakatsu
          (ƒ�ƒJƒc) -> Sword Card (Œ•‚ÌƒJ�[ƒh)
* Explorations
        IRPO (fight bosses)
        Kowloon -> Canal (‰º�…“¹) -> Natural Cave (Ž©‘R“´ŒA)
        Shuraiku (ƒVƒ…ƒ‰ƒCƒN) -> Tomb of Chai-Wong (�Ï‰¤‚ÌŒÃ•)
        Shinrou (ƒVƒ“ƒ�ƒE) -> Shinrou Ruins (ƒVƒ“ƒ�ƒEˆâ�Õ)
        Shuraiku -> Life Science Lab (�¶–½‰ÈŠwŒ¤‹†�Š) (basement)
        Wakatsu (ƒ�ƒJƒc)
* Arcana Event cont.
        IRPO -> Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) -> Shield Card (�‚‚ÌƒJ�[ƒh)
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Rune event
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©‘R“´ŒA) -> Protect Rune
          (•ÛŒì‚Ìƒ‹�[ƒ“)
        Shuraiku -> Tanzaa (ƒ^ƒ“ƒU�[) -> Vitality Rune (Šˆ—Í‚Ìƒ‹�[ƒ“)
        Shuraiku -> Tomb of Mo-Wong -> Victory Rune (�Ÿ—˜Ìƒ‹�[ƒ“)
        Kowloon [find Annie] -> Jail of Despair (ƒƒƒBƒXƒyƒA) -> Freedom
          Rune (‰ð•ú‚Ìƒ‹�[ƒ“)
* Master of Time
        Douvan (ask about Time Magic) -> Mosperniburg -> Owmi -> Village
          in Fascination -> Mosperniburg -> Region of the Time Monsters
          (ŽžŠÔ—d–‚‚ÌƒŠ�[ƒWƒ‡ƒ“)
* Owmi (ƒIƒEƒ~)
        Leader's House (—ÌŽå‚ÌŠÙ)
        Restaurant (talk to Captain ŠÍ’·)
        Airport (go to Nelson ƒlƒ‹ƒ\ƒ“)
* Final Battle
        Mondo HQ (ƒ‚ƒ“ƒhŠî’n)

== 2.14 Emiria =====================
* Jail of Despair (ƒƒƒBƒXƒyƒA)
* Gradeus (ƒOƒ‰ƒƒƒBƒEƒX)
* Kingdom of Shinrou (ƒVƒ“ƒ�ƒE‰¤�‘)
* Luminous (ƒ‹ƒ~ƒiƒX)
        find Rouge (ƒ‹�[ƒWƒ…)
* Shuraiku (ƒVƒ…ƒ‰ƒCƒN)
        Tomb of Chai-Wong (�Ï‰¤‚ÌŒÃ•)
* Baccarat (ƒoƒJƒ‰)
* Magic Kingdom (ƒ}ƒWƒbƒNƒLƒ“ƒOƒ_ƒ€)
* Trinity (ƒgƒŠƒjƒeƒB)
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Rune event
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©‘R“´ŒA) -> Protect Rune
          (•ÛŒì‚Ìƒ‹�[ƒó)
        Shuraiku -> Tanzaa (ƒ^ƒ¥ƒóƒU�[) -> Vitality Rune (Šˆ—Í‚Ìƒ‹�[ƒó)
        Shuraiku -> Tomb of Mo-Wong (•�‰¤‚ÌŒÃ•) -> Victory Rune
          (�Ÿ—˜‚Ìƒ‹�[ƒó)
        No need for Freedom Rune because you should already got it from
          Jail of Despair in the beginning
* Trinity
* Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh)
        Church (—ç”q“°)

== 2.15 T260G ======================

* Scrap (ƒXƒNƒ‰ƒbƒv)
        Bar (Žð�ê)
        Combat Arena (“¬‹@�ê)
* Crater (ƒNƒŒ�[ƒ^)
        Mine (�ÌŒ@�R)
* Scrap
        Bar
        Kabarero Office (ƒJƒoƒŒƒ�Ž––±�Š)
        Kabarero Factory (ƒJƒoƒŒƒ�ƒtƒ@ƒNƒgƒŠ�[)
* Kowloon (ƒN�[ƒ�ƒ“)
        collect info......
        Canals (‰º�…“¹)
        Natural Cave (Ž©‘R“´ŒA)
* Manhattan (ƒ}ƒ“ƒnƒbƒ^ƒ“)
* Shuraiku (ƒVƒ…ƒ‰ƒCƒN)
        Workshop (’†“‡�»�ì�Š)
        Tomb of Chai-Wong (�Ï‰¤‚ÌŒÃ•)
        Workshop
* Shinrou (ƒVƒ“ƒ�ƒE)
        Ancient Ship (ŒÃ‘ã‚ÌƒVƒbƒv)
        Shinrou Ruins (ƒVƒ“ƒ�ƒEˆâ�Õ)
* Manhattan
        Leonardo's Lab (ƒŒƒIƒiƒ‹ƒh‚ÌŒ¤‹†Žº)
        Taltaros (ƒ^ƒ‹ƒ^ƒ�ƒX)
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Rune & Arcana events
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©'R"´ŒA) -> Protect Rune
          (•ÛŒì‚Ìƒ‹�[ƒó)
        Shuraiku -> Tanzaa (ƒ^ƒ¥ƒóƒU�[) -> Vitality Rune (Šˆ—Í‚Ìƒ‹�[ƒó)
        Shuraiku -> Tomb of Mo-Wong -> Victory Rune (�Ÿ—˜‚Ìƒ‹�[ƒó)
        Kowloon [find Annie] -> Jail of Despair (ƒƒƒBƒXƒyƒA) -> Freedom
          Rune (‰ð•ú‚Ìƒ‹�[ƒó)
```

```
* Arcana Event
        IRPO -> Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) -> Shield Card (�,,ÌƒJ�[ƒh)
        Baccarat (ƒoƒJƒ‰) -> Gold Card (‹à,ÌƒJ�[ƒh)
        Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh) -> Cup Card (”t,ÌƒJ�[ƒh)
        Kowloon (talk to skeleton) -> Scrap (ƒXƒNƒ‰ƒbƒv)(find Gen) -> Wakatsu
          (ƒ�ƒJƒc) -> Sword Card (Œ•,ÌƒJ�[ƒh)
* Manhattan -> HQ
        Inside of the system (ƒVƒXƒeƒ€“à•”)
        HQ
* Manhattan -> HQ
        Infiltrating HQ (,g,p“à•”)

== 2.16 Blue =======================

* Magic Lycee
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Rune & Arcana events
* Kowloon (ƒN�[ƒ�ƒ“)
        talk to skeleton
* Scrap (ƒXƒNƒ‰ƒbƒv)
        Bar (Žð�ê)
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©‘R“´ŒA) -> Protect Rune
          (•ÛŒì,Ìƒ‹�[ƒ“)
        Shuraiku -> Tanzaa (ƒ^ƒ“ƒU�[) -> Vitality Rune (Šˆ—Í,Ìƒ‹�[ƒ“)
        Shuraiku -> Tomb of Mo-Wong -> Victory Rune (�Ÿ—˜,Ìƒ‹�[ƒ“)
        Kowloon [find Annie] -> Jail of Despair (ƒfƒBƒXƒyƒA) -> Freedom
          Rune (‰ð•ú,Ìƒ‹�[ƒ“)
* Arcana Event
        IRPO -> Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) -> Shield Card (�,,ÌƒJ�[ƒh)
        Baccarat (ƒoƒJƒ‰) -> Gold Card (‹à,ÌƒJ�[ƒh)
        Yorkland -> Cup Card (”t,ÌƒJ�[ƒh)
        Kowloon (talk to skeleton) -> Scrap (find Gen) -> Wakatsu
          (ƒ�ƒJƒc) -> Sword Card (Œ•,ÌƒJ�[ƒh)
* Luminous
        Maze of Light (Œõ,Ì–À‹{)
* Explorations
        IRPO (fight bosses)
        Kowloon -> Canal (‰º�…“¹) -> Natural Cave (Ž©‘R“´ŒA)
        Shuraiku (ƒVƒ…ƒ‰ƒCƒN) -> Tomb of Chai-Wong (�Ï‰¤,ÌŒÃ•) ->
          Tomb of Mo-Wong (•�‰¤,ÌŒÃ•)
        Shinrou (ƒVƒ“ƒ�ƒE) -> Shinrou Ruins (ƒVƒ“ƒ�ƒEˆâ�Õ)
        Shuraiku -> Life Science Lab (�¶–½‰ÈŠwŒ¤‹†�Š) (basement)
        Wakatsu (ƒ�ƒJƒc)
* Owmi (ƒIƒEƒ~)
        Leader's House (—ÌŽå,ÌŠÙ)
* Master of Time
        Douvan (ask about Time Magic) -> Mosperniburg -> Owmi -> Village
          in Fascination -> Mosperniburg -> Region of the Time Monsters
          (ŽžŠÔ—d–,,ÌƒŠ�[ƒWƒ‡ƒ“)
* Capital (‹ž)
        Heart Magic (�S�p)
* will fight Rouge (ƒ‹�[ƒWƒ…) after Blue gets Rune/Arcana, Yin/Yang, Space/
    Time and Heart magics
* Magic Kingdom (ƒ}ƒWƒbƒNƒLƒ“ƒOƒ_ƒ€)
* Hell (’n�–)

== 2.17 Red =======================

* Baccarat (ƒoƒJƒ‰)
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```
        Casino (ƒJƒWƒm) Area 1
        Casino Area 2
        Parking Lot (’“ŽÔ�ê)
* Shuraiku (ƒVƒ…ƒ‰ƒCƒN)
        Tomb of Chai-Wong (�Ï‰¤‚ÌŒÃ•)
                get sacred tools only (too weak to fight Chai-Wong)
        Park (Œö‰€)
* Manhattan (ƒ}ƒ“ƒnƒbƒ^ƒ“)
        Attack of Cygnus (ƒLƒOƒiƒX)!
        Restaurant (ƒŒƒXƒgƒ‰ƒ“)
* Kowloon (ƒN�[ƒ�ƒ“)
        Canals (‰°�…“¹) [will arrive at Cygnus ship)
* Capital (‹ž)
* Shinrou (ƒVƒ“ƒ�ƒE)
* Yorkland (ƒˆ�[ƒNƒ‰ƒ“ƒh)
* Baccarat
* Shuraiku
        Tomb of Mo-Wong (•�‰¤‚Ìˆâ�Õ)
        Workshop (’†“‡�»�ì�Š)
        Tomb of Chai-Wong
                get Chai-Wong this time w/ 3 sacred tools
        Life Science Lab (�¶–½‰ÈŠwŒ¤‹†�Š)
* Manhattan (ƒ}ƒ“ƒnƒbƒ^ƒ“)
* Kowloon [talk to Annie in front of restaurant]
* Shouza HQ (ƒVƒ…ƒEƒU�[Šî’n)
* Shinrou
        Ancient ship (ŒÃ‘ã‚ÌƒVƒbƒv)
        Shinrou Ruins (ƒVƒ“ƒ�ƒEˆâ�Õ)
        Shinrou Palace (ƒVƒ“ƒ�ƒE‰¤‹{)
* Capital
* Luminous (ƒ‹ƒ~ƒiƒX)
        Maze of Light (Œõ‚Ì–À‹{)
* Douvan (ƒhƒDƒ”ƒ@ƒ“)
        trigger Rune & Arcana events
* Rune Event
        Kowloon -> Secret Passage -> Natural Cave (Ž©‘R“´ŒA) -> Protect Rune
          (•ÛŒì‚Ìƒ‹�[ƒ)
        Shuraiku -> Tanzaa (ƒ^¥óƒU�[) -> Vitality Rune (Šˆ—Í‚Ìƒ‹�[¥ó)
        Shuraiku -> Tomb of Mo-Wong -> Victory Rune (�Ÿ—˜‚Ìƒ‹�[¥ó)
        Kowloon [find Annie] -> Jail of Despair (ƒfƒBƒXƒyƒA) -> Freedom
          Rune (‰ð•ú‚Ìƒ‹�[¥ó)
* Arcana Event
        IRPO -> Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) -> Shield Card (�‚‚ÌƒJ�[ƒh)
        Baccarat -> Gold Card (‹à‚ÌƒJ�[ƒh)
        Yorkland -> Cup Card (”t‚ÌƒJ�[ƒh)
        Kowloon (talk to skeleton) -> Scrap (ƒXƒNƒ‰ƒbƒv)(find Gen) -> Wakatsu
          (ƒ�ƒJƒc) -> Sword Card (Œ•‚ÌƒJ�[ƒh)
* Master of Time
        Douvan (ask about Time Magic) -> Mosperniburg -> Village in
        Fascination (�ª‚Á‚±‚Ì’¬) -> Mosperniburg -> Region of the Time
        Monsters (ŽžŠÔ—d–‚‚ÌƒŠ�[ƒWƒ‡¥ó)
* Owmi (ƒIƒEƒ~)
        Leader's House (—ÌŽå‚ÌŠÙ)
* Manhattan
        Kyaraberubiru (ƒLƒƒƒ‰¥Ùƒ‹ƒrƒ‹) trade
* Black Cross' Ship (‹�‘åƒVƒbƒv�Eƒuƒ‰ƒbƒNƒŒƒC)
* Black Cross HQ (ƒuƒ‰ƒbƒNƒNƒ�ƒX–{‹’’n)

- 2.2 More In-depth Walkthrough ------------------------
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The original (Japanese) names of items, locations, names, etc have been omitted in order to save memory. Please refer to their approiate sections if you want to know their original names.

Also if the story-telling is wrong, please notify me ^-^

= 2.21 Asellus ==========

I: Opening
   Items: None

Asellus' chapter begins in her room in the Pinnacle Castle. The Master of Illusions, Orurowaaju arrives and talks to Asellus. Where am I? Thought Asellus.

She exited the room and the one outside with the coffins. There was a fork before her. Left path led outside and the right path led to a room with several treasures. Asellus tried to get them, but found them too heavy when she exited the room. There was a tower in the NW direction. The pond inside the tower seemed to have teleporting powers and transferred Asellus to a garden. In the garden, a blonde-haired man stabbed Asellus. "Purple blood......" Orurowaaju says, and exits.

Asellus didn't died from the injury. Instead, she woke up and went to the throne room with the rose doors, a level lower than her room (original starting place). Orurowaaju told the story of Asellus. She was hit by Orurowaaju's carriage when she was still a human and died. Orurowaaju then brought her to the land of the Mystics, Fascination, and revived her by giving her his blood. She was then transformed into a half-mystic. He ordered Asellus to change into a Mystic's dress and Irudoun went with her.

The house in the centre of the village was the clothing store. Asellus changed and went back to Pinnacle Castle. There was a tower opposite of the one with teleporting ponds, where you found one of wives of the Master of Illusion, Orurowaaju. She was named the "Empress White Rose" (EWR below). There was also two more towers/coffin rooms towards the lower levels. The right one was the room of the "Golden Lion Empress", a female warrior. The left one was the room of the "Zero Empress", an escaped wife of Orurowaaju.

** note ** the visit to Zero Empress's room is necessary if you want her to join you later in the chapter.

Asellus went to her room alone. Both of her companions chose not to enter her room with her. Then she went to EWR's tower and let her join again. At the store in the village (left of the road to the Castle), EWR talked to the owner. He then agreed to let Asellus exchange items with LP's.

** note ** these items are:
Illusionary Demon (sword) 4LP
 -> very, very powerful sword. will keep the equipped character the strongest for a long time.
Sand Container (accessory) 1LP
 -> required to get Master of Time to join,

but you can get it later.
Yin Robe (armor) 2LP
Charisma Necklace (accessory) 1LP

There were many other stores in the village. To the right of the store was the Magic Shop. The only kind of magic available was Mystic Magic. The NWmost house was the Bar and below the bar was the Locked House. The right path led to a lava cave. There, someone talked to Asellus. "Asellus-sama..." and lapsed into silence.

Asellus found Irudoun outside of the Training Arena, right of the throne room. She fought at the Arena, exhausted, and challenged again. Finally Irudoun told her that she was strong enough and didn't need to train anymore. Asellus decided to rest for a while in her room and both companions of hers left.

Alone, Asellus wandered back to the village. The female owner of the clothing store , Gina, told Asellus about a secret passage that led to the human world. The man at the Bar told her that the door of the Locked House would open if she had some kind of precious metals.

Of course Asellus had no money. EWR surely had some. She found EWR again and opened the Locked House. Beyond the door inside the Locked House was a series of caves through which Asellus fled, just in time to escape from Irudoun and his army.

II: The Mermaid

Items: Ghost Cannon, Kris Knife, Lava Suit, Highest Potion x3,
Stone of the Sealing Fields, Magic Wine, Rotten Meat,
Jet Boot, Armor Glove, Shelf Razor, Jackal Blade,
Rabaasouru, Pearl Heart, Leather Boot

By the time Orurowaaju knows about Asellus' escape, Asellus has arrived Owmi. The person at the airport told her that the region ship was currently preparing for its next take off. "There is some unrest in the water here. Is it the spirit of the water?" EWR wondered, looking over the bridge.

The people at the bar were talking about the Leader's water sprite. Seeing that there was still a lot of time before the next region ship, Asellus and EWR decided to investigate.

A mermaid was being kept inside the Leader's House. A fisherman caught her in a lake. "I'm Asellus." "My name's Mesarthim, Asellus-sama."

The Leader warned Asellus about the basement. She explored the house, entering the attic and found the basement (right of main entrance). Before entering the dark, gloomy area, she found a storage room at the end of the passage.

** note ** all these "found" rooms contained treasures
and are strictly optional. (although I don't
see the point of skipping treasures)

Asellus, etc., explored the basement and discovered a huge monster that was probably the fear of the Leader. After killing it, Asellus proceeded to a treasure. To her surprise, the treasure was another teleporting device and she found herself in another area of the basement. Finally she exited the strange area and was back in the room, with a duplicate of the huge monster.

There was a secret door at the W. Mesarthim dived into the water, thanked Asellus and bid her farewell......

At the Pinnacle Castle, Orurowaaju discovered EWR's escape and ordered Seato (the blonde man who stabbed Asellus) to capture her and Asellus. At that time, Asellus had boarded the region ship to Shuraiku, her home in the human world.

III. Knight of Fire
Items: none

The first place Asellus went to was her house. Her grandmother did not recognise her. "No, my granddaughter died 12 years ago!" Asellus was transported into a strange dimension and had to fight one of Seato's copies, the Knight of Fire. The battle awakened the Mystic blood in Asellus and she gained the Mystic Sword just like Empress White Rose.

** note ** the hotel in the Street is free, if you need it.

IV. Searching for Friends
Items: none

Asellus felt exhausted after the battle and decided to tour around the human world. She went to Luminous, where she found a man called Rouge. He asked her about "Magic" and if she was pursuing it also. "Yes" said Asellus and he joined. At Scrap, she found a bard named Lute. He joined as well and they went to Yorkland, his homeland to find Thunder, an ogre friend of his. Lute was hestitant about Thunder joining but finally flattered.

V. The Knights
Items: Crimson Flame Gem

The human world was a series of different "regions", with Kowloon in the centre. Asellus was amused about the prosperity of the city. There was a Secret Passage on the upper level of Kowloon (not the one with the shops). Once she entered the Secret Passage, she was dragged into the strange dimension again and had to fight the Knight of Water. After getting the first treasure inside the canals (the manhole), Asellus decided to exit.

At Tomb of Mo-Wong, Shuraiku, Asellus fought the third knight, Knight of Forest. Orurowaaju was disappointed at the defeat and ordered the Golden Lion Empress to track Asellus, etc. down.

VI. The Ancient Tombs
Items: Spirit-Soothing Jade, Water Mirror, Cloud Clusters in the Sky

There was a secret room inside the Tomb of Mo-Wong. 2 monsters were pretending to be treasures. Asellus found the lower levels inaccessible at the moment and exited the site.

The Tomb of Chai-Wong in the opposite corner was a lot more amusing. After exiting Chai-Wong's room, Irudoun appeared and joined Asellus, etc.. To open the door in Chai-Wong's room, 3 sacred tools were required. With some level of difficulty, Asellus collected the tools and placed them on the altar. The door opened, revealing Chai-Wong's coffin. "Who dares to disturb my eternal sleep?" he demanded. After a battle, he admitted his defeat by joining Asellus or giving her his sword.

** note ** the sword is not very strong, so I suggest to get Chai-Wong instead.

VII. Golden Lion Empress
Items: none

Recalling the Magic Mazes at Luminous, Asellus returned via the region ship. She entered a battle with the Golden Lion Empress, finally defeated her.

Finding that only humans and Mystics could enter the mazes, Asellus decided to come back later. Douvan was a city of magic. There Asellus leart about the Rune and Arcana Magics and how "Ž‘Ž¿" was required to learn the higher level magics, whereas the lower level magics could be brought.

** note ** Rune magic is at the SW tent, Arcana magic is in the centre house.

VIII. Rune Event
Items: 200 Credit x3, 400 Credit, Memory Board, Addition Memory Board, Silver Ice Gem, Gun, Stardust Cape, 500 Credit, Magic Wine, Flight Armor, Sprite Silver Wrist Ring, Protect Rune, Vitality Rune, Shadow Dagger, Katana, Blood Cherish, 500 Credit, Victory Rune, Freedom Rune

** note ** if a character had Rune magic, s/he could not have Arcana magic. buy Arcana magics for your characters who don't want Rune magic.
Also, once you start collecting the Runes, you cannot collect Tarot Cards for Arcana Magic.

i. Protect Rune [Kowloon]
The man in Douvan did a divination for Asellus about the locations of the Runes. Her first destination was the Natural Cave, connected with Kowloon.

She entered the secret passage where she found the Crimson Flame Gem and followed the canals, manholes, ladders and stairscases around. Finally she found the deserted train station, which led to the Natural Cave.

A few paths lay in front of Asellus in the cave.

** note ** I'm not sure about the pathes in the Cave,

so I decided to take this part out. It will
be revised shortly.

At the end of the Natural Cave was a huge spider cave. Asellus finally obtained the Protect Rune after a battle with the spiders.

ii. Vitality Rune [Tanzaa]

Kill the boss in Tanzaa, found at the moving Shuraiku along with Feion. There are some story about Tanzaa, but I forgot.

iii. Victory Rune [Shuraiku]

Enter the Tomb of Mo-Wong and select the bottom answer at the door to the lower levels. Go left and down. Go down the right stairs and enter the right cave. Go left to the room with 4 doors. Collect the treasures and go down the stairs below. Go down, right, down, left and enter the cave to the boss' room. Use normal attack first, and then your strongest tech/spells to kill him and get the Victory Rune.

iv. Freedom Rune [Jail of Despair]

Talk to Annie at the restaurant at Kowloon about Jail of Despair. Enter the door, go right and follow Annie. Enter the pipe, go down the ladder and go right again. Go down the ladder, go right and exit the circular room. Go down and up the ladder to enter another pipe. Go down until you exit the storage room. Go right and through the right door. Go right, down and enter the manhole at the LL corner. Go up the left ladder in the canal to exit the large circular room.

Continue to walk until you enter the room with the infrared sensors. If you touch the sensor, you'll fight some machines. Go through the infrared sensor and exit through the UL ladder. Go UL and you'll fight the boss. After the boss is killed, the door will open and in the centre of the circular room, you receive the Freedom Rune and Rune Magic for your party members.

IX. Arcana Event

Items: Lord Star, Stone of the Sealing Fields, Golden Fleece,
Kris Knife, Autobus Board, 1000 Credit, Shield Card,
Gold Card, Cup Card, Double Dragon Katana, Iron Shoe,
Sword Card

i. Shield Card [IRPO]

Go to IRPO and talk to Hughes. He has the Shield Card but in exchange, you have to help him to pick flowers from Mosperniburg. Go up the mountain and enter the cave on the right to fight the dragon. Exit the cave and continue up the mountain. Enter the cave, exit the cave and follow the path up the mountain. Pick the flowers and you will fight the boss (Red Bird). Upon defeating him, you'll be back in IRPO and Hughes will reward you with the Shield Card.

ii. Gold Card [Baccarat]

In Baccarat, go to the Casino Floor. Talk Baniigaa and the sprite Norm will appear. Chase him to the parking lot and go down the manhole there. Emiria will stop you. Enter the manhole, go down the ladder, go right, go down and LL to enter the second floor. Walk on the left to the third floor. Enter the cave at the short ladder (Norm's treasure room?)

and talk to Norm about the Gold Card. He asks you for some gold in exchange of the card. So, go buy 4 pieces of gold and come back for the Gold Card.

iii. Cup Card [Yorkland]
Collect info about the Cup Card in the village. They tell you about the God of Wine in the swamp area. So, enter the swamp (opposite side of the village). The enemies will give you status problems in 1 turn, so.....

Enter the centre of the swamp touch the altar and get the Cup Card.

iv. Sword Card [Wakatsu]
At Kowloon, talk to the skeleton about the Sword Master. Then go to Scrap to get Gen to join. With Gen, you can now enter Wakatsu.

In the second screen, go up the right stairs and up again. In the third screen Seato will appear. Fight him. Enter the main door and go right. Go up and right through the broken roof and go right and up the right stairs. Go down, left, left stairs, down and left for the Double Dragon Katana.

Exit the hill and enter the city (left). Go down, left to enter the room. Go right and clockwise to exit the room with the corpses. Go up the stairs.

At the room, the Sword Saint will teach Gen how to get the Sword Card. Upon obtaining the card, the party (who don't have Rune Magic) will earn Arcana Magic.

Exit the room and the hill. Go right, up and left. Continue until you see the Sword God. Enter his room and he will give Gen the Meteorite Katana.

X. Maze of Darkness
Items: Beauty under the Moon, Spirit Silver Armor, Power
         Belt, Spirit Silver Earring, Buryuunak

When Asellus arrived at Douvan once again, the Master of Illusions appeared and transported her to the Maze of Darkness. EWR met with Orurowaaju and the maze was destroyed. Zozuma appeared and joined Asellus' party. When Asellus exited, she was transported back to the temple at Douvan. "Empress White Rose! ....." But she hadn't come back.

** note ** this might be a good time to get the Master of time and Kirin to join the party. (see Section 11)

XI. Master of Sword's room in Wakatsu
Items: Meteriorite Katana

** note ** each new sentence marks the shift of one screen to another. Pardon me for not haveing words other than "go" ^-^

Go left upon entering Wakatsu. Go up and right. Go up the right stairs and up. Continue right. Go right, up, right. Go up the right stairs. Go up. Go left. Jump over the crack(or go into the crack? don't remember...) and go left and down.

Go down. Go down and enter the building. Go down the right stairs and go left. Asellus has entered the Master of Sword's room.

"You are the swordsman?" The Master of Sword talked to Gen. He then presented the Meteriorite Katana to him.

Go up the stairs after exiting the room and continue up. Go left and down. Continue down. Go down, left, down. Go down and right. Go right and down to exit Wakatsu.

XII. Life Science Lab

Items: Dragon Scale Shield

The Life Science Lab at Shuraiku was shrouded in mysteries. The scientists inside busied themselves and ignored the entering party. When Asellus approached one of them, they turned into monsters and attacked her.

** note ** It is better to not fight these scientists to conserve JP and WP's for the upcoming battle.

Using the stairs, Asellus quickly came upon a floor, but no exit or stairs can be seen. The exit is in one of the rooms, behind a shelf.

At the top floor, a group of scientists and IRPO investigators were performing tests on a monster. The monster was Cotton. It joined Asellus after the defeat of the IRPO investigators.

Some other business must be going on in this labortory. Asellus went down the stairs to the basement covered with tropical plants.

There were various scientists in the "houses" and Asellus could freely enter any of them except for the one in the upper-left corner.

A strange device was found in the "house" in the upper-right corner. Asellus managed to activate it without fighting the scientists by carefully manuevering through the "house". (it's OK if you fight them)

The device unlocks the door. Asellus talked to the woman in the upper-left "house". A dragon, riding an iron ball, appeared and attacked Asellus. The ultimate shield Dragon Scale Shield was obtained after its defeat.

XIII. Shinrou

Items: Rotten Meat, Cheap Item, 200 Credit x2, 300 Credit,
500 Credit, Additional Memory Board, Jump Suit,
Strengthened Armor, Duel Gun, Electricity
Shooter, Twin Sword, 250 Credit, Spirit's Stone,

Sprite Silver Armor, Sprite Silver Earring, Stone of the Sealing Fields, Excel Guard

The Ancient Ship was in the upper-left corner of Shinrou. Twelve treasures were inside this Ancient Ship.

After exiting the Ancient Ship and entering the Arena, the party arrived at the Castle. There were nothing much inside it so Asellus exited again.

The final unexplored area in Shinrou was the Ruins in the upper-right corner. Asellus came across a room with a seal on the door. When she approached it, a few Yellow Fighter appeared.

The Boss Gaia Toad (ƒ{ƒX�EƒKƒCƒAƒg�[ƒh) was waiting in the room accessed by entering the upper left hole in the entrance. There was another door with a seal under the Boss Gaia Toad's room. Go down the stairs and go upper-right to access the path under the walls.

There were other ememies and treasures inside the Shinrou Ruins. Go upper-left, upper-right and down-right the stone path to fight Boss Viking (ƒ{ƒX�E ƒ”ƒ@ƒ‹ƒLƒŠ�[). After this was mostly exploring and finding treasures.

XIV. The Final Confrontation

Items: Golden Lion Empress's Sword, Hades's Armor

Finally it's time for the matter between Orurowaaju and Asellus to end. She must return to Fanscination. The road to Fanscination lay open at Owmi, where the ship only travels to the cave outside of Fanscination.

Once more Asellus went through the Caves and the Village. She remembered the treasures outside of her room. After collecting them, she climbed up the tower, where Irodoun did not allow to her to go in the beginning.

Jiina was captured by a monster in the circular room beyond the left cave. She returned to her room when Asellus saved her.

** note ** Whether Asellus rescued Jiina or not affects the ending. (See section 11)

Beyond the right cave was the first branch in the road. A giant was waiting for Asellus in the right path. The door behind him opened upon his defeat. At the end of the rooms and paths was the Fanscinationian teleporting device.

The rose pedals encircled Asellus. She entered the left tower of the Pinnacle Castle. The previous Fanscinationian bosses were revived and waiting inside the tower.

First Asellus encountered Seato, the "Shawdow Knight". Next in line was Golden Lion Empress, who gave Asellus her sword when she was defeated.

Upstairs Orurowaaju clarified Asellus of the relations between them. A battle between them took place in Orurowaaju's room, beyond the room illuminated with purple light and the stairs......

- end of Asellus's Chapter -

~ 3. Techs ~

Most techs are learnt as your character progresses. There are certain techs that are learnt by repeatedly using a tech e.g. ˆî�È“Ë‚« is learnt by repeatedly using �”Žè“Ë‚«. I don't know all the ways to learn techs so......

Also I will try to translate the names of the techs (if I can ^^)

- 3.1 Swordtechs Œ•‹Z and “�‹Z -

name	wp	description
‚È‚¬•¥‚¢	0	causes "stun" effect
�Ø‚è•Ô‚µ [reverse cut]	1	
Šª‚«‘Å‚¿	2	
�”Žè“Ë‚«	2	two-hand tech
“ñ“��\ŽšŽa [two sword cross-slash?]	2	two-sword tech
ƒXƒ}ƒbƒVƒ… [smash]	3	
”ò‰�Œ• [sparrow slash?]	2	strong against flying enemies
ˆî�È“Ë‚«	2	two-hand tech
“V’n“ñ’i [sky-earth split?]	3	causes "stun" effect
•¥ŽÔŒ•	4	
–öŽ}‚ÌŒ•	4	
ƒfƒBƒtƒŒƒNƒg [deflector]	1	dodges attacks
ƒxƒAƒNƒ‰ƒbƒVƒ… [bear crush?]	5	
ƒfƒbƒhƒGƒ“ƒh [deadend]	6	causes suffocation
‹t•—‚Ì‘¾“�	5	
�_‘¬ŽO’i“Ë‚«	7	
‚©‚·‚Ý�ÂŠá	4	
–³”�Žq	7	
—ó•—Œ• [wind slash]	5	hit all enemies, strong against flying enemies
“ñ“�—ó•—Œ• [two sword wind slash]	5	two-sword tech, hit all enemies, strong against flying enemies
�´—¬Œ• [clear stream slash]	7	
‘÷—¬Œ• [unclear stream slash?]	7	
�\Žš—¯‚ß	1	two-sword tech, strong defending tech
ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ [raging nova?]	7	
ƒ�ƒUƒŠƒIƒCƒ“ƒy�[ƒ‹ [Rosary Impair]	8	effective on undeads
‰_�g•¥ŽÔŒ•	9	hit all enemies
–³ŒŽŽU�…	10	
‘r�_–³‘z	5	defend & attack when attacked by enemy
ŒŽ‰e‚Ì‘¾“�	4	
‰�•Ô‚µ	4	

```
•—�á‘¦ˆÓ•t‚¯                    6
ŽO‰Ô�å                          9
ƒJƒCƒU�[ƒEƒCƒ“ƒO                        1       Alkaiser's tech
        [kaiser wing]
ƒJƒCƒU�[ƒXƒ}ƒbƒVƒ…              4       Alkaiser's tech
        [kaiser smash]
   -----------------------------------------------------
```

- 3.2 Guntechs �e‹Z -

```
   -----------------------------------------------------
n a m e                         w p     d e s c r i p t i o n
   -----------------------------------------------------
�¸–§ŽËŒ‚ [concise aim?]                 2       critical hit
�W’†ŽËŒ‚ [concentration          4
continuous aim?]
‘S‘ÌŽËŒ‚ [shoot all]             4       hit all enemies
‹ÈŽË [curve shooting]           2       surprising attack
”½‰žŽËŒ‚ [reaction aim?]         3       used to face enemy's attacks
’n�ã‘|“¢                                1       has an active area
�\Žš–C‰Î                                4       strong against undead, hit all
’µ’e                                    5
‘�Œ‚‚¿ [early attack?]          0       ability to attack first
‚Q’šŒ��e                                0       strengthen gun attacks
   -----------------------------------------------------
```

- 3.3 Bodytechs ‘Ì�p -

```
   -----------------------------------------------------
n a m e                         w p     d e s c r i p t i o n
   -----------------------------------------------------
ƒLƒbƒN [kick]                   0
‹ó‹C“Š‚° [air throw?]           1       throwing tech, "stun" effect
ƒTƒ~ƒ“ƒO [Thumbing]             1       "dark" effect
ƒXƒ‰ƒCƒfƒBƒ“ƒO [Sliding]        2       ground attack, "stun" effect
ƒ��[ƒŠƒ“ƒOƒNƒŒƒCƒhƒ‹            2       throwing tech, "stun" effect
  [rolling cradle?]
ƒXƒEƒFƒCƒoƒbƒN [Sway back]      1       dodge attacks
’Z™¤ [sudden power?]            3
Œ� [punch]                              2
”š�Ó“SŒ� [exploding iron
                        punch?] 4
‚Ñ‚¹�R‚è [bize kick]             3
“–‚Ä�g“Š‚°                              2       throw when attacked by punch
ƒX�[ƒvƒŒƒbƒNƒX [suplex]         4       throwing tech, "stun" effect
ƒWƒƒƒCƒAƒ“ƒgƒXƒCƒ“ƒO [giant      6       causes suffocation
                        swing]
‹à�„�_�¶                                6
ƒoƒxƒ‹ƒNƒ‰ƒ“ƒuƒ‹                        5
ŽOŠp�R‚è [triangle kick]         7
‹S‘–‚è                          5
‚Ç‚Â‚«‚Ü‚í‚                              4
ƒ�ƒRƒ‚�[ƒVƒ‡ƒ“‚f [locomotion     5       throwing tech, "stun" effect
                        G]
ƒhƒ‰ƒSƒ“ƒXƒNƒŠƒ…�[               3       throw when attacked by kick
    [dragon screw]
—…™‹�¶                          9       causes suffocation
ŽO—´�ù                          9
ƒXƒJƒCƒcƒCƒXƒ^�[                        10
    [sky twister]
```

ƒuƒ‰ƒCƒgƒiƒbƒNƒ‹ [bright knuckle]	0	Alkaiser's tech
ƒtƒ@ƒCƒiƒ‹ƒNƒ‹ƒZƒCƒh [final crusade]	2	Alkaiser's tech

- 3.4 Special “ÁŽê‹Z -

name	wp	description
ƒŒ�[ƒU�[‰ñ”ð [avoid laser]	0	dodges laser attacks
ƒ�ƒPƒbƒg’e‰ñ”ð [avoid rocket]	0	dodges rocket attacks
ƒoƒ‹ƒJƒ“‰ñ”ð [avoid balkan]	0	dodges bullet attacks
ƒEƒBƒ‹ƒX [virus]	0	
ŽËŒ‚ƒ}ƒXƒ^ー,è�[[shooting master]	0	up ability of gun equipped
Œ•“¬ƒ}ƒXƒ^ー,è�[[swordplay master]	0	up attack ability of sword
ƒ}ƒNƒXƒEƒFƒ‹ƒVƒXƒeƒ€[max will system]	0	heal WP
Ž©ŒÈ�C•œ [heal myself]	0	heal HP
ƒwƒbƒWƒzƒOƒVƒXƒeƒ€ [hedgehog system]	0	use missile to counterattack (?)
,Ñ,Á,,èƒ\ƒ‹ƒWƒƒ�[[surprise soldier]	8	attack all enemies
,Ç,Á,«,èƒiƒCƒg [dokkiri knight]	10	attack all enemies
–³”°‘tƒ\ƒiƒ^ [sonata with no harmony]	4	attack all enemies
˜_—�”š’e [theory bomb?]	4	berserks machines
ƒWƒƒƒ}�[[jammer]	1	cause "stun" to all machine enemies
�Ã–°ƒ‰ƒbƒVƒ… [hypnosis]	2	cause "sleep" to all enemies
‘½’iŽa,è [mulitple slash]	5	
ƒGƒlƒ‹ƒM�[•â‹‹ [energy refill]	0	heal WP for machines
ƒ}ƒOƒjƒtƒ@ƒC [magnify]	15	up power of weapon (?)

- 3.5 Œ©�Ø,è‹Z Evade Techs -

The translations are all followed by the word "dodge".

name	wp	description
‹zŒŒŒ©�Ø,è [bloodsuck]	0	dodges bloodsuck/fire attacks
ƒ^ƒbƒ`Œ©�Ø,è [touch]	0	dodges touch attacks
–ó•—Œ©�Ø,è [wind]	0	dodges wind slash/wind hit (–ó•—Œ•�A–ó•—Œ,)
‹ÃŽ‹Œ©�Ø,è [stare]	0	dodges stare attacks
ƒfƒXƒOƒŠƒbƒvŒ©�Ø,è [death grip]	0	dodges instant death
‘MŒõŒ©�Ø,è [flash]	0	dodges flash attacks
–Ž–‹Œ©�Ø,è [thunder]	0	dodges thunder attacks
–ƒŒ©�Ø,è [wing]	0	dodges wing attacks
ƒpƒEƒ_�[Œ©�Ø,è [powder]	0	dodges powder attacks
’n‹¿,«Œ©�Ø,è [earthquake]	0	dodges earthquake attacks

Šâ�ÎŒ©�Ø,è [rock]	0	dodges rocks
�jŒ©�Ø,è [needle]	0	dodges poison needles, needle attacks
,µ,Á,ÛŒ©�Ø,è [tail]	0	dodges back attacks
ƒlƒbƒgŒ©�Ø,è [net]	0	dodges net attacks
‘Ì“–,½,èŒ©�Ø,è [body hit]	0	dodges body techs
,Ó,Ý,Â,¯Œ©�Ø,è [stomp]	0	dodges stomping attacks

~ 4. Magic ~

- 4.1 Learning Magic -

Magic in SaGa Frontier is divided into 12 groups, each have to be bought or, for the higher level magic, earned by an event/maze/etc. (e.g. Maze of Light, Arcana/Rune Event) Also, there are certain magic that have opposing "elementals", which means that if you have one, you can't have the other. The opposing pairs are:

Yin/Yang
Time/Space
Magic/Mystic
Arcana/Rune
Heart/Demon

- 4.2 Yin Magic ‰A�p -

name	jp	description
ƒpƒ��[ƒXƒiƒbƒ` [power snatch]	1	take enemy's HP
ƒnƒCƒhƒrƒnƒCƒ“ƒh [hide behind]	1	attack enemy from back
ƒVƒƒƒhƒEƒlƒbƒg [shadow net]	3	paralyzes all enemies
ƒ_�[ƒNƒXƒtƒBƒA [dark sphere]	4	attack with gravity bomb
ƒVƒƒƒhƒEƒT�[ƒpƒ“ƒg [shadow servant]	9	make a copy of yourself
¥ÞƒNƒ“ƒp [macabre?]		

- 4.3 Yang Magic —z�p -

name	jp	description
‘¾—zŒõ�ü [sun rays]	1	effective on undeads
ƒXƒ^�[ƒ‰ƒCƒgƒq�[ƒ‹ [starlight heal]	2	heal HPs
ƒtƒ‰ƒbƒVƒ…ƒtƒ@ƒCƒA [flash fire]	4	causes "dark" effect, attack all enemies
ƒtƒ‰ƒbƒVƒ…ƒtƒ‰ƒbƒh [flash flood]	5	imprisons all enemies (?)
Œõ,ÌŒ• [sword of light]	7	defend with a sword of light
’´•— [super wind]	9	attack all enemies
¥µ¥é¥Þ¥ó¥À�[		

- 4.4 Time Magic Žž�p -

name	jp	description
ƒfƒBƒŒƒCƒI�[ƒ_�[[delay order]	1	decreases enemy's moving ability
ƒ^ƒCƒ€ƒŠ�[ƒv [time leap]	3	ends enemy's attacking session
ŽžŠÔ�I [time eclipse]	5	decreases enemy's moving ability and petrify
ƒ^ƒCƒ€ƒcƒCƒXƒ^�[[time twister]	5	gains one more attack turn
ƒJƒIƒXƒXƒgƒŠ�[ƒ€ [chaos stream]	9	attack all enemies
ƒI�[ƒ”ƒ@ƒhƒ‰ƒCƒ” [overdrive]	10	gains infinite speed
¥ì¥¦¥©¥ê¥å¥·¥ç¥ó9		

- 4.5 Space Magic ‹ó�p -

name	jp	description
ƒ”ƒFƒCƒp�[ƒuƒ‰ƒXƒg [vapour blast]	1	attack enemy with an air gun
ƒ‰ƒCƒgƒVƒtƒg [light shift]	1	make a field of light
ƒ_�[ƒNƒVƒtƒg [dark shift]	1	make a field of death
ƒoƒjƒbƒVƒ… [vanish]	3	kill enemy
ƒ”ƒH�[ƒeƒNƒX [vortex]	3	eliminates magic/tech
ƒŠƒo�[ƒXƒOƒ‰ƒrƒeƒB [reverse gravity]	6	attack all enemies, "stun" effect
[dimensional cannon]		
Reverse ¥¯¥é¥Ã¥·¥ã¥¤¥¢		

- 4.6 Magic –‚�p -

name	jp	description
ƒQ�[ƒg [gate]	0	opens gate to another dimension
ƒGƒiƒW�[ƒ`ƒF�[ƒ“ [energy chain]	1	
ƒTƒCƒRƒA�[ƒ}�[[pyscho armor]	1	defends with magic armor
ƒCƒ“ƒvƒ��[ƒWƒ‡ƒ“ [implosion]	2	makes enemy blow up
ƒTƒCƒLƒbƒNƒvƒŠƒYƒ“ [psychic prison]	7	locks enemy's ability to use tech/magic
ƒ”ƒ@�[ƒ~ƒŠƒIƒ“ƒTƒ“ƒY [vermillion suns]	8	attacks all enemies, "dark" effect
¥ê¥¸¥å¥Í¥ì¥¤¥·¥ç¥ó [regeneration]		
¥Ð¥Ã¥¯¥Õ¥¡¥¤¥¢ [backfire]		

- 4.7 Mystic —d�p -

name	jp	description

ƒtƒ@ƒbƒVƒlƒCƒVƒ‡ƒ“ [fascination]	1	causes "charm" effect
Œ¶–²,Ìˆê Œ, [dream hit?]	3	attack with illusionary animal
�ÉŽq,Ì�, [glass shield]	5	defend with a shield
ƒ~ƒ‰�[ƒVƒFƒCƒh [mirror shade]	7	make an illusion of yourself
¥»¥ì¥¯¥·¥ç¥ó [surrection]		
¥Ö¥í�[¥¯¥ó¥°¥é¥¹ [broken glass]		

- 4.8 Arcana ”é�p -

name	jp	description
Œ• [sword]	1	attacks with a magic sword
�‚ [shield]	3	increases allies' defense
”t [cup]	3	heals abnormal status
‹à‰Ý [gold]	3	with gold
Ž€�_ [death]	4	give enemy's life to the god of death
‹ðŽÒ [the fool]	6	all attack power is lowered
–‚�pŽt [the magician]	7	attack enemy with a copy of yourself
“ƒ [the tower]	�‡	change all magic power into thunder to attack

- 4.9 Rune ˆó�p -

name	jp	description
�Ÿ—˜‚Ìƒ‹�[ƒ“ [victory rune]	1	power-up allie's weap.
Šˆ—Í‚Ìƒ‹�[ƒ“ [vitality rune]	2	give allies the ability to return from dead
•ÛŒì‚Ìƒ‹�[ƒ“ [protect rune]	2	becomes invisible
‰ð•ú‚Ìƒ‹�[ƒ“ [freedom/release rune]	4	protects from paralyze/ sleep/petrify
�°‚Ìƒ‹�[ƒ“ [spirit rune]	7	increases stats greatly
•Ç‚Ìƒ‹�[ƒ“ [wall rune]	8	protect from bullet attacks
áâ�l‚Ìƒ‹�[ƒ“ [something-rune]	8	decreases enemy's power
’â‘Ø‚Ìƒ‹�[ƒ“ [stop rune]	�‡	stops time

- 4.10 Heart �S�p -

name	jp	description
�ŽŒÈ [self-control]	2	heal yourself completely
Žô”› [curse]	2	causes "paralyze"
‰B�s [hard to explain....'-']	2	make yourself disappear
Šo�Á [realization]	2	increases stats greatly

�¶–½”g“® [wave of life]	2	attack enemy with life energy
Å´(sth)�UŒ, [iron pole]		
¥¨�[¥ë [error]		
(sth)¤¤¤¬¤Þ¤ï¤ë		

- 4.11 Demon Ž×�p -

I can't type any of the kanji in EUC for the Demon Magic, so I will provide the meanings along with kanji encoded in Big5. Big5 can be viewed with Unionway also ^^ There is a slight difference between the Japanese kanji encoded in EUC than the ones encoded in Big5 (Chinese), but you should recognize them easily......

name	jp	description
ÂøÆFÀ» [spirit attack?]		causes "stun"
µhÄ±¿¼W [2x pain]		multiples the damage on all enemies
©G±þ [cursed murder]		exterminates enemy with a bet on your life
¿Eµh [sudden pain]		causes "stun" on all enemies
¨¸ÆF¶¾¨Ì [attach demon]		
ÆF»Ù [spirit block]		attack all enemies
µL®t§O¶¾¨Ì [no difference attach?]		

- 4.12 Life –½�p -

name	jp	description
‰¤Í¤¿‰å [stained tooth]	1	
ƒTƒNƒŠƒtƒ@ƒCƒX [sacrifice]	2	heals allies completely with your life energy
ƒŠƒ”ƒ@ƒCƒ”ƒ@ [reviver]	9	makes ally's body immune to death once
•ªŽq•ª‰ð [atomize]		
¥Ö¥ì¥¤¥Ö¥Ï�[¥È [brave heart]		
(sth.)¤Î(sth sth sth sth.) [enemy's help shooting)		
–‚�pŽt [magician]		

- 4.13 Illusion Œ¶�p -

name	jp	description
(sth sth.) [black cat]		attacks with illusion
¥Ê¥¤¥È¥á¥¢ [nightmare]		attacks with illusion
¥¸¥ã¥Ã¥«¥ë [jackal]		attacks with illusion
¥³¥«¥È¥ê¥¹ [cockatrice]		attacks with illusion
¥ê�[¥Ñ�[[reaper]		attacks with illusion
¥ß¥ê¥ª¥ó¥À¥é�[[million dollar]		attacks with illusion

‰e”›‚è [shadow bound]	0	paralyzes enemy
‹â‰å [silver tooth]		

~ 5. Tech/Magic Combinations ~

This is of course very (very) incomplete.....

I'm no longer translating the tech/magic combination names because they are too long and are mostly made up of putting names of the individual techs/magics together.

name	tech required
ˆî�Èƒvƒ��[ƒWƒ‡ƒ“	1. ƒCƒ“ƒvƒ��[ƒWƒ‡ƒ“ (magic) 2. ˆî�È“Ë‚« (sword)
�”Žèƒvƒ��[ƒWƒ‡ƒ“	1. ƒCƒ“ƒvƒ��[ƒWƒ‡ƒ“(magic) 2. �”Žè“Ë‚« (sword)
Žô”›�¶–½Œõ�ü	1. Žô”› (heart) 2. �¶–½”g“® (heart) 3. ‘¾—zŒõ�ü�iyang)
Žô”›”g“®	1. Žô”› (heart) 2. �¶–½”g“® (heart)
‘¾—zƒ`ƒF�[ƒ“	1. ‘¾—zŒõ�ü (yang) 2. ƒGƒiƒW�[ƒ`ƒF�[ƒ“ (magic)
‘¾—z�¶–½”g“®	1. ‘¾—zŒõ�ü (yang) 2. �¶–½”g“® (heart) 3. �¶–½”g“® (heart)
‘¾—z”g“®	1. ‘¾—zŒõ�ü (yang) 2. �¶–½”g“® (heart)
‘÷—¬ƒLƒbƒN	1. ‘÷—¬Œ• (sword) 2. ƒLƒbƒN (body)
‘÷—¬�´—¬Œ•	1. ‘÷—¬Œ• (sword) 2. �´—¬Œ• (sword)
‘÷—¬ƒ‰ƒCƒWƒ“ƒO�_‘¬‹à�„�´—¬Œ•	1. ‘÷—¬Œ• (sword) 2. ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ (sword) 3. �_‘¬ŽO’i“Ë‚« (sword) 4. ‹à�„�_�¶ (body) 5. �´—¬Œ• (sword)
‘÷—¬ƒmƒ”ƒ@	1. ‘÷—¬Œ• (sword) 2. ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ (sword)
ŒŽ‰e‚Ì�\ŽšŽa	1. ŒŽ‰e‚Ì‘¾“� (sword) 2. “ñ“��\ŽšŽa (sword)
“ñ“�—ó•–ƒvƒ��[ƒWƒ‡ƒ“	1. “ñ“�—ó•—Œ• (sword) 2. ƒCƒ“ƒvƒ��[ƒWƒ‡ƒ“ (magic)
“ñ“�—ó•–ƒLƒbƒN	1. “ñ“�—ó•—Œ• (sword) 2. ƒLƒbƒN (body)
“ñ“�—ó•–‘÷—¬Œ•	1. “ñ“�—ó•—Œ• (sword) 2. ‘÷—¬Œ• (sword)
“ñ“�—ó•—�_�¶	1. “ñ“�—ó•—Œ• (sword) 2. ‹à�„�_�¶ (body)
ƒ‰ƒCƒWƒ“ƒOŽO–´�ù	1. ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ (sword) 2. ŽO–´�ù (body)
ƒ‰ƒCƒWƒ“ƒO�\ŽšŽa	1. ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ (sword) 2. “ñ“��\ŽšŽa (sword)
ƒ‰ƒCƒWƒ“ƒO–³ŒŽ�_�¶	1. ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ (sword) 2. –³ŒŽŽU�… (sword) 3. ‹à�„�_�¶ (body)
ƒ‰ƒCƒWƒ“ƒOƒ�ƒUƒŠƒIŽU�…	1. ƒ‰ƒCƒWƒ“ƒOƒmƒ”ƒ@ (sword)

2. ƒ�ƒUƒŠƒIƒCƒ“ƒy�[ƒ‹ (sword)
3. –³ŒŽŽU�… (sword)

~ 6. Attacking Equipment ~

- 6.1 Swords & Katanas -

name	atk	special
ƒ{�[ƒC�[ƒiƒCƒt [boy knife]	7	
ƒVƒƒƒhƒEƒ_ƒK�[[shadow dagger]	9	spirit+3, ‰e”›,è
ƒNƒbƒNƒŠ“� [cookery knife]	10	use katana tech
ƒuƒ��[ƒhƒ\�[ƒh [broad sword]	11	
ƒtƒB�[ƒ“ƒhƒ�ƒbƒh [fiend rod]	13	ƒtƒ@ƒCƒiƒ‹ƒXƒgƒ‰ƒCƒN [final strike, WP 10]
ƒŒ�[ƒU�[ƒiƒCƒt [razor knife]	15	
ƒTƒ€ƒ‰ƒCƒ\�[ƒh [samurai sword]	19	use katana tech
ƒcƒCƒ“ƒ\�[ƒh [twin sword]	20	
ƒVƒ‹ƒo�[ƒXƒvƒŒƒbƒh [silver spread?]	22	spirit+22
ƒZƒ‰ƒ~ƒbƒNƒT�[ƒxƒ‹ [ceramic sabre]	22	
�,Žü”gƒuƒŒ�[ƒh [high frequency blade]	30	
“V‘p‰_Œ• [cloud clusters in the sky]	33	
ƒWƒƒƒbƒJƒ‹ƒuƒŒ�[ƒh [jackal blade]	33	‰˜ê,½‰å (stained tooth, WP 1)
“� [katana]	34	use katana tech
‘o—´“� [double dragon katana]	41	use katana tech
ƒOƒŠƒ‰ƒ“ƒhƒŠ�[	42	ƒtƒ@ƒCƒiƒ‹ƒXƒgƒ‰ƒCƒN [final strike, WP 10]
ƒXƒvƒ‰ƒbƒVƒ…ƒ\�[ƒh [splash sword]	49	•ªŽq•ª‰ð
ƒ‹�[ƒ“ƒ\�[ƒh [rune sword]	50	�Ÿ—˜Ìƒ‹�[ƒ¥ó [victory rune, WP 1]
ƒ��[ƒhƒXƒ^�[[Lord Star]	51	ƒuƒŒƒCƒuƒn�[ƒg [brave heart, WP 4]
ƒgƒDƒCƒM�[ƒ�ƒbƒh [twiggy sword]	52	ƒtƒ@ƒCƒiƒ‹ƒXƒgƒ‰ƒCƒN [final strike, WP 10]
—¬�¯“� [meteorite katana]	55	use katana tech,ƒ~ƒŠƒI ¥óƒ_ƒ‰�[[miriondaraa, WP 7]
ƒ[ƒ�ƒ\�[ƒh [zero sword]	60	
�•—j�Î,ÌŒ• [dark stone sword]	64	
ŒŽ‰°”ü�l [beauty under the moon]	69	use katana tech
Œ¶–, [illusionary demon]	70	Œ¶–, [illusionary demon, WP 4], all status +7
‹àŽ,Žq,ÌŒ• [golden lion empress's sword]	75	
Œõ,ÌŒ• [sword of light]	80	

- 6.2 Guns -

* blt# = bullet number

```
   -----------------------------------------------------
n a m e                 blt#    atk     s p e c i a l
   -----------------------------------------------------
ƒS�[ƒXƒgƒLƒƒƒmƒ“               12      5       effective on undeads
        [ghost cannon]
ƒhƒr�[ƒ‰ƒ“ƒ`ƒƒ�[                3       10      attack all enemies
        [dolby launcher]
ƒXƒNƒ‰ƒbƒvƒoƒY�[ƒJ      1       10
        [scrap bazooka]
ƒ~ƒTƒCƒ‹ƒ|ƒbƒh          8       12      100% hit
        [missile pod]
ƒnƒ“ƒhƒuƒ‰ƒXƒ^�[                                 ƒpƒ‰ƒ‰ƒCƒU�[ [paralyzer,
        [hand blaster]  7       50        WP 0],ƒuƒ‰ƒXƒ^�[ƒ\�[ƒh
                                                 blaster sword, WP 0]
ƒnƒ“ƒhƒoƒ‹ƒJƒ“          15      60
        [hand vulcan]
ƒnƒ“ƒhƒoƒY�[ƒJ         4       20
        [hand bazooka]
“dŽ¥•úŽË�e                      6       20
[electromagnetic gun]
�…Œ,�e [water gun]     -       20      "push" effect
“dŒ‚–C [electronic      4       25
                cannon]
ƒŒ�[ƒU�[ƒJ�[ƒrƒ“               10      25
        [laser carbine]
ƒ\ƒjƒbƒNƒuƒ‰ƒXƒ^�[      16      25
        [sonic carbine]
ƒCƒIƒ“ƒ‰ƒCƒtƒ‹          10      27
        [ion rifle]
ƒ}ƒVƒ“ƒoƒ‹ƒJƒ“          40      30
        [machine vulcan]
“d‘©•úŽËŠí [electricity 3       33
                   shooter]
‰Î‰Š•úŽËŠí [fire                3       33
                shooter]
ƒLƒ‰�[ƒnƒEƒ“ƒh
        [killer hound]  4       44      100% hit
—±Žq‰Á‘¬–C [atomic      8       45
accerlation cannon]
”j‰óŒõ�ü�e [laser gun] 7       50
‘Î‘•�bƒ�ƒPƒbƒg          2       55
        [armor rocket]
�d—±Žq–C [heavy atomic  5       60
                cannon]
ƒXƒg�[ƒJ�[ [stalker]    3       70      100% hit
ƒnƒCƒyƒŠƒIƒ“ [hyperion] 2       85
ƒAƒOƒj,r,r,o [agni ssp] 15      9
ƒAƒOƒj,b,o,P [agni cp1] 13      12
ƒyƒ“ƒhƒ‰ƒSƒ“            8       13
        [pen dragon]
ƒK�[ƒ‰ƒ“ƒh [garland]    8       22
ƒ}�[ƒNƒGƒ‹ƒt [mark elf]         5       25
ƒuƒ‰ƒbƒNƒC�[ƒOƒ‹                6       28
        [black eagle]
ƒJƒXƒ^ƒ€ƒXƒiƒCƒp�[      6       31
        [custom sniper]
ƒAƒOƒj,l,a,w [agni mbx] 20      36
–,�e [demon gun]                4       42
‘T�e [bullet gun]               16      45
ƒxƒq�[ƒ,ƒX [behemoth]   7       47
```

ƒfƒ…ƒGƒ‹ƒKƒ“ [duel gun]	1	55
ƒŠ�[ƒTƒ‹ƒhƒ‰ƒO�[ƒ“ [lethal dragon]	5	60
ƒuƒŠƒ…�[ƒiƒN [buryuunak]	1	88

- 6.3 Other -

name	atk	special
Å´¥Ñ¥¤¥× [iron pipe]	15	

~ 7. Defense Equipment ~

- 7.1 Shields -

* ele = elemental

name	ele	special
ƒoƒbƒNƒ‰�[[buckler]	-	dodges weapon attacks
ƒVƒFƒ‹ƒK�[ƒh [shell guard]	-	use V-Max
�…‹¾‚Ì�‚ [water mirror]	water	dodges heat/phys atks
Œ°•�‚Ì�‚ [sth.shield]	water	dodges physical atks
* Œ°•� is a Japanese mythical creature		
—³—Ó‚Ì�‚ [dragon scale shield]	-	dodges all attacks
ƒGƒNƒZƒ‹ƒK�[ƒh [excel guard]	-	dodges physical atks
ƒfƒ…ƒ‰ƒnƒ“‚Ì�‚ [durahan shield]	-	dodges all attacks, �ä•v +5 if not machine, Ž€‚Ì‹ÃŽ‹ [death stare, WP 4]
ƒ�ƒ“ƒ_�[ƒoƒ“ƒOƒ‹ [wonder bangle]	-	destroys trail bullets

- 7.2 Boards -

name	special
ƒXƒNƒ‰ƒbƒvƒp�[ƒc [scrap parts]	T260G's initial equip
ƒ�ƒ‚ƒŠƒ{�[ƒh [memory board]	
’ç‰Áƒ�ƒ‚ƒŠƒ{�[ƒh [addition memory board]	
ƒIƒNƒgƒpƒXƒ{�[ƒh [octopus board]	
ƒiƒJƒWƒ}‹@“®ƒ{�[ƒh [nakajima mechanic board]	ƒiƒJƒWƒ}—ëŽ® [Nakajima 0] initial equip
ƒiƒJƒWƒ}�í“¬ƒ{�[ƒh [nakajima war board]	“ÁŽê�H�ìŽÔ [special working car] initial equip

- 7.3 Armors -

name	dfn	special

-Ñ”ç [animal hide]	6	
ˆÅ,Ìƒ��[ƒu [dark robe]	8	"dark" elemental
ƒtƒ@ƒCƒo�[ƒxƒXƒg [fibre vest]	8	
-Ø‰A,Ìƒ��[ƒu [tree shade robe]	9	heal "poison" and HP if not machine
�CŽm,Ì–@ˆß [monk's robe]	10	
ƒvƒ�ƒeƒNƒ^�[[protector]	10	
ƒŠƒWƒbƒhƒŒƒU�[[rigid leather]	12	
ƒ{�[ƒ“ƒuƒŒƒXƒg [bone breast]	13	
�¯‹û,Ìƒ}ƒ“ƒg [stardust cape]	16	dodges suffocation
‰Š�b,ÌŠv [fire monster's hide]	16	
ŒŽ”’,ÌƒVƒ‡�[ƒ‹ [white moon shawl]	17	dodges "paralyze" & "sleep"
-h’eƒxƒXƒg [anti-bullet vest?]	18	strong against bullet attacks
—z‰Š,ÌƒP�[ƒv [sun cape]	18	dodges "petrify"
ƒuƒ‹�[ƒGƒ‹ƒt [blue elf]	20	water elemental
-,�b,ÌŠv [mythic creature's hide]	24	
�¸—ì‹â,ÌŠZ [spirit silver armor]	24	strong against sound/ voice attacks
“dŽ¥Šˆ�«ŠZ [electromagnetic armor]	25	
ƒŠƒrƒ“ƒOƒA�[ƒ}�[[living armor]	26	
”ò“V,ÌŠZ [flight armor]	27	defends earthquake atks
ƒS�[ƒ‹ƒfƒ“ƒtƒŠ�[ƒY [golden fleece]	28	dodges "paralyze" & "sleep"
‹‰»‘•�b [strengthened armor]	30	
•��_,ÌŠZ [war god's armor]	32	
-»’é,ÌŠZ [hades's armor]	35	

- 7.4 Suits -

name	dfn	special
ƒRƒ“ƒoƒbƒgƒX�[ƒc [combat suit]	15	"dark" elemental
ƒWƒƒƒ“ƒvƒX�[ƒc [jump suit]	25	"dark" elemental
ƒ‰ƒo�[ƒX�[ƒc [rubber suit]	22	"dark" elemental
‘å–‚�_‘•�b [magic giant suit]	25	"dark" elemental
ƒTƒCƒo�[ƒX�[ƒc [cyber suit]	36	"dark" elemental
(sth sth.)¤Î¥É¥ì¥¹ [white dress]	40	
ƒpƒ��[ƒhƒX�[ƒc [power suit]	50	"dark" elemental
ƒXƒvƒŠƒKƒ“ƒX�[ƒc [sprigan suit]	55	"dark" elemental

-7.5 Clothing -

name	dfn	special
—Í‘Ñ [power belt]	1	dodges" paralyze & "sleep"
ƒRƒbƒgƒ“ƒVƒƒƒc [cotton shirt]	3	
ƒVƒ‹ƒeƒB�[ƒN [Siltique]	3	
-,“¹’… [magician clothing]	4	

•�“¹’… [fighter clothing]	7	
–hŒì•ž [protect clothing]	8	
(sth sth.)¤Î(sth sth.) [mystic's white clothing]	8	heals "poison" & HPs if not machine
‹‰»•ž [strengthed clothing]	10	

- 7.6 Headgears -

name	dfn	special
ƒWƒƒƒ“ƒNƒwƒ‹ƒ€ [junk helm]	4	"dark" elemental
ƒˆ�[ƒN–È‚Ì–XŽq [york cotton hat]	5	"dark" elemental
—‘‚Ì–XŽq [egg hat]	5	"dark" elemental
�ÔŠO�üƒXƒR�[ƒv [infrared scope]	6	"dark" elemental
ƒtƒ@ƒCƒo�[ƒt�[ƒh [fibre hood]	6	"dark" elemental
ƒ}ƒWƒbƒNƒnƒbƒg [magic hat]	6	"dark" elemental, �¸—ì�Î (sprite stone, WP 0)
ƒŒ�[ƒU�[ƒXƒR�[ƒv [laser scope]	7	"dark" elemental
ƒ~ƒ‰�[ƒOƒ‰ƒX [mirror glass]	8	"dark" elemental

- 7.7 Wrist Protectors -

name	dfn	special
ƒŒƒU�[ƒOƒ‰ƒu [leather glove]	4	
ƒVƒFƒ‹ƒuƒŒ�[ƒU�[[shelve racer]	6	
�¸—ì‹â‚Ìr—Ö [sprite silver wrist ring]	7	strong against sound/ voice attacks
ƒA�[ƒ}�[ƒOƒ‰ƒu [armor glove]	8	
ƒTƒCƒo�[ƒOƒ‰ƒu [cyber glove]	9	
’´“°‹àƒA�[ƒ€ƒŒƒbƒg [steel armlet?]	10	

- 7.8 Shoes -

name	dfn	special
ƒŒƒU�[ƒu�[ƒc [leather boot]	3	
¥À¥ó¥µ�[¥·¥å�[¥º [dancer shoes]	4	
ƒ‰ƒo�[ƒ\ƒEƒ‹ [rubber sole]	5	
ƒLƒbƒgƒ“ƒ\ƒbƒNƒX [kitten sock]	6	dodges "stun"
ƒtƒFƒU�[ƒOƒŠ�[ƒu [feather boot?]	7	
ƒWƒFƒbƒgƒu�[ƒc [jet boot]	7	dodges earthquake atks
“S‰º‘Ê [iron shoe]	8	increases hardness
’´“°‹àƒAƒ“ƒNƒŒƒbƒg [steel anklet]	10	

~ 8. Accessories ~

n a m e	dfn	s p e c i a l
ƒuƒ‰ƒbƒhƒ`ƒƒƒŠƒX [blood chalice]	1	prevents "suffocation"
‰H�ª�ü,è [feather jewellery]	1	
ƒ†ƒjƒR�[ƒ“,Ì—Ü [the tear of the unicorn]	1	prevents "poison"
’Á�°,ÌŒù‹Ê [spirit-soothing jade]	1	�¹‰Ì(hymn, WP6)
”ð—‹,ÌŒù‹Ê [thunder-dodging jade]	1	
‰ó,ê,½ƒoƒ“ƒp�[[broken bumper]	1	
ƒoƒ“ƒp�[[bumper]	3	
—‹,ÌŒ‹�» [thunder crystal]	1	defend from "thunder" attacks, use as an item(thunder barrier)
‹â•X�Î [silver ice gem]	1	defend from "ice" atks, use as item (ice bar.)
�g‰Š�Î [crimson flame gem]	1	defend from "fire" atks, use as item (fire bar.)
–¶•X,Ì‹â‰Ý [misty silver]	1	
–£—Í,ÌƒlƒbƒNƒŒƒX [charisma necklace]	1	only in Asellus' chapter
�¸—ì‹â,ÌƒsƒAƒX [sprite silver earrings]	1	strong against sound/ voice attacks
�»,ÌŠí [sand container]	2	dodges "petrify", —¬�» (quicksand, WP 3)
ƒp�[ƒ‹ƒn�[ƒg [pearl heart]	2	water elemental
,ª,ç,,½ [cheap item]	2	
ƒNƒŠƒXƒiƒCƒt [kris knife]	3	
�[ŠC,Ì‹P�Î [light of the ocean]	3	water elemental, �…Œ, (water attack, WP1), ƒ�ƒCƒ‹ƒVƒ…ƒgƒ��[ƒ€ (meirushutoroomu, WP8) if race:mystic
ƒp�[ƒvƒ‹ƒAƒC [purple eye]	4	dodges "stare" attacks, Œ¶–²,ÌˆêŒ,(dream hit,WP3)
ƒEƒBƒ“ƒhƒVƒFƒ‹ [wind shell]	5	
ƒGƒ�ƒX�Eƒ^ƒO [emesu tag]	5	dodges "petrify"
“VŽg,Ìƒuƒ��[ƒ` [angel's brooch]	5	dodges spirit attacks (only in Emiria's Ch.)

-------- the rings are only available in Coon's Chapter ------

--- effects are triggered when rings are used ----------------

Œì,è,ÌŽw—Ö [protect ring]	1	allies' defense up
�¤�l,ÌŽw—Ö [merchant's ring]	1	charm attack on all enemies
“�‘¯,ÌŽw—Ö [thief's ring]	1	invisible on all allies
�ôŽm,ÌŽw—Ö [schemer's ring]	1	confuse on all enemies
—E‹C,ÌŽw—Ö [courage ring]	1	protect allies from stat. problems
‰BŽÒ,ÌŽw—Ö [ninja's ring]	1	all the tech/spells are useless
�¶–½,ÌŽw—Ö [life ring]	1	heal HP for allies
�íŽm,ÌŽw—Ö [fighter's ring]	1	allies' attack power up
�_”é,ÌŽw—Ö [mystery ring]	1	

�|,Ì,¨Žç,è [steel protect]	1	hardness up
—ƒ,Ì,¨Žç,è [wing protect]	1	move up

‰Ô,Ì,¨Žç,è [flower protect]	1	spirit up
‰å,Ì,¨Žç,è [fang protect]	1	power up

~ 9. Battle Items ~

They must be equipped to a character if they are to be used in battle, unless the character had already equipped bakkupakku (backpack), in which s/he will be able to use all the items in the inventory.

name of item	use of item
o ��–ò (potion)	-heals HPs (200), useless for machines
o ‹–Í��–ò (hi-potion)	-heals HPs (more), useless for machines
o �Å�,��–ò (x-potion)	-heals HPs (most), useless for machines
o ƒCƒ“ƒXƒ^ƒ“ƒgƒLƒbƒg (Insutantokitto)	-heals status and HPs for machines
o –œ”\–û (mighty oil?)	-heals status
o Œ‹ŠE�Î (stone of the sealing fields)	-prevents monster attacks (no use if monster is a boss...)
o �pŽð (magic wine)	-heals JPs
o �_Žð (God's wine)	-heals (more) JPs
o �Î‰»‰ñ•œ (heal petrify)	-heals petrify, useless for machines
o ,Ü,ñ,Ü,éƒhƒ�ƒbƒv (round candy)	-heals LPs, useless for machines
o ƒ‰ƒbƒL�[ƒRƒCƒ“ (lucky coin)	-increases your party's abilities
o ƒAƒ“ƒ‰ƒbƒL�[ƒRƒCƒ“ (unlucky coin)	-decreases your enemies' abilities
o �¸–ì�Î (spirit's stone)	-attacks all enemies
o ƒ}ƒq�j (paralyze needle)	-paralyzes one enemy
o ƒtƒ‰ƒbƒVƒ…ƒ{ƒ€ (flash bomb)	-"dark" all enemies
o •…,Á,½“÷ (rotten meat)	-status problems for one enemy?
o ƒoƒbƒNƒpƒbƒN (backpack)	-ability to use all items during battle without equipping
o ‹à (gold)	-trade, make more money, trade again......
o ƒAƒ‹ƒJƒi�Eƒ^ƒ��[(arcana tarot)	-tarot cards for "Arcana" magic
o ƒ‹�[ƒ“,Ì�Î (rune stone)	-stones for "Rune" magic

~ 10. Tips and Tricks ~

- 10.1 all the money you'll ever want...sort of ----

First you have to have 12500 credits. Then go to Nelson () and buy 25 pieces of gold from the sailor on the right of the bar. Then go back to Kowloon () and sell gold. The gold price should be about 800 credit (if never sold gold before) Now press down on the control pad. The gold price should drop and the number of gold you have also drops. Drop it until the price equals 520 credit and sell it. Now you'll have 13 pieces of gold and 9000 credit. Go back to Nelson and buy gold with your remaining 9000 credit. Now you should have 31 pieces of gold. Then go back to Kowloon and sell gold in the same manner......Repeat until you have enough money or when you have 99 gold...(max.) Sell your gold and you can begin again ^^

- 10.2 Blue's secret magic -------------------------

In time magic there is a spell called Oovadoraivu () in which the caster can attack 8 times in a turn without spending any JPs, but the number of JPs will automatically drop to 0 after the turn. But if Blue uses this "Overdrive" spell and choose 7 attacks, the 8th being the Stop Rune (), Blue will only lose 10 JPs after the turn and will stay in the "attack 8 times" condition after the effects of Stop Rune disappear. Any boss can be killed easily this way......^^

~ 11. Secrets ~

- 11.1 Asellus' 3 endings. ---------------------------

Asellus had 3 endings to her chapter: the one in which she went to a grave; the one that tell a story and the one in which Asellus become a true mystic. Which ending she get depends on the number of turning into a mystic in battle and whether or not she rescued Gina in the final maze.

```
IF: saved Gina and few times turning into a mystic        - ending 1
    didn't save Gina and turned into a mystic many times - ending 3
    saved Gina and turned into a mystic many times /or/
    didn't save Gina and few times turning into a mystic - ending 2
```

- 11.2 Emiria's 2 endings ----------------------------

Emiria also had multiple endings. Ending 1 is the one that takes photos of her and comrades, ending 2 is the one in which she get married to Ren. The event that determines her ending is whether she defeated the big monster when pursuing Joker.

```
IF: defeated big monster                - ending 1
    didn't defeat big monster           - ending 2
```

- 11.3 Bonus Chapter ----------------------------------

There is a 8th chapter in the game. It is called the "Development II", with all sub-characters played by the development team of Saga Frontier (hehe). In this mode you can choose to fight bosses again with any character, test BGM, looking at screenshot/illustrations, etc.. You can even fight the Master of Illusions with Blue ^^

To get to this mode, you must finish the game with 7 separate characters at different times, with one system file. This means if you are playing Asellus' (have to mention her) chapter, and your friend begins Coon's chapter before you finish Asellus' chapter with your system file, you are not going to get this "Development II" when you finish the game ^^; Better watch out for people who steals your PS and games to play ^^

- 11.4 Secret Characters ------------------------------

== 11.41 The "Zero Empress" =====

To get the "Zero Empress", —ë•P, you have to be in Asellus' Chapter.

Before you leave the Pinnacle Castle (�j,Ì�é) through the secret passage, go to the room at the lower left corner of the castle and the White Rose Queen (”’åKåN) will say something about the "Zero Empress". This way, when the story advances to the time White Rose Queen leaves the party, you can go to the temple at Douvan (ƒhƒDƒ”ƒ@ƒ“) and talk to the girl. The girl will then reveals her true identity, the Zero Empress. She is the only character in the game that knows the magic of Illusion (Œ¶�p).

== 11.42 Master of Time =======

The Master of Time (Žž,ÌŒN) is very (I mean _very_!) strong at the magic of time. To get him, one character in the party (main character is the best) must have Yin or Yang, Magic or Demon and Arcana or Rune. Then go to Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) to find the Master of Ring (Žw—Ö,ÌŒN). If you don't have Sand Timer (�»,ÌŠí), you will have to go to Fascination (ƒtƒ@ƒVƒiƒgƒD�[ƒ‹). He will either transport you there or you'll have to go yourself ^^ Anyway, when you arrive at Fascination, go to the weapon store and exchange 1 LP for the Sand Timer and go find the Master of Ring again. He will transport you to the dimension of the time monsters. Pour the Sand Timer into the big Sand Timer and you can enter to find the Master of Time inside. If you don't make him join the first time, he'll never join your party. You can only learn magic of time from him. Also, if the main character is Blue he won't join you. (Blue is too strong in magic?!)

== 11.43 Kirin =================

Kirin (êi—Ù) is very _very_ strong at the magic of space. You'll have to get 1 character to have Yin or Yang, Magic or Demon and Arcana or Rune magic before you can get him. Go to Douvan (ƒhƒDƒ”ƒ@ƒ“) to talk to the Zero Empress (—ë•P) and ask her about magic of space. She will transport you to Kirin's dimension. After you go through the maze again and find him, you can make him join. If you don't make him join the first time, he'll never join your party. You can only learn magic of space from him. Also, if the main character is Blue he won't join you. (Blue is too strong in magic?!)

== 11.44 pzkwV =================

The first thing you need in order to get this character is that you are in T260G's chapter. After Leonardo become one of your party members, you can go to the secret underground weapon shop in Kowloon and choose whether or not you want pzkwV in your party.

== 11.45 Žé�� ==================

Žé�� (Red Bird?) is yet another hidden character. To get him, you have to trigger the Arcana event and go to IRPO to be confided by Hughs. Then you go to Mosperniburg (ƒ€ƒXƒyƒ‹ƒjƒuƒ‹) to get flowers and fight the female demon. After the fight go to the snow field in the center of the mountain. You'll find 3 boars there. If you suceeds, a snowman will appear in the south of the screen. Go fight him, and Žé�� will join you after you won. If there is no snowman, go back to the previous screen, fight the female demon again and come back. Keep trying until you get it...

- 11.5 –,�e Monster Weapon & Gurirandorii -------

You can get Monster Weapon (–,�e) and Gurirandorii (¥°¥ê¥é¥ó¥É¥ê�[) in your equipment. Just leave a space in each character's weapon equipment and when these two monsters use a tech that is all kanji (can't type it...) the character hit will find this monster in his weapon equipment space. –,�e's attack power is 42 and although it looks like that it only had 4 bullets, it had infinite ammunition. Gurirandorii's attack power is also 42 and can use a tech "Final Strike". The sword will explode after you use this tech......Also this sword can't be deequiped once it gets on your character. (blow it up...)

- 11.6 DSC ---------------------------------------

This is a body tech that cannot be learnt the normal way. This tech becomes available once a character has these 4 techs: Sliding, suplex , Baberukuranperu and Jaiantosuibugu . Equip these 4 techs to the character and you'll find a new tech called DSC (18WP). This is a tech that uses all 4 of the above techs in a row. If one of it fails, the rest won't be used.

~ 12. Credits ~

In no particular order.

* Cecil Kwan -- http://www.hknet.com/~cecil/
Beat me in this game! And FF7! How can someone play so fast ^-^

* Mari Hagiwara
Japanese help ^-^

* Adriel
Corrections here and there ^-^

- An End is Another Beginning -

And looking forward to revisions....hope you are too.

No game shark codes...I personally don't like game sharks/game genies, and don't even own one! The fun of a RPG to me is in the exploring, not in the finishing of the game......It's true that some codes are neat, but......

--
¤è¤Ñ 1487270
http://home.bc.rogers.wave.ca/yvonne/

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