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Genso Suikogaiden Volume 2

FAQ

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INTRODUCTION

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Suikogaiden has you playing as Nash Latkje in a text based RPG. There are no random battles, no level ups, just pure story progression which all takes place during the same time period as that of Suikoden 2. During the game you will come across many characters from the series which you may or may not be familiar with already. Most of the enjoyment for those of us who only understand English will be from the artwork, music and sound effects as the entire game is in Japanese except for the title screen :)

CONTROLS

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- Directional Buttons - Make selections, usually just up and down.
- O / L1 - Decide/Skip Text
- X / L2 - Cancel
- Square - Hide Text (so you can see the background art by itself)
- Select - System Menu

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BASICS

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The game is pretty simple to play through as it's just a text based RPG all you really need to do is to make decisions based on what's happening in the story, these decisions can be selected once they popup either in the characters text box or when the screen goes black. In either case the selected decision will be hilghted in blue. Press the Directional buttons on the controller to move to your decision and then press O to comfirm it.

Story points, represented by 10 squares to the right of the character dialogue box, will often be needed to take certain actions. Early in the game the first decision requires 4 points. Depending on your decisions made when interacting with certain characters you will sometimes be awarded a point (and a sound to comfirm it) and one of the squares will be filled in red. I do not know which decisions get you points as I don't even understand half of the game myself, you just have to play through yourself until a translation is available.

By pressing the System Menu button (Select) you bring up 4 choices, these are:

- SAVE GAME
- LOAD GAME

MESSEGE SPEED - Fast/Medium/Slow
CONTROLLER VIBRATION - On/off

FREQUENTLY ASKED QUESTIONS

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How do I save my game?

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At any time in the game where a characters text box is displayed, press the Select button on the controller to bring up the menu. Save is the very first top most option. Once you press O on it, you will be taken to the memory card screen. Here, there are 8 boxes for you to save your game to, choose any box and press O. The small box that pops up is just confirmation, Do you want to save? Yes/No. Select Yes and it will save the game for you.

What are the 10 squares at the side of the text box?

=====

In the Manual they are known as LP. Since I can't understand Japanese I dunno what LP stands for but all you need to know is that the more LP you have, the more choices become available in the story. Notice how sometimes you can't select certain things because the bar on the right doesnt have enough red boxes? Certain decisions will grant you more LP and it's up to you how you spend them, play the game multiple times and use your points on different parts of the game to get the most out of it.

How many 'Episodes' are there?

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There are 4 Episodes in Suikogaiden Vol. 2. They are entitled Pride, Kaleria, Wild Dragon and The Final Truth.

What is 'Special' on the title screen?

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When you complete the game you are given the option to save. Save your game then on the title screen select Special. After recognising that you have finished the game, you get access to all the artwork that you have seen during the game. To get 100% you will have to play through multiple times and select different routes. For example about mid way through the game you get to choose something which costs all 10 story points! So you'll have to find ways to earn that much and then spend them all on that decision, which will undoubtedly give you more artwork.

Is there a version of this in English?

=====

Unfortunatly no. My guess is because Konami didn't imagine the game selling too well in the West due to it's unique style and lack of action, they are probably right though giving a game like Shenmue as an example.

How many memory card blocks does the game need for saves?

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2 blocks are needed to save a total of 8 potential games.

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CLOSURE

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Thanks for reading this FAQ, I hope it was usefull! if you have any questions feel free to email me, my address is located at the top and bottom of this FAQ, I don't mind answering any questions you might have :)

END OF FAQ

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