Summon Night (Import) Secrets FAQ

by DChan   Updated to v1.1 on Nov 1, 2001

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      Summon Night
      Hidden Commands (Version 1.1)


      Current Update: Wednesday, 3 October 2001
      Previous Update: Thursday, 27 September 2001
      Created: Friday, 21 September 2001


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      Note: I don't have this game or a PlayStation,
      thus I can't verify these hidden commands.
      (I typed up this file as a "friend service"
      for the Nagai Nobuko (now Miyanishi Noa) fans out
      there.)


 1.    Acknowledgements
 2.    Nutrition Information
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      Disclaimer: I send the newest version of this file
to only five Websites:
      - http://www.gamefaqs.com/
      - http://vgstrategies.about.com/
      - http://DLH.Net/
      - http://www.psxcodez.com/
      - http://www.gamesover.com/
      If you downloaded or read this file at other
Websites, the SysOps of the other Websites probably
leeched it from one of the above Websites.


      Nota: Mande la ultima version de este archivo solamente
a cinco Paginas de Internet:
      - http://www.gamefaqs.com/
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      - http://DLH.Net/
      - http://www.psxcodez.com/
      - http://www.gamesover.com/
      Si bajas este archivo o lo lees en otra Pagina de
Internet, el dueno de esa otra Pagina probablemente lo
tomo sin permiso de alguna de las de arriba.


"Setsunasa!" (*1)


 1.    ACKNOWLEDGEMENTS


      Thanks to these sierra hotel persons/organisations:
      - Jean-Luc Barbera of France, for the English
translation of the NOIR foreword.
      - Matsumoto Satoshi and Ueda Masami of Japan, for their
consumer game urawaza database HPs.
      - Niu, for playing Summon Night 1 and 2.
      - Paul Hsieh, for the Summon Night 1 FAQ.
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- Tania Chabert and Marcia Chabert of Mexico, for the
Spanish translation of the Disclaimer. (After all, Canada
and Mexico are members of NAFTA (North America Free Trade
Agreement).)

        (Social democracy in action.)

        No thanks to these lima delta persons/organisations:
        - The EVIL terrorists responsible for the attacks in
the USA in the morning on (Tuesday) 11 September 2001 (local
time).
        - Osama bin Laden and his Al Qaeda.

        In memory of:
        - The victims of the terrorist attacks in the USA in
the morning on 11 September 2001. God bless America.

        "Le noir, ce mot designe depuis une epoque lointaine le
nom du destin.
        "Les deux vierges regnent sur la mort.
        "Les mains noires protegent la paix des nouveaux-nes."
        - NOIR (2001)

2.   NUTRITION INFORMATION (Introduction)

        Title: Summon Night
        Genre: RPG
        Rating: ?
        Players: 1
        OS: PlayStation
        Maker: Banpresto, Flight-Plan
                  http://www.summonnight.com/
        On Sale: 6 January 2000

3.   HIDDEN COMMANDS

        - Special protagonist names.

        While pressing Up and Cross, switch on the PS.
        When successful, the title logo gradates between
yellow and green.
        Begin a New Game, and choose a protagonist.

        Now, as the protagonist's name, input "juru" (ji +
small yu + ru, all in hiragana) to get an additional
10,000 GP.
        Or, input "hirokazu" (all in hiragana) to get an
additional 5,000 XP.
        Or, input "ERUGO no ou" ("ERUGO" in katakana + "no" in
hiragana + "ou" in kanji (means "king"), and with no space
between all the kana and kanji) to get all summon spells.
        Or, input "BANPURE seki" ("BANPURE" in katakana +
"seki" in kanji (means "stone"), and with no space between
all the kana and kanji) to get 30 units of every Summonite
Stone.

        - Fast forward conversation.

        Before a conversation event, when the game displays
the place name, hold Select and press (one by one, in this

order) Square, Circle, Cross, and Triangle.
    Afterwards, during a conversation, press Cross to fast
forward the conversation.

4.   HIDDEN FEATURES

    - Choose the partner.

    In Episode 0 "Prologue", during the conversation with
Emi and Katsuya...

    To get Cassis as partner:
    When the protagonist is Aya, worry about Emi.
    When the protagonist is male, don't chase Katsuya,
speak with Emi about the type that the protagonist likes,
and choose "Kappatsu type".
    When the protagonist is Natsumi, Cassis can't become
a partner.

    To get Cralet as partner:
    When the protagonist is Natsumi, worry about Emi.
    When the protagonist is male, don't chase Katsuya,
speak with Emi about the type that the protagonist likes,
and choose "Otonashii type".
    When the protagonist is Aya, Cralet can't become a
partner.

    To get Sol as partner:
    When the protagonist is female, don't chase Emi, speak
with Katsuya about the type that the protagonist likes, and
choose "Kappatsu type".
    When the protagonist is Touya, worry about Katsuya.
    When the protagonist is Hayato, Sol can't become a
partner.

    To get Kir as partner:
    When the protagonist is female, don't chase Emi, speak
with Katsuya about the type that the protagonist likes, and
choose "Otonashii type".
    When the protagonist is Hayato, worry about Katsuya.
    When the protagonist is Touya, Kir can't become a
partner.

    - Attack weak point.

    All chara are more vulnerable to attacks from their
right side.

    - Get Summonite Sword.

    In Episode 4 "Samayou ken", during the protagonist's
free time, in the South Slum, choose "Oto no dedokoro wo
sagasu", and meet Wizeru.
    In Episode 8 "Ikai no maigo", in the Factory Area,
meet Wizeru.
    In Episode 10 "Meisou ressha", in the Citizen's Park,
meet Wizeru, and choose "Hanashite miru".
    Afterwards, in Episode 15 "Erugo no shiren", before
the castle gate, the protagonist gets from Wizeru the
powerful magic sword Summonite Sword.

- Fight Sion.

        In Episode 15, speak with Akane, choose "Kaetta hou ga
ii", then choose "Koerubeki kabe", then fight Sion.
        If the protagonist loses, Sion becomes an ally.
        If the protagonist wins, the protagonist gets XP, GP,
and the accessory Shinobi Hiden You.
        Sion reportedly has high mobility and attack. OTOH,
the protagonist needs the Shinobi Hiden You to get powerful
summon spells and throwing weapons.

        - Conditions of endings.

        In Episode 17, on the roof, the chara whom the
protagonist speaks with essentially chooses the ending. But
the game can also force the protagonist to speak with the
chara who has the highest Koukan (friendship) with the
protagonist.
        The protagonist will get the normal ending when the
chara is: Edos, Eruka, Fiz (-_-;), Gazer, Kaina, Mimoza,
Monathi, Rami (-_-;), Ripre, Rookasu, Seshiru, or Swon.
        The protagonist will get the Yuusha (hero) ending when
the chara is: Akane, Aruba, Erujin, Esugarudo, Gibuson,
Iriasu, Jinga, Kazamine, Perugo, Ramuda, Reid, Saisarisu,
Sion, or Sutauto.
        The protagonist will get the Renai (love) ending when
the chara is: Cassis, Cralet, Kir, or Sol.

        (Fiz's seiyuu is Nagai Nobuko han, and Rami's is Itou
Emiko han. Both are former Kira-Melo members. But no, I'm
not a Kira-Melo fan.)

        - Maou ending.

        In conversations, always choose the worst choices.
        In combat, kill friendly units (including summoned
monsters) 100 or more times.
        Finish the game with these conditions to get the Maou
(Devil) ending.

5.   LINKS

    - http://homepage2.nifty.com/flame/navi.htm
        Shoukan Navi, a Summon Night search engine.

    - http://selios.free.fr/
        Selios' Lairs, by Jean-Luc Barbera of France.
        "Selios' Lairs is primary a fan site on different
things I enjoy a lot, some of which are not well known
outside Japan or by rare fans worldwide.
        "Les Antres de Selios sont avant tout un site de fan
sur differentes choses que j'apprecie beaucoup, dont
certaines sont tres meconnues en dehors du Japon hormis
de rares fans de part le monde."
——

Don "Tsuru Hiromi Inochi" Chan (aho)
http://www.gamefaqs.com/features/recognition/146.html

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   *1    "Sakuretsu!"

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