

# Super Robot Wars EX (Import) Walkthrough

by MNeidengard

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**This walkthrough was originally written for Super Robot Taisen EX (Import) on the PSX, but the walkthrough is still applicable to the PSX version of the game.**

"Super Robot Wars EX" Walkthrough  
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version 1.0

## AUTHOR'S NOTES

SRWEX is split into three chapters, one each for Masaki (easy), Ryuune (medium), and Shuu (hard). You won't be able to get Shuu's section until you clear Masaki and Ryuune's parts. Also, you have the option of using the Interactive Scenario System, which causes events done in one chapter to effect effects in another chapter, causing events to transpire that otherwise wouldn't. This happens at the beginning of a chapter, so you can't use it the first time you play. This walkthrough was done with Masaki first and ISS used for Ryuune. Masaki picked Shiela's path, so Ryuune gets Ere. I then used the combined data from Masaki and Ryuune for Shuu.

By the way, although Shuu's path is "hard" and Ryuune's is "medium", my experience is that Ryuune's path was actually far more difficult than Shuu's. YMMV.

## M1. RANGURAN Douran ("Rangran Revolt")

We begin with the statement of Clarke's Third Law. After the fight with the aliens (in SRW3), Masaki returns to his second homeland, the subterranean Ra-Gias kingdom. The central government in Ragran has lost its efficacy due to a terrorist campaign half a year ago and was largely destroyed. At the same time, the army of the Shutedonias Federation attacked. Masaki pursued Shuu to the Earth's surface, believing him to be manipulating the terrorists from the shadows, but returned upon Shuu's death. Ra-Gias is now in the throes of a war between Shutedonias, the former Ragran army, and the holy warriors of Kirkus. Masaki starts roughly 30km south of the city of Ramond, in the state of Ruzark. Shiro (one of the High Familiars) wonders if the Kirkus army has conquered this area yet; Masaki thinks they should still be duking it out with Shutedonias near Troy. Kuro thinks they need to gather information. Suddenly, a contact appears on the Psybuster's spirit radar about 10 km out...they didn't catch it sooner due to the spareness of spirits in the area. Masaki figures it's some mountain dwellers, and plans to go ask them for information and maybe train in the process (Kuro thinks they're guerrillas...) They've got 4 Elemental Machines, an impressive number for guerrillas. Most of them are scared of you, but they want to try to take you down anyway for the sake of their leader Gold. Masaki says that jumping for prey right before their eyes without stopping to think of their own limitations is strictly according to pattern for the mountain dwellers. You have a choice whether or not to say anything to them - if you decide to say

anything you deliver a threat that seems to scare them pretty thoroughly.

Defeating Gold gives you (gasp!) one whole Repair Kit.

After the battle (if you can call it that) Masaki asks them for info. The boss tries to put up a front, but just have Masaki threaten them a bit and they'll fess up. Masaki asks about the Kirkus and Shutedonian army movements in the last two months, and Gold offers to tell about Fier Road's army. Masaki is surprised that the prince Fier Road is still alive, and fighting the Shutedonians on Regg Island in the state of Saitsetto. It turns out that Gold was formerly the leader of one of the Shutedonian defense batallions, but was kicked out due to having a wife of Rangran descent. And upon hearing that his wife took sick and died, began working out of the mountains. He implores Masaki to take him along for revenge on Shutedonias, which Masaki agrees to. Go to M2.

M2. Shoukan ("Summoning")

Since Naburo is totally under Shutedonian control, the best way to get to Regg Island is to head north and go through Tolman. Suddenly they get a reading on the spirit radar some 80 km out, energy readings and dimensional distortion. Masaki wonders if it's a Gate, since they're close to Bagonia. They also get 3 C-Class mecha from the Ruzark State Army, heading for the Gate to perform an aerial summons. Masaki decides to follow them. He runs into members of the Ruzark Defense Force, who address Masaki as Duke Randall. Neither Masaki nor they can detect any trace of surface-worlders despite the signal from the Gate. Masaki learns that cases of the Gate opening mysteriously have been going on for some time. It doesn't take long for the enemy to show up: mobile suits! Masaki is pissed that the enemy mobile suit pilots have joined forces with Bagonia, and proceeds to try to trash them. Amazingly, it's Jerrid, and Kakricon, and many other pilots from the war.

During the battle, Jerrid warns not to get too close less Masaki use Psyflash, but the other faceful minions don't want to listen to him. After the second round of combat, just as Kuro and Shiro are worrying about the number of bad guys, Kiry, Remy, and Shingo (Allies of Justice(tm!)) appear. They are the God Thunder Team, here to save your ass. Masaki tells them he doesn't need their help, but in order to preserve their status as allies of justice they help anyway. Masaki tells them he makes it a policy not to trust people who run around claiming to be allies of justice and all, which Remy can identify with. They actually would have left again except Jerrid and his cronies decide to attack them too. Oh, and btw their machine is the Goshogun.

When Masaki and Jerrid clash, Jerrid blames you guys for all his problems (the downfall of the DC, getting summoned to this world). And when you kill him, he promises to pay Masaki back for this some day (good luck...) Defeat all enemies for a Magnetic Coating, 2 Propellant Tanks, and 2 Repair Kits.

After the battle, Masaki observes that the Goshogun pilots don't seem to be bad people and learns that they were summoned (without their consent) to this world from the surface. They're fighting the invaders of Rangran as a way of paying back the people who found and took care of them, who promised to return them to the surface once peace is restored. Masaki tells them he intends to look for old friends among the summoned ones and asks them to join him. They turn down his offer, saying there's something have to do first, but the two groups suspect they'll see each other later. Just after the

Goshogun departs, a surface girl comes through the gate, who is sleeping soundly. Masaki, she, and the soldiers return to base. The girl, named Mio, immediately mistakes Masaki for a kidnapper and tells him he won't get any money out of her poor family. Masaki tries explaining things to her, but she's hung up on the notion of him kidnapping her. Doors promises to take care of the rest - Masaki remarking that he's bad at handling people like this and that she reminds him of Ryuune. Go to M3.

### M3. IMOOTARU no Geigeki ("Ambush at Immortal")

A group of enemy mecha has crossed the river and have finally begun the invasion, which Masaki will help fend off. They decide to fight at the Immortal Ravine, where the enemy's numerical advantage can't be fully exploited due to the terrain. It seems the war with Shutedonias has seriously worn down Ruzark's warfighting ability. Masaki also wonders how he's going to get more firepower on his side. It seems the enemy even has mecha-beasts; a major abnormality... Leading the enemy is Jorg, who already received intelligence reports about the battle, tells his men not to clash with the Psybuster and concentrate on the batallion.

On the second round, Mazinger Z and Aphrodite A show up. Although it's not indicated in this game, Mazinger Z starts out in Jet Scrander mode, enabling several attacks not available in the base mode and letting him fly. Kyouji makes the apt observations that there's no horizon and the sun doesn't move here, and wonders what the hell is going on. As soon as Masaki explains what the Shutedonians have done, Kyouji realizes they're the Bad Guys(tm) and gets ready to kick their ass. Then, on round 3, the Elemental Lord Diablo appears...piloted by Mio! It's a major shock to the army and Masaki that Mio could pilot the thing with no advance preparation, but Masaki quickly resolves to get to know Mio better. The enemies will retreat when enough of them get killed.

After the battle, Kyouji wonders how to get back to the surface. Masaki tells him that there aren't many priests with the power to open the gates, but that he remembers something and will try to do what he can. Kyouji then notices that Masaki can come and go freely and demands to know why. The Psybuster is powerful enough to open the Gates, but only the Psybuster can go through. Go to M4.

### M4. OORABATORA ("Aura Battlers")

Mio really likes the Diablo and asks if she can have it. Masaki asks her if she's even considered the fact that it means she's got to fight, and she goes on another Ally of Justice(tm) spiel. Both Masaki and Kyouji tell her she'll hate the fighting soon enough, but Sayaka points out that that's not very convincing coming from them. Masaki plans to head north to join Prince Feir, but first he decides to mop up the Shutedonians who have joined forces with Naburo. Kyouji comes along with Masaki, and Masaki tells Mio to come along with him too since Fiero should have some priests who can open the Gates. She agrees, saying she's always wanted to be an Ally of Justice...Sayaka is a tad worried about all the loose canons. At the battle, you discover that the enemy have some Earthlings among them. Jorg orders Burn, a surface dweller he apparently rescued, to attack you.

Amidst the battle, the Dunbine (and Bilvine) appear. Mio remembered seeing them among the Aura Battlers (which at the time was running amok in Shinjuku). Masaki plans to leave them alone, but they contact him first and tell him how they were taken care of by one of the friendly army

officers. When they confront Burn in battle, they aren't very happy to see him.

NOTE: when Mio actually kills someone the stress of combat will cause her to panic and disappear from the board. Beat them all for a Booster and a Reloader.

After the battle, Masaki thanks Shuu and the others. They return with you to base for repairs and reoutfitting. Doors thanks you for your hard work, but Masaki is eager to press on. Shou has heard that at the Soratis Shrine is a priestess named Ibun who can open the Gate. The familiars are very dubious that she'll actually open the gate for you, which prompts Mio to ask who they are. It turns out that they're created from a part of his subconscious. Even if asking Ibun doesn't work, it's not out of the way for the rest of the group - so everyone heads out for the Soratis Shrine. Doors asks to accompany you, since his work here is finished and he wishes to join with the rest of Prince Feir's subordinates. You can have him join you or not at your option.

Masaki then enquires why the Aura Battlers seem relatively undamaged despite the obvious lack of heavy armor. Shou tells him that even though the machines themselves are fairly meager, they project an aura that shields them. Mio then thinks Shou's talking about a Barrier, and then wonders why that Barrier didn't get broken by sustaining too much damage. Noone has a good comeback. In any case, your group detects a battle proceeding off to the East. If you go to investigate it, head to M5. Otherwise, head to M6.

#### M5. OORA SHIPPU ("Aura Ship")

On the theory that there may be some Lond Bel people embroiled in the battle, you head for the scene. Upon arrival, you note the Goraon, piloted by Ere. Todd is also with her. There's some bad blood between Shou and Todd, but he's on the side of good now in the interest of getting back to the surface in one piece. Dick, leader of the enemies, calls for reinforcements when your crew shows up, foreseeing calamity if your group is allowed to escape now.

In the midst of battle, Goshogun shows up again. Kyouji's never heard of the Goshogun before, which Kiry writes off as the failure of their autobiography's sales. Unfortunately, next round Jorg and some stooges show up again looking for revenge. Defeat all enemies for a Propellant Tank and a Repair Kit.

After the battle, the Goshogun crew depart again after hearing the story of Kuro and Shiro. Masaki notes that the battle was a bit out of their way but was good for at least getting them some new companions. Ere is informed that they will be able to return to the surface at the shrine, news that doesn't seem to please her all that much... Go to M7.

#### M6. Sei Shoujo ("Holy Girl")

As you near the shrine, you detect an energy reading approaching it, a warship from the size of its signature. It's Sheila, who apparently got summoned to this world too. They're here because someone named Yan Lon told them someone who could open a path to the surface world is here. Masaki has some beef with Yan Lon and is not happy to hear he's still alive. Sheila can't really pinpoint his location except that it's far to the East. Shiro points out that Sheila sort of resembles Queen Monica. Here comes the

enemy...and it's not the Shutedonians! It's the Ghost Machine Nagzart, and the demon priest Ruozor. Masaki is rather worried that the Psybuster as it is now can't take this guy down. He demands to know what Ruozor is up to, who replies he only came here from the castle which floats in the sky in pursuit of holy waves. He wants Sheila as a sacrifice, which Masaki won't permit. In which case, the two have no choice but to fight. At which point Ruozor summons a bunch of ghost creatures for you to fight: demon golems. With no choice but to fight them, Masaki warns everyone not to waste their energy on Ruozor himself, who isn't corporeal and can't be hurt by the weapons you have now.

He probably is corporeal, but he's got 6400 points of armor and the strongest immunities in the game. Masaki is right: don't waste your energy on him and concentrate on taking out the demon golems.

After the golems are defeated, Ruozor retreats, saying there is still work waiting for him to finish. Go to M8.

#### M7. Soratis Shrine

Masaki asks Mio if she's ever piloted a Mobile Suit or anything before, to which she replies that she's just an ordinary schoolgirl. Her parents both died in a plane accident two years ago. Masaki reveals that he lost both parents in an accident too - and asks if she's got any special characteristics. The best she can come up with is being third dan in Aikidou [btw this is extra kick-ass a 15-year old. -MLN]. She also tells Masaki her three sizes (without his asking).

Upon reaching the shrine, you get no response to your greeting. Instead you get fired upon by the unmanned guard robots. Shou comments that the Psybuster is powered by fierce emotions and that it seems like a perfect fit.

In the midst of battle, Chris and Bernie show up unexpectedly.

After the battle, Ibun tells Masaki that he's a little late in getting there. She's using a type of magical defense that made her body look transparent, causing Masaki to think she's a ghost. Actually, she is a ghost and won't maintain corporeality even five minutes more. She was killed by Ruozor, who was trying to hack REB and had to be stopped. She doesn't know what he was up to, but has something very important to tell everyone: those who want to return to the surface should go meet Prince Fier, since she no longer has the power. He's heading to the capital, Langran, to free it and Queen Monica. As she fades from sight, she tells you the world is about to be destroyed and implores you to save everyone. Masaki is really upset, but presses forward anyway.

#### M8. Soratis Shrine

This is the same battle as M7, but without the stone golems in mid-battle.

Masaki finally manages to find Ibun, although he's too impolite to get her to listen to him. The others fare better though and are able to convey wanting to be sent back to the surface. She ponders who could have mustered enough power to bring everyone here, and for what purpose. Perhaps it's Katekis, or Feir..and probably not Teliu. Masaki is still mad about the guards, but she tells him to complain to "REB", who despite "his" unpleasant disposition has been helping support Ibun's research. REB turns out to be the shrine's main computer. It's been hacked by someone, presumably the

Shutedonians, and has been corrupted. If repairs could be performed a return to the surface would be possible, but all the demon golems have prevented anyone from getting close to the computer core. Masaki and the others agree to try to do something about them. If your team can eliminate the demon golems inside five turns, she thinks she can seal away the problem. Go to M9.

#### M9. DEMON HAKKU ("Demon Hack")

Ibun tells you that the core of the computer is shielded, so fire at will. Masaki was planning to do that anyway (joy). Beat all the demon golems down in five turns and Ibun will suppress Gatezelk who has been infesting the computer. Gatezelk turns out to be a low-level demon who has been living inside of REB. But now that the Gate system is restored, Kyouji and Sayaka don't want to go home just yet, preferring to stay and help Masaki with all the cool stuff. The Aura Battlers decide to stay too, figuring that Drake and Bishot were probably summoned too and worried about what Drake would do if left unchecked. In fact, everyone is staying here. Go to M10.

#### M10. KOORARU KYANION ("Coral Canyon")

Ibun recommends that your group head for the capital, since Prince Fier is heading that direction, and since Queen Monica is in danger from the aggressors, that something is after her. Saving the queen seems a simple enough task for Masaki, so off you all go to the capital city of Langran. On the way, you run into the Goddess and Tyutti, one of the other four Elemental God-Machines. Tyutti is really upset with Masaki for going away without warning - she refers to him as her brother, which Masaki can't stand. Along with Tyutti is Presia, who is much happier to see Masaki and also calls him her brother. The two teams are planning to rendezvous at Coral Canyon, where Masaki fills them in on the details. However, a bunch of Shutedonians attack, which Presia senses even before Masaki does. Among them are the ZZ Gundam and the F-91, who are apparently working for the Shutedonians because Lina is being held hostage. The two of them decide to pretend to fight while explaining things to the others. Shou thinks he can save the hostages, so Masaki and the others retreat for the moment.

After a non-battle, preparations are made to rescue Lina.

#### M11. KOORARU KYANION, Futatabi ("Coral Canyon, Again")

Shou asks to how to recognize Lina. Masaki shows him a picture from aboard the Ral Kairam. Shou borrows the picture to help convince Lina of his identity and heads off - but not before Tyutti gives him a "minor" magic item: sleeping gas, with three charges. Now, the rest of the group just has to buy time. Masaki and Kyouji have a hard time not wanting to fight, and they end up deciding to mix it up with the enemy just enough to make it look real.

After three turns of battle, Shou reappears with Lina. At which point, Judou and Seabook join you. Rishel, the enemy commander, is very surprised by this, but responds by sending out reinforcements. Beat Rishel for a Reloader.

After the battle, Shou tells you that there were many Mobile Suits and Aura Battlers inside the mobile fortress where Lina was being held captive: a Kabul and a Gira Douga, as well as the Replicarn and the Rhineck. After some

praise for Shou (and Charm), the group prepares to head straight for the capital, with the threat of the Shutedonians looming. Tyutti tells the group that the guard is light at Langran, since Fier is trying to foment the final battle on the plains of Nagurt. Masaki decides on an assault from thinly-guarded Mt. Ginaz. Go to M12.

#### M12. Outo Sen'nyuu ("Infiltrating the Capital")

Unidentified machines approach rapidly as you approach the capital. To your horror, you discover the Granzon: Shuu is still alive! ...And apparently without his memory. Masaki declares him to be SOL and readies for battle, but Shuu can't even remember Masaki's knack for the profane. However, Shuu is apparently in a hurry and your group can't keep him around long enough to find out what's going on. However, some Shutedonians show up to play with you instead. Their leader, Zamboss, tells his subordinate Gibon to take some of his men and follow Shuu, while the rest stay and fight you.

In the midst of battle, Kernagurl appears amidst the strains of Ride of the Valkyries(!!!). Kuttner tells him that they have no choice but to do what they were told in the hopes of returning to the Surface. Kernagurl replies that his pride has been wounded, but before he can say any more Bundorl tells him to shut up. Both your team and Zamboss's men think they're the enemy. When Bundorl sees the Psybuster, he really starts drooling, and decides to capture the Psybuster at all costs. However, next round the Goshogun appears! Apparently there's bad blood between them and Kernagurl, although Bundorl thinks it's the red thread of fate. Defeat Zamboss for a Chobham Armor.

When you have the Goshogun fight Kernagurl, Kernagurl tells your people that his schemes in this world are none of their business. Defeat Bundorl and the rest for an Apogee Motor. Shingo tells you that his team is chasing the Docougar, and that it'll surely be back again - he asks if his team can hang with you for the time being.

Sneaking in has just gotten harder, but a transmission arrives from Fier Road, relayed by Freike and Geri (wolf familiars!). This sends Tyutti into a frenzy of emergency make-up preparations before taking the call. It turns out that he has been successful in crushing the Shutedonians at the Nagurd Plain, and wants your help assaulting the capital. Tyutti vows to bring Masaki and hurry to his side. Go to M13.

#### M13. Taigi no Moto ni ("In the Name of Justice")

Judou asks Masaki to tell the group a bit more about prince Fier Road, a sentiment Seabook echoes. Masaki replies that they'll probably understand when they meet him, but he's definitely a good guy. Serious, and the rightful heir to the throne. Tyutti adds her enthusiastic endorsement, as Masaki points out that it's General Kirkus' leadership that is dividing, instead of unifying, the land. Apparently the current war weakened Langran's stabilizing influence, allowing Shutedonias to flourish. Apparently the president of the Shutedonias Federation, Zorau Shield, is a major hawk, and the ruling military cadre "Trinity" is with him. They must be stopped before war engulphs all of Ra-Gias. Just then, an emergency transmission from Fier directs you to attack the enemy at the south of Banan City.

The enemy are commanded by Rodney, who isn't dreadfully happy to see you and rather impressed that you had both the foresight and the strength of troops to attack him here. Richie breaks the bad news that the Psybuster and the

Goddess are among your troops, and Rodney responds by having "a certain" mecha readied with class-one armaments, which he plans to pilot himself. After one round, Kou and Gato show up, Kou being his usual uncool self. Sadly, four more enemies appear the next enemy turn.

On turn 4.5, Rodney appears in the Zamjeed, one of the Elemental God-Machines! Richie tells him that they have only managed to put 75 guardian spirits into the machine, to which Rodney replies that anything over 70 is more than enough, and that only an Elemental God-Machine can counter another. Masaki and Tyutti wonder how the enemy could have gotten their hands on it, to which Freiki replies that Zamjeed was probably placed under a Geas and forced to fight. The process of being forced to act counter to its own will is very painful for the robot, and Mio comments that the Zamjeed is crying. Tyutti is amazed that Mio can read what's in the Zamjeed's heart...Masaki believes that Mio is the Zamjeed's chosen one. There's some past history between Masaki and Tyutti, but before we get to hear about it Mio reminds everyone that the enemy are still coming their way... Beat all enemies for a Minovsky Craft.

After the battle, the Zamjeed is too badly damaged to be repaired immediately but should be repairable by Feir. Tyutti then contacts Feir and finds out that the operation was a seeming success. Feir extends his gratitude to everyone who helped in the battle, and proposes meeting up at Mt. Gajetta to finish retaking the capital. Masaki remarks that Gajetta is a place with too many memories as the two groups meet. Feir thanks everyone again and begins a council of war, which Tyutti forces Masaki to attend. Everyone from the surface dines separately, causing Mio to observe that the food doesn't taste much different from the surface. Kyouji realizes that even though the writing is different, everyone can understand each other: Tyutti tells you that you were magicked during the summoning to take care of that problem.

The plan is for your group to form a separate batallion and go around and attack the enemy flank in the West. Since your group is an irregularity, the attack will draw the enemy's attention toward you (and away from the main force). Go to M14.

#### M14. Toraware no Oujo ("Imprisoned Queen")

Kyouji asks Mio how the Zamjeed is doing; there's something wrong with the feedback circuit for the right hand. Tyutti discovers that the Shutedonians tried to make all sorts of modifications and screwed things up. Unfortunately she can't fix it; it'll have to be left for the time being. Mio vows to return the Zamjeed to the way it was no matter what. When you get to the battlefield you run into Zamboss, who is trying to capture your team regardless of your attempted diversion. Rodney is with him, and warns him that your group is quite tough. Zamboss had sent most of the troops off to fight with Feir.

Once you do enough damage to Zamboss, he says he has no choice but to use his trump card. He gives you a chance to surrender, which Kyouji and the others obviously don't take him up on it. He then says that failure to surrender will result in a certain person getting hurt - Queen Monica. He is going to give you five turns, but upon receiving some sort of communique demands you withdraw immediately. Abruptly, a new mecha appears on the scene - piloted by Queen Monica, or rather, by Senia, who managed to break out of the simplistic computerized prison they had kept her in. Beat all of them for a Magnetic Coating and a Repair Kit.

After the battle, Shou and the others request an explanation, although



Masaki has to go and fetch Senia before he can begin. She was gawking at the mecha from the Surface. After a bit of persuasion, Masaki pries her away from the hangar and back to the others. It turns out she's Queen Monica's twin sister, Feir Road's younger sister. She says she doesn't have any claim to the throne and asks everyone to address her without honorifics, which strikes Sayaka as odd. Evidently she failed a test of her magical power and got disqualified, a test that all the royalty must take. She was acting as Monica's body double because Christof (Shuu's other name...) kidnapped her. Masaki realizes that that was what Shuu had been on the way to do, and gets predictably upset. Oddly, even though Shuu supposedly has amnesia he seemed perfectly normal when he abducted Monica. Masaki suspects he'll run into him again. Tyutti says Monica should be okay in Shuu's hands for the time being and recommends focusing your attention on taking back the capital. Go to M15.

#### M15. Outo e no Kikaku ("Return to the Capital")

Mio wants to know if Masaki and Tyutti came from the surface. She has Masaki pegged as a Japanese, but she mistakes the Finnish Tyutti for German. Tyutti tells her that not just them, but all the pilots of the Elemental God-Machines and most of the pilots of the Original Elemental Machines were from the surface. According to Senia, the Original Elemental Machines number twelve, and were constructed around the same time as the Elemental God Machines. They were originally built in response to a prophecy of the end of the world; until that point such powerful weapons had never existed within Ra-Gias. Mio is amazed that such weapons were built because of something so vague - which gets Senia confused. It seems that in Ra-Gias prophecies are derived from Laplace Transform theory, not like the spiritualism-based ones on the surface. Needless to say Senia is shocked. Tyutti explains that such prophecies on the surface are worded vaguely so that the prophets can make excuses when (as they usually do) they turn out to be false. The Langran prophecies are very accurate, but are still just predictions and can be changed by human effort. Senia tells Mio that the reason pilots from the surface were chosen is that their Plana (chi) is fiercer than all Ra-Gians except for the royalty. Since this is related to the violence of their emotions, Mio wonders how Tyutti got involved. The explanation is that their emotional depths are buried deep with. Presia asks if she can have the Diablo after Mio gets the Zamjeed, since Maddock let her ride in it a bunch before: Masaki's objections get overridden since Presia is Zeorood's daughter.

Near the objective, the Spirit Radar becomes unoperative. Freki blames this on too many summonings from the fairy realm and disses Shiro for not comprehending that. Insert aloof-sounding wolves and pissed-off cats, which apparently happens all the time. The destination is marked by a column of smoke: General Orluto and his men are being badly bested by the Shutedonians. Guess who stages a heroic entrance. Orluto is told to retreat and regroup the army, leaving your people to mop up.

Amazingly, during round two the Boz Robo shows up, with Boz and Jun inside. Sadly, they haven't found Tetsuya and Duke, but since the Shutedonians thought the Boz Robot looked like junk Boz and Jun didn't get detained. Sadly, a certain troika of bad guys shows up next round: Kuttner, Kernagurl, and Bundorl. Kernagurl isn't very gracious about offering their help, and the leader of the Shutedonians lets him know it. Defeat all enemies for a Magnetic Coating, a Propellant Tank, a Repair Kit and a Repair Kit S

After the battle, Shingo and the Goshogun pilots leave to follow Bundorl. Masaki doesn't try to stop them, much to Remy's sorrow. A message then arrives from Fier Road: he's very impressed that you're done already. All

that remains for the retaking of the capital is reuniting with the Kirkus Army. Judou is disappointed he didn't see more action, to which Shou replies that it's better not to disrupt the balance of this world too much before returning to the Surface. Chief of Staff Novus explains the current situation. The Shutedonian dominion currently extends over the southeast portion of the continent. On the map, Green is your armies, Blue is the Kirkus armies, and Red is Shutedonias. On the surface, it looks like you and the Kirkus army surround the Shutedonians, but conversely your army could be seen as being surrounded by Shutedonias and Bagonia, and Kirkus by Shutedonias' expeditionary force and the actual country. If your current string of victories can be extended, victory should be assured; however the threat of the enemy can't be written off just yet. The Shutedonians still have an advantage in sheer numbers, making a direct deciding offensive infeasible. This means that uniting with Kirkus offers the best chance for success. A com channel is opened to Kirkus, and Feir implores Kirkus directly for help. Kirkus is concerned about Feir's lack of assistance half a year ago and criticizes Feir. Apparently he's willing to forge a treaty, but wants some assurances for his nation for after the Shutedonians are repulsed. Feir is worried that Kirkus is asking for independence, but all he (seemingly) asks for is for Langran to return to peacetime conditions. His demand is that Langran be ruled by Telius, which Feir is not pleased about. Novus points out that both Feir and Monica are before Telius in line for the throne, to which Kirkus replies that there's no telling when Feir might try something funny. Feir accepts the condition, provided the transfer of authority happens after the Shutedonians are all evicted. Kirkus agrees and invites Feir to the impending coronation...

Novus is unhappy, saying that Telius is obviously being set up as a puppet for Kirkus. Feir replies that the king is merely for show and that getting rid of the Shutedonians comes first. He claims not to need the position of King to keep Kirkus in line. And if the Kirkus army gets out of hand, he vows to fight them to keep Ra-Gias peaceful. Masaki then relays the news that the next battle will be in three days at the Redona Basin, where your team will act in concert with Kirkus troops and attack on the left flank. Go to M16.

M16. KAAKUSU no Yabou ("Kirkus's Desire")

Senia is accompanying your group, claiming you have a lack of skilled pilots. Your group manages to sneak up to the enemy flank, surprising Zales and his men. With the enemy in disarray, your group attempts a swift rout.

Tetsuya and Maria show up in Great Mazinger on round two. Tetsuya got wounded running from the Shutedonians and Maria is piloting...and Hikaru is with them. It turns out the two Spacers got trashed and had to be cannibalized for parts to keep Great running. On round 3.5, Yazan and Rakan show up - Yazan wants to kick your guys' ass, but Rakan insists on helping you out (to save his own ass). The two are NPC's in Kirkus's service. Defeat Zales for a Repair Kit.

After the battle, Kirkus shows up, promising to return Yazan and Rakan to the surface as thanks for fighting for him. Masaki angrily confronts him for advancing Telius's claim to the throne and causing chaos - Kirkus responds that Feir is a far more chaotic influence than Telius. He doubts he'll be able to get you to understand, and disappears again (until the coronation, in theory). Feir was successful in beating back the enemy too, and reports that all the Shutedonians have now been forced back across the Nuet Sea, leaving the rest up to the Kirkus Army's skills. Go to M17.

#### M17. Itsuwari no Taikanshiki ("Phony Coronation")

Tyutti goes to get Masaki (waking him in the process) and convey orders from Feir concerning the impending coronation. Masaki is worried that acknowledging Telius will put the power-hungry Kirkus into a position he can't be dislodged from, despite Feir's plan to retain some kind of veto power. Tyutti agrees but points out that just saying that won't help matters - all they can do is help ensure Feir's safety during the coronation. Mio runs into the two of them and Masaki tells her that they're going to Valentine Province to protect Feir. Mio requests various kinds of souvenirs. The two of them make it to Valentine without being attacked by legions of assassins (somewhat to Masaki's surprise). Of course, just as Masaki is pointing this out, the bad guys arrive (on cue). It is Godol and two minions, who request politely on Kirkus' behalf that Feir not attend the coronation just at present, but for him to do so later. Masaki is understandably pissed at this change of plans, but Feir decides to comply. He explains that Kirkus's men's change of attitude is fishy, and that they need to examine the next coronation very carefully. There is no battle. Go to M18.

#### M18. TERIUSU no Shuppon ("Telius' Flight")

Your group returns early (with no souvenir for Mio). The coronation's time was moved forward and is now being broadcast to all Ra-Gias. Cut to the broadcast, where High Priest Zabod's benediction is in progress. Feir is shocked by the broadcast, and notices that that Telius is apparently a fake. Apparently Telius is Feir's half brother, born to a woman named Natalia who the world think is of nobility. She's actually dispossessed royalty, which until the broadcast only Feir and Telius knew about. It seems she's of the Norlancer family, a supposedly cursed bloodline behind which lies a secret which Telius once told Feir about. Telius was apparently a very docile person who only ever snapped once, while defending his mother from allegations of impropriety. The problem is that during the broadcast, the mother's name was given with "Zoram", not with "Grania" as befits royalty. And since the real Telius would have never spoken of his mother that way...the one in sight must be a double. However, Feir can't confront Kirkus directly since he has no proof, and the only people who know of the matter are him and the real Telius. Nobos and Feir decide to have Senia seek out Telius's real whereabouts, suspecting that a showdown with Kirkus may be in the offing...

Senia starts hacking, and due to an incomplete file deletion (doh!) finds out that the real Telius has escaped from Kirkus's place. He's somewhere in Bluksen Province, pursued in secret by Kirkus's men. Masaki and the others hurry off to rescue him, fearing that now that Telius's double is in action that the real article is no longer needed. Major Ratel Across, leading the division of Kirkus's men, tells Telius to stop lest they have to take special measures and that their orders don't care whether he's alive or dead. Telius won't listen, so Ratel has Leslie use Shadow Binders, preventing him from escaping. Ratel chats with Tyutti a bit, telling her she can't hand Telius over even if it means killing him. Telius then manages to break the Shadow Binders, which shouldn't been humanly possible even for royalty. Shuu shows up out of nowhere, tells Telius that he would like him to ply his great powers for him of his own volition, and Telius decides to comply, all before Masaki can get a word in edgewise. Shuu then whisks Telius away, leaving everyone in the dust. Ratel resigns herself to going back and reporting failure, at which point Leslie reminds her that the news that a fake Telius being at the coronation would hurt Kirkus's credibility worldwide. Just then, Ahamed appears and concurs...until Masaki points out to him that Kirkus is a usurper. Ahamed counters that powerful people rising to their rightful

standing is only natural, and that he already knows how bad wars can be (having grown up in Palestine). Once wars start, the best thing to do is simply end them as quickly as possible, which means allying oneself with whoever is the most powerful. Ahamed then says that all evil is comparable before Allah, and that even if Kirkus isn't an entirely good person, Feir surely isn't either. Ahamed intends to kill your people here and now, but Ratel tries to intervene and claim all blame for losing Telius. Ahamed tells her that even if she does so and is put to death, it won't change the reality of Kirkus getting discredited and the war waxing hot again. Leslie manages to persuade Ratel and Lioness to fight alongside Ahamed against you.

On round 2.5, Ashura and two goons shows up, finally hoping to make good her grudge against you. Defeat all enemies for a Magnetic Coating, a Booster, a Chobham Armor, and an Anti-Beam Coating.

After the battle, Tyutti observes that you've lost your means of exposing Kirkus's deception. It seems unlikely that Shuu plans to do anything bad to him, but Masaki realizes that Shuu now has three people with claims to thrones on his side...being that Shuu was originally a prince himself. Feir tells you to not take it too hard over a transmission, but is interrupted by the news that the Kirkus Army is attacking. Looks like you get to counterattack him... Go to M19.

M19. Outo no Kessen ("The Final Battle at the Capital")

Your team expresses drooling incomprehension of what's going on around them. Maria expresses some doubt about the proper way to designate right to a throne, based on being a Queen from the planet Freed. However, that was when she was very little, and it apparently didn't sink in very well. Meanwhile, Kirkus is ordering his men to hurry up, lest the Psybuster and Goddess get back and ruin their plans. Too bad it's already too late. Beat Kirkus for a Long Range Radar.

When you beat Kirkus (who has an escape pod), Tyutti prevents Masaki from running off after him by saying that almost noone will follow him now that he's lost his official standing. All over the world Kirkus's armies are being smashed, and the Shutedonians are still quiet - peace breaks out. Maybe. Feir is ailing badly, and Novos puts his foot down and forces him to rest. Just then news of guerrillas thought to be of Shutedonian origin on a campaign of destruction in the province of Troya arrives. Feir leaves suppressing them to you. Kyouji wants to go home now, but Senia tells him to be patient a little longer until all the priests return to the capital. So, for the time being, it's off to do guerilla hunting. Go to M20.

M20. Inbou no Kage ("Shadows of Intrigue")

There is some question of just how powerful the guerrillas are if it takes your team to stop them. It appears they're receiving secret arms shipments from Shutedonias and running circles around the local military. Masaki figures Shutedonias will keep causing trouble, at least until Langran's internal affairs get sorted out. The spot of the upheaval sits atop of a motherload of Orichalconium, a very strong, hard, light material used for such things as the armaments of the Elemental God-Machines. However, it's very rare and hard to work, so not much is made from it. And about this time, the enemy pop up.

After round two, your party begins to suspect a trap. When you kill all the enemies, Mio discovers a cave: the entrance into the mine. Of course she advocates charging in. ^\_^;;; Go to M21.

## M21. Chitei no Shitou ("Deathmatch at the Center of the Earth")

Your group prepares to enter the mine. Bernie is afraid of the dark. Film at eleven. The cave is very large, in order to afford the work machines passage. Just then, Freki tells Tyutti that all the spirits have vanished since entering the cave... As everyone starts to worry, Shiro reminds them of the rumor that under this mountain slumbers the God of Destruction, Sarva Volkrus. According to Masaki, it won't come back as long as the kekkai is in place...at which point Ruozor shows up and congratulates the party on realizing exactly how much trouble they're in. He's trying to resurrect Volkrus in line with his vocation as Demon Priest, and his position as Volkrus' avatar. Which means he can easily call upon Volkrus' power. His ultimate goal is to use that power to spread chaos throughout the world. You then find out that he's joined forces with the Shutedonians, and instructs them to get in your way. And their leader is Jorg, who has a bone to pick with you since his last defeat at your hands. He thinks he's hot shit and plans to let your country get destroyed so that it can never invade Shutedonias again.

On turn 3.5, three more bad guys show up. Defeat Jorg for a Chobham Armor.

Ruozor is ahead of you in the mine somewhere, possibly at some sort of shrine. Mio observes that the whole evil god reawakening bit is like some kind of fantasy story, and wonders where the heros are. Masaki tells her that if she wants a hero she's got to become one herself...with no guarantee of a happy ending. Shiro, who goes to reconnoiter, finds the shrine up ahead. Go to M22.

## M22. Jashin no Fukkatsu ("Ressurrection of the Evil God")

Mio asks what precisely Volkrus is, and whether it's actually God. Tyutti responds that while it isn't actually God, it has so much power that it might as well be. Apparently it's currently a ghost (Mio hates this) restrained by a kekkai spread all over Ra-Gias. And if that kekkai should be broken... Time to rush headlong into peril! You run into Ruozor, who tells you that he's essentially ressurected Volkrus (or at least part of him). And although he can't do much more than destroy things, he intends to do his best to destroy you. So saying, he disappears again, leaving your party to wonder where he went. And, he drops the hint that there are avatars of Volkrus sleeping all over the world. And then Volkrus appears.

Battle is joined, and the parts of Volkrus is fairly tough. On round two, Rodney shows up, along with Eris. After some discussion, Rodney and Eris decide to help you fight Volkrus. Beware, since their beam weapons may actually make things worse...

After the battle, Tyutti uses the Goddess to seal away Volkrus again. Rodney takes his leave, telling Masaki that the next time they meet they'll be enemies. Senia finds a piece of Volkrus that she tries to take back for research, which Masaki rigorously forbids. Just to be safe, Tyutti recommends napalming the whole area. Unfortunately, your team is relatively powerless to impede Ruozor until he makes his next move. Go to M23.

## M23. Feir no Yami ("The Darkness of Feir")

Masaki is glad that Feir can finally assume the throne. Kyouji then wonders what happened to Amuro and Ryou, who presumably got summoned to this world

too. Upon arrival in the city, Judou and Lina go and buy some souvenirs, skipping out on the debriefing. Your group then contacts Feir, who has been resting and preparing for his work to make the government a more just one. He won't be able to hold governmental office due to being a military man, but he does have some pull and has secured rooms at the court for your people to rest after all the fighting. Masaki tries to find his room, gets lost in the process, and then is told by Presia that some cells from Volkus survived and are about to cause havoc. It turns out that they had been stuck to the Psybuster, meaning it can't really be used in this fight... It turns out that Volkus is dividing and ganging up on the good guys. The time to stop it is now.

On round two Feir shows up, saying it's a king's duty to keep the people from peril. His machine is a bit like a Gundam, an influence that Senia admits to when she helped build it.

After the battle, your party realizes that Volkus's power is growing, and must be stopped (some deduction). Feir is very very impressed with his mech Drakseal's power. He then gives an address (which Masaki doesn't want to listen to for fear of getting a headache). In it, he calls for a jihad against Shutedonias, an inexplicable widening of the war that Masaki wants to go and confirm directly. However, the guards won't let him near, and tell him that Feir has already been crowned in a simple ceremony. Go to M24.

#### M24. Ketsubetsu ("Parting")

Nobos tells you that as the first stage of Feir's plan to invade Shutedonias he wants you to head to Troia. Masaki demands to know what happened to the plans to send the people from the surface home, but Tyutti persuades him to do as asked for now since she's got a plan. Everyone, including Senia, is puzzled as to why Feir would suddenly start seeking unnecessary conflict. Tyutti attempts to open a direct channel to Feir, and asks him whether he truly wishes for this conflict. Feir replies that he's realized that the only way to prevent any more conflict throughout Ra-Gias is to unify it. Masaki attempts to argue that only second-rate politicians believe that force is the answer to everything, and Feir's mind is unchanged, resolved to do what he believes is right despite what people will think of him later. Masaki then tells Feir that he won't participate in the war, invoking the special directive that all pilots of the Elemental God-Machines obey: they have no obligation to participate in any conflict not directly connected to the continued survival of Ra-Gias. Feir then cancels the orders for you, and allows anyone who wants to to accompany him - he won't force anyone. As your party wonders what could have done this to Feir (Senia worrying it was the Drakseal's fault), a group of bad guys attempts to sneak up on you.

After the battle, Masaki and the group realize that Feir's army has become your enemy, even if Feir didn't necessarily give the order himself. He apologizes to Kyouji and Shou for getting them mixed up in things, which they reply is okay with them; Masaki promises to return them to the surface when things are over no matter what. Senia then refuses Masaki's request to return to the palace and insists on seeing the fight through. Everyone is in on the fight.

After the intermission, your people wonder where to attack Feir. Since he's likely to be at the vanguard of any major battle, all they have to do is find the bulk of Feir's forces and thereby avoid unnecessary casualties. Senia finds out that Feir's group seems to be heading back along the course that Kirkus staged its amphibious assault along, and Masaki wants to cut ahead of Feir's forces and settle things. However, Shou worries that that

information could have been planted to lure the group into a trap. If you head there regardless, go to M25. If you go to check things out first just to make sure, go to M26.

#### M25. Kessen ("Final Battle")

Everyone is fairly sure that Feir wouldn't use a trap like that. They head there and rendezvous with the Goshogun. Its pilots like the idea of stepping forward to stop the ambitions of an overambitious king. In any event, Feir and his goons arrive, Feir figuring out that you had Senia's help. Feir tells everyone else to retreat, but they won't do it out of respect for him and blatant disregard for their own lives. Thus ensues a battle to decide the fate of Ra-Gias.

Once you start fighting Feir, he tells you that he's responsible for all the summonings of people from the surface. Apparently, this many people weren't supposed to have been summoned, but the summoning program went out of control. He did it to save Ra-Gias from peril, and although he hadn't originally intended to force unification, but his plans changed when he found out that he was dying. The medications used to sustain his body, the strain of fortifying his magic, all for the sake of holding the throne to implement his ideals, was too great. He tells you that's he's a soldier deep down, and settling things with force is the only option he has. And, that showing anything less than your full potential to him would be disrespectful.

After the battle, Feir tells Senia and Monica that he won't ask for their understanding, but he will ask for their forgiveness. Senia implores him to eject, to which he replies that he forced his men to remove the ejection mechanism. Nobos then shows up (a tad late) and tells you that the army no longer intends to fight. It appears that the strife is over...at least for the time being. Before coming here, Feir arranged things so that a new government would be installed by open election in the event of his death (at which point they would also sign a treat with the Shutedonians). Masaki is greatly stricken by the news that Feir was apparently prepared to die when he went into the fight, and tells Nobos that Feir mustn't have been the sort for whom death was the final goal for fighting.

It then turns out that Feir and Kirkus had co-written a departure program. Nobos tells you that Feir and Kirkus at least had wishes for a brighter future for Ra-Gias in common. At which point, Ryuune shows up with several other surface people in tow. It appears she was on Kirkus's side during the whole thing! Masaki then thanks everyone for their help and gives them a device with which to communicate with him should they need his help later. He plans to stay and make sure no further trouble happens in Ra-Gias. Ryuune and the others head to the surface too, saying that when Masaki comes to the surface next she's gonna take him on a date. However, Mio stays behind saying that she's got to take responsibility as the Zamjeed's pilot. Masaki is going to train her a while more, and eventually she'll need her own familiars.

THE END!

#### M26. Yabou, Uzumaku ("Whirlpool of Ambition")

Masaki tries to go check things out by himself, but Shou insists on coming along, and Judou and Gatou come along too. Mio asks him for a souvenir again, saying that repetition is the basis for all humor. A conversation then ensues wherein it is revealed that the Aura Battlers can shield even a nuclear explosion with their aura, and that the Ra-Gians have ways of

protecting themselves against nuclear blasts too. All of Ra-Gias is covered by magic that prevents nuclear fission. Just then, a group of enemies appears, some of whom have Shutedonian callsigns. The group is led by Drake, who Shou accuses of all sorts of evil plots back on the surface. Your group charges into battle.

At the beginning of turn two, Rimru Lufte defects from the enemy side and begs for Shou to take her with him. On round 5, reinforcements arrive. If you have Rimru fight Drake, you find out that he's her father, and that he's severed all family ties with Rimru. Defeat Drake for an Apogee Motor.

After the battle, your team hurries to the rendezvous point. Shou tells the other Aura Battlers that Drake isn't a threat for the moment, since he doesn't have any more strings left to pull in this world. Go to M27.

M27. Kessen, DYURAKUSHIIRU ("Drakseal, the Final Battle")

Tyutti contacts the others, with no more time to lose. Shou is worried about the turn of events, but Masaki just writes it off to bad luck. Unfortunately, it turns out it is a trap, laid by Nobos after they found traces of the hacking. Now you've got to wait until the others arrive.

They arrive on turn two, somewhat to Masaki's disappointment. Rimru and Nii have a little reunion, and battle resumes.

Once you beat all the enemies, Nobos goes away to regather his magical strength. Everyone then wonders what became of Feir, who should have been fighting at the front. At which point, you suddenly get to play the exact same battle as in M25! Feir is very surprised to see what's been going on here; it seems Nobos had tried to spare Feir from having to fight you.

See M25 for a description of the ending.

R1. Chitei Sekai ("Subterranean World")

We begin with a Dostoevsky quote that God and the Devil are fighting a war, whose battleground is the human heart. After the 3rd Super Robot War, Ryuune parted from the Lond Bel, her revenge against the Divine Crusaders at an end. As she completed preparations on the Moon to return to Mars, she suffered some kind of abnormality, feeling as though she were being sucked into the Earth. She lost consciousness, reawakening to unfamiliar surroundings with some unidentified machines heading toward her at high speed. She is greeted by Yan Lon, who tells her to calm down and explains to her where she is. Ryuune isn't buying it and wonders if she's in China - Yan Lon tells her to look around and see for herself. It turns out that Yan Lon is the pilot of the Granveil, one of the four Elemental God-Machines just like the Psybuster. Just then some bad guys show up - Yan Lon tells her to fight if she doesn't want to die. Well, he actually offers her a chance to run off, but that's something that Ryuune Zoldark won't ever do.

After the battle, Yan Lon observes that the enemy were small fry. Ryuune wants to know why they were after him, and he replies that they were just doing it because a war is going on. Langran, having lost its governmental control due to terrorism, is being attacked by bad guys from Shutedonias. Which, roughly, is why General Kirkus is opposing them. Yan Lon tells her that the Kirkus Army is about the only thing that could be called a unified government for Langran, although he differs somewhat with some of Kirkus's views. Ryuune then learns that the number of people with enough power to



send her back are very limited: Ibum the High Priest, Katekis the Silver Mage, and Prince Feir. Yan Lon thinks others have probably gathered with Kirkus. Ryuune figures she can leave whenever she wants, and decides to stay and help on the theory that if she and the remnants of DC you just fought were brought here, other people she knows were probably summoned too. Yan Lon's mission as a mercenary is to sow discord among the enemy, so he's headed north to attack the Shutedonians' relay base. Go to R2.

## R2. Saikai ("Reunion")

As they approach the base, Yan Lon's familiar Ran Shao announces that enemies are inbound. Ryuune is very startled to find out that Yan Lon has a Fuuseijuu (which looks like a talking blue panther) as his familiar. Ran Shao explains that a Fuuseijuu ("wind beast") is a creature from an ancient Chinese legend - Ran Shao was created in a Fuuseijuu's likeness. In any case, the enemy have surrounded you, a lot of them. The enemy are lead by Erisu, who plans to make a good test out of fighting the Granveil.

On round 1.5, Getter G shows up, on the run from the Shutedonians and eager to help out in the battle. Ryuune doesn't think she needs the help but the bad guys don't appear about to give the Getter Team a chance to sightsee. When Yan Lon faces Erisu, he's easily able to provoke her. When you defeat her, she says she's got enough data for her Gira Dora and retreats.

After the battle, Ryuune fills in the Getter Team on how Yan Lon appears to be an acquaintance of Masaki. The Getter members then recount how, just before they were summoned, they heard the news that military personell were disappearing one after the other. Seeing as how everyone was apparently taken underground, it looks like you've got to try to regroup. In order to do so, your people decide to help Yan Lon. Go to R3.

## R3. DANKU no Koubou ("Battle at Dank")

Ran Shao informs you that he's intercepted what appears to be information about comrades of the surface dwellers from an enemy transmission. The transmission mentions the "Z" and the "nu" who are being chased in the direction of Dank City. Yan Lon doesn't want to barge right in there, since it's directly among the enemy. The rest of the group intends to go in anyway. Ryuune can't believe Yan Lon's lack of interest in saving your friends, although Ryou points out that it's not terribly good of you to go off on your own despite your promise to help him. Amuro, Camille, and Fa are being pursued by Jeril and her lackeys.

Getter G and the Valcione show up on turn 2. Jeril still thinks she has the numerical advantage. Yan Lon shows up on turn 4, with Gennegy in his Elemental Machine Jaorm. Yan Lon tells a rather irate Ryuune that he hadn't been opposed to saving your friends, only to rushing in recklessly. Ryuune admits she's wrong and battle continues. Defeat all enemies for 2 Repair Kits and a Propellant Tank.

After the battle, Amuro tells Ryuune that the enemy were after him because they had originally showed up in Shutedonias. The Shutedonians requested their help and were prepared to pay handsomely, but Amuro&co. smelled a rat and turned them down...and got attacked. Ryuune then fills them in on the details, and they decide to help out. Yan Lon tells them that his "orders" are fairly loose and he's still pondering her next move. He agrees to let the others in on the brainstorming. Go to R4.

#### R4. Sorezore no Seigi ("Various Justice")

You are shown a map, with red indicating territory controlled by Shutedonias. However...that's just an outline made by connecting the dots, and inside are lots of people unhappy with the invasion. By severing the lines between the dots, the circumstances can be drastically altered. The blue is the uninvaded Langran, and the gold is uninvaded Kirkus. Yan Lon thinks that the Kirkus-controlled region ought to be larger, and mentions that hard data is difficult to come by at present. To support the unfolding Kirkus campaign, your group is to stage a sneak attack against the enemy base at Kuwait City. The base there is part of the enemy supply lines, and an attack there will force the enemy to divert their attention that way. Fa notes that that means the enemy resistance will be that much fiercer. All you have to do is attack for 8 turns. As the Gundam crew reminisces about how long it's been since they've seen action, Ryuune wonders if Bright and his battleship are anywhere around. Since only military pilots and their machines have been summoned, it's likely that Bright won't be here since he was given a desk job soon after the 3rd Super Robot War. You get to the battlefield and run into Rodney, who is astounded you decided to attack him with so few of you. And he's got Duke with him.

After the first round of battle, Duke recognizes you and opens a channel to you. A debate ensues during which the Shutedonians claim they never would have invaded Langran if the Elemental God-Machines hadn't been made. Rodney cuts the debate short, saying that it's enough that he's fighting for his country and his family.

The more enemies you kill, the more enemies Rodney will send your way. At round 8, Yan Ron calls a retreat, saying that continuing the battle any more would result in a war of attrition that your side can't hope to win. Rodney quickly realizes that you were a decoy and tries to notify headquarters not to send any more help his way.

After the battle, you get through to Kirkus, who commends your work. Thanks to you the take-over of Troya was a great success. Although, he still hasn't found out the whereabouts of Queen Monica. Ryuune remarks that Kirkus seems somewhat out of it, to which Ran Shao remarks that before the fighting broke out Kirkus was known to be a tad absentminded. Go to R5.

#### R5. Houshi no Tani ("The Valley of Spores")

With some time left until their next mission, your team decides to go on a bit of R&R. At Ryuune's insistence, Yan Lon tells you about the Valley of Spores. And not just any spores either, they range from several centimeters to several meters long. Since he doesn't share the rest of the team's enthusiasm for this wonderful(??) vacation spot, he'll meet you in four turns. Ryuune finds the whole place romantic, rather to Hayato's surprise. Meanwhile, it seems Yan Lon has arranged for a meeting with Sephine, who is working for the enemy. He asks her if Feir is really dead, which Sephine tells him rather curtly to ask Kirkus about directly. She turns coy upon hearing that Kirkus won't tell him, and when he offers to cancel the debt she owes him, reveals that Feir is still alive. At that point, some kind of outsider comes nearby, causing Sephine to cut the conversation short for fear of being seen together with Yan Lon...who mightily implores Sephine to tell him where Feir actually is. He's up north somewhere.

At around this point, a bunch of Shutedonians appear, chasing after a surface

vehicle. It's Sheila and her attendant bunch of fairies, who keep bugging her to return fire. She refuses, saying that they're not in Bistonwell any more, and keeps trying to contact the others. Luckily for her, Yan Lon and Ran Shao sense a very holy plana emanating from her ship, and therefore decide to save her bacon. This greatly upsets Rishel and "her" other Shutedonians, who promptly retreat. The two remaining groups establish a commo link, and although Yan Lon is surprised that Sheila and her entourage aren't from the surface, he pledges to help them. He tells them he can easily return them to Bistonwell, despite Ran Shao's reminder that he'll never see them again (it appears Yan is a bit infatuated with Sheila). He tells them of the Soratis Shrine far to the west, where they can connect with Ibun and get sent back (see the Masaki Chapter). They depart, with words of thanks.

Meanwhile, the guys on your team have been getting bored listening to the girls swapping stories (all except for Amuro, who is too cool for boredom). It turns out that Ra-Gias's sun doesn't move, it simply fades out when it's night. Fa attempts to wake Camille up (and gets called Four for her troubles, greatly to her annoyance) when Amuro points out that a group of hostiles is on the inbounds. It's none other than the Shutedonians, who evidently don't know when to quit - but at least they let you finish your break before attacking, unlike during the 3rd Super Robot War.

Yan Lon will show up on turn two, saying that it's only right for the hero to appear on stage late. Ryuune does not agree with this assessment. Then on turn three, an unknown battleship appears, with Jeril, Fei, and Aren in hot pursuit. At the controls is Ere, who announces herself as a Queen and asks to cooperate with you in return for a detailed explanation of what's going on. Fa, who had asked to do the talking, doesn't know how to address royalty. Yan Lon, of course, does.

Unfortunate, the enemy commander Elise has summoned reinforcements, who show up on turn 3.5: Rishel and her goons. This makes the battle rather harder... Defeat all enemies for a Booster, a Magnetic Coating, a Propellant Tank, a Chobham Armor, and a Repair Kit.

After the battle, Ere introduces herself again as the queen of Rau, which nobody has ever heard of. She explains, and everyone gets ready to head to Troya to reunite with Kirkus and plan the next move. Go to R6.

#### R6. SAPURAIZUDO ATTAKU ("Surprised Attack")

Your people are introduced to Kirkus (Ryuune makes no attempt at formality), but before you can discuss much the Shutedonians attack. Among them is Galaria, who finds Ra-Gias suitable as the place for her death (O\_o). She's from Bistonwell, and Ere recognizes her aura...

On round two, Kuttner, Kernagul, and Bundorl show up and decide to scrap with your people. Kuttner doesn't like fighting directly, whereas Kernagul is a bloodthirsty dude. Bundorl disdains this, preferring to fight via information. Morevoer, he finds the Valcione, shaped as it is after the figure of woman, to be counter to his aesthetics of beauty. Luckily, the Goshogun pilots show up on round 3 to help you fight them off. It helps that the Valcione's proportioned exactly like Remy...sort of.

Send Ere to Persuade Galaria and she'll join you. Defeat all enemies for a Propellant Tank S, a Reloader, and a Repair Kit S.

After the battle, the enemy appears to be in full retreat. Kirkus thinks this

is your chance to strike back. Go to R7.

#### R7. Hangeki ("Counterattack")

Yan Lon asks Kirkus why he kept the fact that prince Feir is still alive from him. Realizing further deception would be useless, Kirkus admits that Feir is not only alive but also apparently fighting the Shutedonians. Why then, Yan Lon asks, not unite with him? Kirkus is worried that Feir is behind the rash of summonings from the surface. When pressed for details, he says that first of all, Feir is one of the only people who has that kind of power. Secondly, he has the private information that Feir once failed his kingdom's magic test, although he worked himself to the bone and passed the retest. Since that time, Feir has a complex about power (political or military) and pursues it unceasingly. Although it can't be proven, if Feir brought the people and weapons from the surface for his own ends, it's a terrible act that could only end up in Ra-Gias being plunged into chaos. He is worried about the consequences of lending strength to Feir, who has been known to use any means necessary to achieve his ends. ...And, he has his own ambition, to see just how far his power extends during chaos like the present. Yan Lon agrees to do things Kirkus's way for the time being, but warns him that as a pilot of one of the Elemental God-Machines, if Kirkus's actions begin to lead the world into chaos themselves... You then catch up to the fleeing Shutedonians.

It looks like Kuttner, Kernagul, and Bundorl are leading the enemy again. Bundorl expects reinforcements soon, so he plans to buy some time for his men. The reinforcements arrive on round 3.5, and include Cayla and Hathaway, who are quite surprised to see you. Cayla says she'll join you if invited. Send Amuro to Persuade Cayla and she'll join you. More bad guys show up on turn 4.5.

Once you win the battle, Bundorl retreats, leading the Goshogun people to observe that at least he's good at running away. Amuro then asks Hathaway why even he ended up here, to which he replies that Cayla was teaching him to be a pilot and he just ended up here. Cayla informs him that he just has bad luck. After that, the Goshogon team depart in pursuit of the Docougar. Kirkus goes back to base too, telling you to wait here. Go to R8.

#### R8. VORUKURUSU no Kage ("Shadows of Volkus")

Told that she's got free time, Ryuune is suffering from a bout of cabin fever. Yan Lon tells her to just relax. Meanwhile, Amuro and the others have been on patrol, and they call in to report a strange shrine some 80 clicks to the north they're going to investigate. Yan Lon is a bit puzzled, and asks Ran Shao to check for shrines in that area. The only one in the area was destroyed 1500 years ago...one devoted to the God of Destruction, Volkus. Ryuune thinks she's heard that name before, and Yan Lon gets very nervous and has everyone else head there too. Ryuune tries asking Ryou if he's ever heard the word before - he's no help. Upon seeing the recently restored shrine, Yan Lon wonders if Shuu or Ruozor are at work. Ryuune finally remembers - Shuu used Volkus's name when he converted the Granzon into the Neo-Granzon. Shuu had said that the Granzon's essence was of Shiva, aka Volkus. After all, she had been in league up until the very end (where Shuu got iced). Yan Lon is astounded that anyone could defeat Shuu - of course it was Masaki and the Amuro gang teamed up. He is impressed that Masaki successfully changed the future and averted the resurrection of the evil god. After a gender-gap problem with Ryuune's pronunciation of the word for "to enter", you learn that the shrine is so huge inside in order to accommodate the pseudo-god Volkus's physical form...which is that of the

race of giants that dwelt in Ra-Gias until about 7,000 years ago when they perished in some kind of cataclysm. Apparently a terrible, lasting hatred of all living things lingered: that is Volkus. Parenthetically, some fossils of the giants have been found on the surface too (such as one reported in the 1882 American Journal of Science).

At which point, Ruozor puts his two cents in. He politely asks you to get out of his shrine, which you impolitely refuse to do. He then dispatches hordes of demon golems to fight you. Attacking his machine Nagtsart won't work, since he'd just recover instantly.

On turn two, Amuro and Camille show up...with Four! Who was going to be sacrificed if not for our heroes. Anyway, Ryuune explains the situation and they set to work. Beat down enough of the demon golems and Ruozor, complaining of lack of power concentration, withdraws and leaves behind the Gilgilgan. BEWARE of the Gilgilgan's second life...

After some explanation as to what was going on for those who came late, you find out that the Dobenwolf is unharmed (Ruozor was researching it). You also get confirmation that Four really was going to be sacrificed to Volkus. Evidently, the sacrifice's fear is the key which reacts with Volkus (itself a mass of dark emotions) and allows him to become enfleshed. Go to R9.

#### R9. TERIUSU Ouji ("Prince Telius")

In a flash transmission from Kirkus, you learn that Prince Telius is still alive, and currently being held in protective custody in Zaia City by his forces. However, the Shutedonians have caught wind of it and are on their way. He wants you to protect the prince. Prince Telius is the third in line for the Langran throne, although with Monica and Feir's whereabouts unknown he's number one. Ryuune wonders if the prince will propose to her upon being saved like in some fantasy story, and Yan Lon informs her that Langran is a constitutional monarchy and the king has little real power... and that it isn't the Middle Ages. Ryuune then wonders what the point is of saving this guy at all, and is told that despite his lack of power the king has charisma and is more or less the *raison-d'etre* of the citizenry. That, and the fact that the magical powers of the royalty are important for maintaining peace in the realm. En route to the battle, Ryuune remembers Kyouji calling Duke a prince, which means Maria is a queen. Ryu doesn't think she looks the part.

Your people get to the rendezvous point, only to encounter a very upset Telius who doesn't want to be prince at all (he tells them to give that honor to Feir or Christof). Yan Lon lectures Telius on how he has an obligation to use his power and fulfill his duty as one of the royalty. Telius looks like he's going to do it, but then the Shutedonians show up and Yan Lon has the prince's escorts take him to safety while you obstruct the bad guys.

Grandizer shows up on turn 3 (surprise, surprise). Ryuune demands to know what happened to his "no good or evil in disputes between countries" schtick. He tells her that the circumstances have changed, and that the Shutedonians have captured and plan to execute Ema, Beltorchika, and Chain. Yan Lon agrees to help out, after this battle is over.

Beware that as the battle wears on, another group of bad guys will turn up. Defeat them all for an Apogee Motor, a Repair Kit, a Magnetic Coating, a Propellant Tank, and Chobham Armor.

It appears the prince has gotten away safely. Kirkus's intent to install

Telius as king seems definite. Yan Lon isn't sure he can trust Kirkus on this one any more, and wants to discuss the matter with him. It appears that a movement within Shutedonias has begun to dispose of all those summoned from the surface. Duke escaped with Rodney's help, but many others including the trio mentioned above were among those to be summarily executed. Duke knows where they're being held, but since it's heavily guarded a plan will be necessary. Ryuune's ready to run to the rescue, but Yan Lon refuses to help, saying he's got to think strategically and that he's willing to stand by and let the other surface dwellers be assassinated. However, since Ryuune is determined to go anyway he loans her Ran Shao and tells her he and Gennegy will join her once their own business is concluded. Ryuune is still miffed and says that if Yan Lon's organization requires entanglements that prevent him from doing what's right, the organization itself should be blown away. With that in mind, Yan Lon and Gennegy depart. Go to R10.

#### R10. Horyo Kyuushutsu ("Prisoner Rescue")

Ryou asks Ryuune to stop playing with Ran Shao and help plan the operation - she says she's not good with complicated stuff and leaves it to him. From Duke's information it looks like the thinnest guard where the prisoners are held is to the north. Amuro thinks it's not likely to be a trap since the enemy isn't that focused on your group. En route, Duke wonders what happened to Kyouji and Judou - they surely got summoned to Ra-Gias too. No sign of Masaki either (I wonder why ^\_-). Time to launch the sneak attack! You catch the enemy (commanded by Elis) completely off-guard. Eris and Rishel are, once again, leading the opposition.

The second wave of bad guys emerges on round 2. On round 2.5, Eris ignores Rishel's caution and heads out to battle. On round 3, the captives realize there's fighting and start figuring out how to escape. A while into the battle, Beltorchika is selected by Rishel to be a hostage. She breaks free and leads Rishel on a short chase, at the end of which the others sneak up from behind and dispatch "her". Having saved Ema, they plan to steal a Gundam mk.II and flee. At which point Eris realizes there's no more point to protecting this place, and leaves herself.

After the battle, Amuro and Camille are wandering the prison and run into the Puru sisters (they heard Puru's whining). Puru comes with a Quberay mk.II, and you also get a Dreisen, a Kabul, and a Hanbraby.

AT THIS POINT, YOU'RE FORCED TOWARD R13 IF YOU USED THE ISS.

#### R13. RUOZOORU, Anyaku ("Ruozor's Subterfuge")

Evidently the Shutedonians had been happy at first when the Puru sisters displayed their piloting abilities, but then a "scary old guy" came and threw them in the brig. Ran Shao then discovers that Yan Lon is mixed up in some kind of trouble, and everyone heads off to Manifarc city to help him out. This is the area where the main body of Kirkus's army is stationed. As they get close, they find out that Yan Lon's okay after all. He thanks you all for coming to his "rescue" (Ryuune is amazed), and then tells you of some trouble regarding Telius. Feir has resurfaced and is ahead in order of succession to the throne - and Kirkus's men are trying to make Telius king by force. Meaning unification of Langran is next to impossible. Ryuune comments that this is just like the made-in-Japan period dramas she used to be a fan of. Fa observes that Ryuune seems to be an otaku, which Ryuune admits to and says her father was too. (He modeled the Valcion on all those robot anime he used to watch...) In any event, Yan Lon says that he can't condone the use of force here and that he's decided to oppose Kirkus's army. He reminds Ryuune

that as a pilot of an Elemental God-Machine, he's not obligated to follow anybody's orders - in return, he has to discard everything in order to fight when the world's survival is threatened. He admits to being torn between joining forces with Feir or with Kirkus, both of whom are ambitious men. He can't choose the best, so he has to go with whoever is better. Ryuune recommends Kirkus, since he's been taking his lumps on the front line while Feir has apparently been hiding in the shadows. Yan Lon agrees to this rationale for now.

You then go to investigate a strange ether signature to the south. It turns out to be Ruozor, who is lending a hand to the Shutedonians. In fact, using his "Shadow Motion" spell, he can hide lots of things at once - lots of Shutedonians!

After a couple turns, Ruozor decides to go home. One fewer enemy for you to fight at least. Defeat all enemies for a Repair Kit.

Everyone wonders if something can be done about Ruozor and what he's really up to. Well, you know he's trying to revive Volkus, but not how he's going about it. Without knowing the process he's following, your people will always be a step behind. It seems you have little choice but to wait for his next move... Go to R14.

R14. KAAKASU no Me ("Kirkus's Eyes")

Ryuune and Yan Lon have a little exchange where Yan Lon admits to preferring Feir to Kirkus. However, he does so for a personal reason he doesn't want to involve others for. He does explain, however, that Feir is a good person who occasionally seems to have darkness mixed in with the light in his eyes. Your team then arrives at Kirkus's current headquarters. Kirkus contacts you and says he wants another chance to talk openly with you - and sets up a meeting that you go to. Instead of the general himself, someone named Zashford greets you - he's Kirkus's son. He tells you that Kirkus is having a teleconference with Feir and will be a little late. Ryuune then begins chatting with Zash, who gets very solicitous toward her once he finds out he's a year older than her. Kirkus then shows up and puts the kibosh on Zash's attempt to score, and tells you that he's forged an alliance with Feir on the condition of installing Telius as king. Even Kirkus knows this is unreasonably, but he says he's unable to throw away his dream of unifying Langran, and all of Ra-Gias with his own hand. He figures this is the fastest path to restoring Langran, regardless of the feelings of the citizenry...and after the restoration, he'll use that power to reunite Ra-Gias as the best possible hope for a lasting peace. He wants Yan Lon's help, but Ryuune intervenes. She points out that Kirkus's plans really amount to world domination, and points out that his eyes are just like those of her father. Her father said much the same things, over-relied on power and in the end was defeated by an even greater power [see SRW2 -M.N.] She informs him that he's only intoxicated with the power he's acquired so far. Yan Lon is amazed she has that much insight, and she responds with a very bad pun on the old saying that "The clever hawk hides its talons."

Kirkus replies that while he understands what she's saying, he has no intent to change his methods. He's sure that even if he's vilified now, he'll be vindicated by history. Ryuune points out that the history books contain far more people who tried and failed to be heros than those who actually succeeded. Yan Lon says he's got to oppose Kirkus's actions as a pilot of an Elemental God-Machine, but the face off gets postponed due to Kirkus's intent to help fend off the Shutedonians. Yan Lon extracts a promise from Kirkus that he return Ryuune and the others to the surface whatever else happens. Kirkus

has set up a teleport point that the surface dwellers can use to leave at any time. Your people depart, and Kirkus commands Vash to take care of his mother and sister in the event that something happens to Kirkus. When Vash beseeches his father for an explanation, Kirkus orders him jailed for failure to obey orders. Back at the ranch, Ryuune insists that since everyone's come with Yan Lon this far, they don't want to back out now. THERE IS NO COMBAT. Go to R15.

R15. SEBU Shinden wo Mamore! ("Protect Seb Shrine!")

As your people are trying to decide what to do, a transmission comes in from the "Good Thunder Team", who are apparently the Goshogun pilots. They're asking for your help to protect Seb Shrine, which is where the return point to the surface is. It seems the Docougar people are leading a battalion of Shutedonians towards there. Your groups join and strike the Shutedonians before their battle party is fully formed. Everyone is puzzled why the Docougar people would attack the shrine, since they'd get stranded too.

Meanwhile, the Docougar people are arguing about whether supplies or information win wars, and wondering why it's taking the Shutedonians so long to form up. Bundorl points out that even if the shrine gets destroyed, it'll only take about a year to rebuild, during which time the mecha from the surface will continue spreading discord over the world and the Docougar team can control it all from the shadows. You've got to take all of them out in ten turns lest reinforcements arrive.

A little into the battle, Zash comes to fight by your side. He escaped from his father's place and wants to help those important to him (meaning Ryuune, evidently). BEWARE: reinforcements arrive on round 6.5, right amongst the enemy's starting position in the North. Defeat all the enemies for a Repair Kit, a Repair Kit S, and a Propellant Tank.

Zash gets to stay with your group, although it means fighting against his father. Moreover, it means protecting Ryuune, who promises to go on a date with Zash once the battle is over - provided he doesn't weasel out of the date. Zash is deliriously happy over this, although Ryuune comments in passing that he's not as cool as Masaki, her lover (or boyfriend, or acquaintance, or whatever he is to her; Fa isn't able to figure it out). Go to R16.

R16. SHUTEDONIASU, Tsuigeki ("Pursuit of the Shutedonians")

You get the information that the combined forces of Feir and Kirkus are staging a large assault against the Shutedonians at Redona Gorge. Yan Lon is worried that a confrontation between Feir and Kirkus will follow, but Ran Shao tells him that Feir seems to have accepted Telius' claim to the throne. Yan Lon figures this is good for at least temporary peace in Langran and decides to strike the Shutedonians to keep them on the defensive. While Ryuune ponders the fact that her role here will soon end, Zash shows up in search of the promised date. Ryuune wants to go to the Valley of Spores again. Thereupon, Amuro detects that the Shutedonians are trying to cross the sea - you go off in pursuit.

On round 2.5, Galamity and his wingmen show up to assist the bad guys. They're the three Red Knights of the Ku Kingdom, rumored to be very strong. Then, on round 3 you learn that Feir's army has been attacked by Kirkus's. Yan Lon resolves to end this battle as quickly as possible and return. Defeat all enemies for a Propellant Tank, a Propellant Tank S, a Repair Kit, and a Repair Kit S.



After the battle, your people try to figure out why Kirkus would have attacked Feir. Nothing springs to mind... Go to R17.

R17. Haigun no Shou ("General of the Defeated Army")

A small batallion is detected approaching you, which turns out to be from Kirkus's army. The fact that it's a small group makes it appear that Kirkus has already lost the battle. He has in fact, and he severs family ties with Zash, telling him he's on his own now. He then admits he lost to Feir, blaming it all on the Psybuster. Ryuune is surprised to hear that Masaki was on Feir's side, as is Yan Lon. He (finally) figured out that having the people from the surface, and the Elemental God-Machines, as his enemies really sucks. Yan Lon counsils making peace with Feir, but Kirkus says he's come to far to turn back, at which point Ruozor pops out and tells him to shut up. Ruozor says he'll handle things here and tells Kirkus to go to a certain place, which he does reluctantly. Ruozor then announces that he's resurrected parts of Volkus, which he plans to test on you. They aren't complete, but they're good enough to get in your way...

After the battle, Zash is appalled that his father joined forces with Ruozor. Yan Lon recommends chasing Kirkus as fast as possible in order to put a stop to whatever he's mixed up in. Go to R18.

R18. Chou-Masou-Ki EURIIDO ("Ewleed, the Hyper-Elemental Machine")

You follow Kirkus to Troia. Ryuune is troubled over all the unanswered questions about Ruozor, and Masaki and Feir, and all. Duke tells Ryuune that the most "just" thing to do would be to end this war as quickly as possible for the sake of the common people. You then run into a bunch of Kirkus's troops who don't want to let you pass.

After you defeat all the troops, out comes the Ewleed, the Hyper-Elemental Machine with Kirkus at its controls. What's worse, Valcion was apparently summoned from the surface too...and there's two of them. Kirkus is determined to make Ra-Gias into a unified world of peace, no matter what. When you have Yan Lon attack Kirkus, Kirkus refuses to hear of stopping now and says that as things stand now, he can't feel justified towards all the soldiers who risked their lives for him. Yan Lon asks him if he feels more loyalty to the dead than to the living, and Kirkus simply won't accept that point of view. When Ryuune attacks Kirkus and is all bravado, he tells her that she'll never get married that way (Zash says he's there, drawing a "What?!" from Kirkus). If Zash gets defeated by Kirkus, his ejection system fails, causing him to tell Ryuune that he doesn't think he'll be able to keep the date...

When you defeat Kirkus, he mumbles about the fate of the world being too much for him to bear...and that he doesn't think he'll be seeing Zash in Heaven. Your party then laments Zash's death (oh so tragic). Flash forward to when all preparations for departure are done at the Seb Shrine. Noone is entirely sure what the point of the whole battle was, what with the Feir business and all the trouble on your end. Yan Lon notes that at least it should be peaceful for a while now... Ryuune is still surprised that Masaki and the others were fighting on Feir's side, and wonders if she would have been able to fight alongside him had she known. She asks Yan Lon to bury Zash in the Valley of Spores...she doesn't intend to forget him, but she can't go on living in her memories. At the last minute, Ryuune decides to stay here (where Masaki is, etc.) Yan Lon isn't able to persuade her to leave, so she

stays.

THE END.

S1. Shuu, Mezameru ("Shuu Reawakens")

We open with a quote from J.P. Sartre that "The more one is free, the more one is cursed." Shuu's will had become part of the darkness. He struggled fiercely against the giant thing that was trying to absorb his consciousness. Then, a speck of light appeared, which he goes toward.

You awake, reborn, to be facing Ruozor, who tells you to stay in bed and wait for your strength to return. You are very disoriented, unsure of your whereabouts. Ruozor tells you that his resurrection powers are good but not perfect, which accounts for your memory lapses. With a little time, you regain your strength, which causes Ruozor to tell you the time has come to implement "the plan". Since you don't remember what this plan is, Ruozor explains. It's the plan to activate all the parts of Volkus slumbering throughout Ra-Gias. If this succeeds, Ra-Gias will be plunged into chaos and ruin, and summoning the real Volkus will become simple. Ruozor is going to start by going to the Soratis Shrine and getting rid of Ibun as the first step towards the plan. He wants you go go abduct Queen Monica, since the sacrifice of a member of the royal bloodline is indispensable to the resurrection. He then tells you to get the rest of the details from your familiar, Chika - a process which should make your memory whole again. Chika doesn't want to hear that you've forgotten about her, especially after you left her behind when you last went to the surface...and she wants back the thousand credits she loaned you (Ruozor is not amused). You then go to pick up the Granzon, and learn that Monica is currently in Langran's capital city surrounded by the Shutedonians. Chika recommends sneaking in and abducting her - apparently Monica has had a thing for Shuu since way back when, since she's a sucker for a pretty face. At that point, Shuu notices something heading your way - he tells Chika that since they have very few allies, just about anything that approaches them is likely to be hostile.

You run into a battalion of Shutedonians, commanded by Colonel Zales Choir, who is determined to put an end to your string of evil deeds once and for all. This is a supremely easy battle.

After the battle, Chika comments on just how annoying it's going to be to run into dudes like that all the way to Langran. She also tells you that her heart stopped when she heard you had died, since because she's made from part of your will, if you die, she dies too. Shuu interrupts to tell her that a transmission has arrived (this is the second time Chika didn't notice). It's from Sephine, who congratulates you on your safe return. Unfortunately, Shuu doesn't immediately remember her, nor does he remember the "sweet night" you and she spent together. Chika tries to shut her up, only to have Sephine remind her about how she asked for money back that she never loaned. In any case, she reintroduces herself as Sephine Volkus, Shuu's devoted servant (heart)! She then announces that she'll be traveling with you, to Chika's temporary horror, and points out that sneaking into the capital is going to be tough, but at least a little easier with her around. Go to S2.

S2. Sengoku Mashin, GO-SHOGAN

("The God-Machine of the Warrior Country, Goshogun")

Chika is really not happy having Sephine along: she scares her. Shuu asks

her to check for abnormalities on the spirit radar (there are none) since he's been feeling some kind of presence. The enemy is in fact there, and IFF says it's from Shutedonias. Sephine wants to handle it herself, but Shuu insists on participating too for the sake of rehabilitation. He's very surprised to see Mobile Suits among the enemy. Chika belatedly explains how someone's immense power has been summoning people and their vehicles from the surface. Which, as Sephine points out, has made the Shutedonians and the Kirkus Army harder to handle. Shuu finds the prospect that some of the Lond Bel were summoned too vastly amusing, since he sort of remembers fighting both with and against the Lond Bel...but he doesn't remember who its members are. The Shutedonians are totally baffled by the Granzon, having no idea what it's about to do to them.

Sephine has noticed that the bad guys don't recognize you. After you let them have it a little, they begin to realize just how much of a disadvantage they're at. Their commander still wants to get his hands on your power...

After the battle, Shuu praises the enemy's courage but tells them that without the clout to back it up all they're doing is wasting their own lives. The man realizes that you're Christoph the Apostate, but at that point his machine explodes. Just then, a large energy source begins to manifest in response to an Automatic Summon Program...it's the Goshogun! And it's in pretty bad shape with its right hand and left leg immobile, and its pilots having no clue where they are. Shuu notes that they're in trouble, explaining to them that they're in Ra-Gias and offering to help fix their machine. Of course, it's all a bit difficult for them to swallow; however, given the immobile sun and everything they seem persuaded. Shuu then tells them about the Shutedonian invasion and that Langran seems lacking in power to repulse it. He asks them to assist the Langran military in return for the repairs. He tells them he'll return them to the surface after the war is over, although if they really don't want to participate he'll send them back now. The Goshogun pilots decide to take Shuu up on it, since they claim to be allies of justice and all. Shuu gives them a holographic memo with the full details, and tells them that he's outfitted their machine with a device that lets them do dimensional travel once per day, letting them move around freely. The Goshogun team is deeply impressed and asks Shuu his name so they can thank him properly...he responds that he's no one whose name is important enough for them to know (Remy is amazed to hear someone actually use this old, cliched line). Go to

-intermission-

Sephine wants to know what Shuu has planned, and Shuu finally lets Chika speak (he didn't want the conversation to get muddled earlier and was worried that Chika would let something important slip). Chika acts hurt by this. Shuu then explains that by having them decrease the Shutedonians' power even by a little, the balance will shift and prolong the conflict. She wants to know if that was all - Shuu says it is, and reminds her that conflict is necessary for Volkus' resurrection. Sephine says she'll follow Shuu, no matter what path he chooses to tread. Now, to choose where to go next... you can either head to the Nuet Sea and turn towards Baltea, or take a bit of a detour. To do the former, go to S4. To do the latter go to S3.

S3. BAGONIA no Youhei ("The Bagonian Mercenaries")

You decide to look around Bagonia and see what you can find. You run into Bagonian self-defense forces and decide to have it out with them. Among the enemy are Jerrid, Kakricon, and Lila. Jerrid wants to attack you head on, but Lila tells him to be more careful than that. Lila proposes joining forces with you, if you'll go for it. You notice that those three seem to

know you, and that it should be possible to Persuade them.

Send Shuu to persuade Lila, and she and the other two will join you.

After the battle, Jerrid warns you that the Bagonian defenses are very tight from here on out. Shuu figures he might as well turn around, since pointless fighting is just a waste of resources. You then head for the Nuet Sea. Go to S4.

#### S4. NUETTO Kai ("Nuet Sea")

As it happens, the course you're following is the same as that taken by Kirkus' oceanic crossing operation. Sephine and Chika refresh Shuu's memory about who Kirkus is (Shuu's never met him, on top of his amnesia). Right then, you set off an anti-air missile booby trap containing marker beacons, bringing you to the attention of the Shutedonians. The enemy are led by Dick, who recognizes the danger posed by the Granzon and hastily summons reinforcements.

On round three, a group of Kirkus's troops led by Ratel show up and decide, perhaps unwisely, to fight both the Shutedonians and you at once, since the Granzon is so dangerous.

A round or so later, the Shutedonian reinforcements show up, including Quatro, who agreed to help out right away when he heard that the Granzon was involved. Shuu is able to remember the pilot of that golden mecha. Send Shuu to Persuade him; he tells Quatro that his objective is total freedom (or something like that), and on the theory that Quatro has no real obligation to help the Shutedonian invasion he joins you.

After the battle, Quatro tells you that, while he intends to accompany you, if something happens like the previous incident, he'll have to... Shuu stops him and tells him about his amnesia, and realizes that he'll never get Quatro to trust him. Go to S5.

-intermission-

Sephine tells you that at this pace you'll reach Baltea today. Chika wonders what to do next, since Baltea is under Kirkus' control. Shuu says that the Shutedonians are already fairly powerful, and that there's no reason to help them any further. However, on your present course, you'll head right into the heart of Kirkus' forces. If you want to keep going straight, go to S5. To head a bit more to the west, go to S6.

#### S5. RYUUNE ZOORUDAAKU ("Ryuune Zoldark")

Right while you're talking, you run into a group of Kirkus's forces. Lo and behold, it's the Lond Bel contingent, led by Ryuune. She has no plans to let you off the hook now that you've found her. You explain to her that you have no idea what she's upset over, which seems to pacify her a bit... Amuro sees Quatro (aka Char) and wonders what on earth he's doing there too, to which Quatro replies that he doubts he could convince Amuro in any case. Shuu then tells the Lond Bel squad that he has no intention of mixing it up with them today, and that he just came over to say hi...and wonders if they'll insist on forcing the issue. Ryuune says she'll pass, saying that Shuu seems to have lost the darkness that covered him once.

You depart without combat occurring, and Chika asks you if you really don't remember Ryuune still. You can at least remember her name, as well as the

name of her machine and her relation to Vian Zoldark. Go to S7.

#### S6. Fukushuu no Kishi ("The Knight of Revenge")

You head toward the Powder province, and Chika starts trying to play tour guide. Sephine shuts her up, and when Shuu notices something coming your way tells Chika that the radar is as good as useless with her minding it. Chika retorts that it's simply that Shuu's gotten more powerful. Among the enemy is a strange robot that's not recorded in the surface database and isn't an Elemental Machine. It's emitting powerful waves of dark mana, probably out of a thirst for revenge. It turns out to be Burn, who's angsty over why he can't beat Shuu. Rishel, who's in charge of the enemy, tells him to keep his mind on the fight.

On round two, Shuu remarks that it could be useful to utilize that pilot's desire for revenge. Burn, being a vengeful dude, defects right away.

Rishel wonders why they simply can't trust these people from the surface.

After the battle, Burn demands to know how Shuu can help him obtain more power. Shuu tells him that what he needs to do is get his hands on a more powerful Aura Machine, and Burn wonders how Shuu plans to do that. As an interim solution, Shuu has Sephine make some improvements to Burn's machine (some major improvements). Go to S7.

#### S7. MONIKA, Sono Ai ("The Love of Monica")

Once you reach your destination, Shuu announces that he's sneaking in alone to decrease the chances of being spotted. Sephine tells Chika in no uncertain terms to keep Queen Monica from falling for Shuu and getting her hands on him. Chika responds that her master has so little interest in women she wonders sometimes if he isn't gay. Sephine laments that Shuu's never taken her up on her overtures. There's a lot of enemies when you arrive, but Shuu plans to use "Hidden Motion" to avoid their notice. The plan is to sneak up to the shrine where Monica is and then slip inside.

If you use Accelerate, you can get to the shrine in one action. Once there, Shuu says he's going to lead Monica out. She's got quite a few guards protecting her, so Shuu sends Chika to do her thing since "Hidden Motion" won't work inside the shrine. He warns Chika not to make too big a fuss lest other guards arrive. Chika starts by badmouthing the guards disguised as birdcalls, which greatly upsets one of the guards and leads him on a wild goose chase. Shuu is glad it worked but privately appalled at how vulgar Chika was. Shuu then runs into Senia, surprised at how she's gotten beautiful in his absence. Senia is happy at this praise even if it's insincere, and cheerfully tells Shuu not to say that to Monica lest she fall for it for real. Shuu then gets her to reveal Monica's whereabouts, seemingly offering to cheer Monica up. Senia warns Shuu though that she won't forgive him if he makes Monica any sadder. Monica is somewhat delirious with grief for Shuu's absence when he first finds her, then so happy to see him that she lets her grammar slip (^-;;)

After you've recovered Monica, you have to get to the left side of the map (or else destroy all the enemies). Zamboss and his goons show up in an effort to make your escape more difficult. You should be able to reach the west edge of the board in two moves. Once there, you disappear using "Neo-Drive." Zamboss tries to follow you.

During the escape, Chika insists that Monica not get too close to Shuu, and

asks why her formerly stiff demeanor changed. Monica figures it's because of her love for Shuu. Go to S8.

#### S8. Souguu, SAIBASUTAA ("Chance Encounter with the Psybuster")

You're approaching your rendezvous with the rest of your team, and it doesn't look like you're being followed. Suddenly, Shuu senses a strangely familiar planar source up ahead, which Monica senses too. Since Chika didn't see it, she begins to feel like she really isn't any use manning the radar. As you get closer, you realize it's the Psybuster! Masaki and the Lord Belians with him are very surprised to see you. Shuu is truly puzzled that everywhere he goes everyone seems to hate and fear him, although he is almost able to remember Masaki from his vulgar speech pattern. Then, mentioning you have no time to waste here, you press on ahead. Chika then reminds you who Masaki is. Neither Chika or Monica can picture Masaki fighting along side you in the Lord Bel. Go to S9.

#### S9. NORUSU Dasshu ("Capturing the Norse")

It's time to meet up with Sephine and the others, which really sets Monica on edge. Realizing that Sephine is at Shuu's side on the battle field, she steels herself for battle too. She asks Shuu to let her fight too, and tells him that her Norse is just a little ways to the north. Shuu agrees, saying that the resupply could do people good. En route, Chika spots enemies on the inbound, for once noticing them before Shuu does. These appear to be just a token guard force, with the main body of the enemy's strength heading for Masaki.

You pulverize the first few bad guys with ease. Then Jorg and a couple lackeys appear. Monica can sense that Jorg's mobile fortress has the Norse inside it. Chika also says that it'll have lots of money inside, which Shuu plans to take too. More bad guys show up on the subsequent round. To get the Norse, you need to destroy the mobile fortress before it can run to the west side of the board - this is nearly impossible.

If you can't get the Norse, Shuu apologizes to Monica, who in turn apologizes to Shuu for her selfish request. Go to S10.

#### S10. Yami no Sasayaki ("Whispers of the Darkness")

Sephine contacts you to check on getting Monica, who's right there. She lets it slip that Monica is to be sacrificed to Volkrus, by means of her fear and despair. However, Monica responds to Sephine's gloating by saying that if Shuu wishes it, she'll happily become the sacrifice. Sephine, caught up in the competitive spirit, offers to be sacrificed too for Shuu's sake. Chika reminds Sephine that the sacrifice has to be a virgin, to which she replies that at least she's a virgin at heart (@\_@; ;;) However, Shuu reassures Monica that he has no intention of sacrificing her. He has a problem with the whole concept of sacrificing anyone - what's necessary is merely a huge force of fear and despair. He feels no need to spill the blood of the royal line to pull that off. He still intends to resurrect Volkrus, but he says he needs Prince Telius's cooperation. Sephine has heard that Yan Lon has brought Telius back to Kirkus's custody.

Sephine rejoins you, and anxiously checks to see if Monica did anything "funny" to you. As she and Monica start to squabble over you, you interrupt and find out that Telius is in Kusaka City in the Valentine province. Sephine

recommends kidnapping Telius, but you say that he has to come with you of his own free will. To that end, you want to meet and chat with him. Sephine recommends causing a commotion while Telius is doing his special Elemental Machine practice, and the Shuu can use "Hidden Motion" to sneak up to him. Monica begs to help Shuu, who asks Sephine to loan her a mech. Sephine is going to try to get Shuu to spend a night with her in exchange, but when Shuu threatens to take Monica along with him in his machine she relents. Chika is getting really stressed by the tense atmosphere. Right before battle, Shuu gives Sephine kind words of caution, making her very very happy.

Sephine and the others have to cause a commotion for seven turns. Before the battle, Sephine starts musing on how hot the other guys in the party are too. Switch to Mira and her attendants wondering how an enemy attack could be happening to them. They leave Telius alone to wonder why he's doing any of this when all that'll happen is him being installed as a puppet. He thinks he's of no use to anybody, an assertion that Shuu pops out of thin air to refute. Telius tries to say that he strove to break out of his current position, but he's just not as talented or smart as Shuu or Feir. Shuu tells him that he just hasn't realized his own talents yet. While he won't ask Telius to become an apostate and believe in Volkus, Shuu does want to borrow his power, power which Telius is convinced he doesn't have. Shuu tells him that the path will surely open for him...all he has to do is take the first step, under his own will.

Things then switch back to Sephine and the others. Hold out for seven turns, or kick all their butts in less (quite doable).

After the battle, Shuu returns, praises everyone, and tells them to pull out. Monica stops him for a second and Quatro finds that one of the Southerbys looks usable, and Jerrid gets a Dobewolf. Anyways, nobody is really surprised that Telius didn't join Shuu right away. Shuu's confident that he'll come around though. Go to S11.

S11. TERIUSU no Ketsui ("Telius' Resolve")

Monica is rather skeptical that Telius will ever amount to anything, since he's always been picked on by Senia and been a crybaby. Shuu blames it mostly on Telius' environment. Then Chika pipes up and quotes a Chinese proverb about mentioning the Tsao-Tsao and it appearing (Sephine wonders if it's Yan Lon's influence). You all head off toward Blucksen after him. Upon reaching the scene, Shuu senses Masaki's mana again. Shuu doesn't want to cross swords with the Psybuster, so he tells everyone else to wait while he goes on ahead. Sephine is about to insist, but Shuu stares at her and she backs down, remarking that his gaze pierces her all the way through to her Astral body.

Tyutti and Ratel are arguing over Telius when you arrive, who breaks the Shadow Binders and reawakens his powers. You tell him that he has nothing to fear with all that power, and take him under your wing. You then bail at high speed, leaving Masaki to wonder if you've taken up kidnapping as a hobby or something.

Telius is very surprised to see Monica hanging out with Shuu. Monica retorts that it's none of his business and tells him to get some balls while he's at it. And then yells at him for still calling Shuu "Christof". Telius reminds her that her grammar is still messed up when she's upset. Shuu tells everyone that Telius is useful because of his magic, which Telius doesn't buy at first. However, he'll need a little training first. Go to S12.

## S12. Tokkun ("Special Training")

Sephine gets word that the Shutedonians have been routed by the combined forces of Kirkus and Feir and are pulling out. Shuu says that, while the Shutedonians were more fragile than expected, there's no need to get excited or change plans. He also forecasts that the uproar will continue, since Kirkus and Feir are likely to split up shortly and Masaki is unlikely to obey Feir forever. This surprises Monica, because Masaki's strong sense of justice would be unlikely to turn him against Feir once he's already joined to him. Shuu responds that Masaki and Feir have different ideas of justice, and that Feir is ill. Shuu tells Monica that he remembers about Feir's illness, and that Feir is probably feeling short on time and liable to act given half a chance. Shuu would like to take care of things on this end before that happens. You then haul Telius off for training, Chika saying he needs to be at least "level 25" (Shuu wonders what she's talking about).

Keep going to S12 until you reach level 25. When you're done, Telius finally wonders what Shuu wants him to do - of course, resurrect Volkus. He's a bit scared, a bit excited, and still generally wishy-washy about the prospect. And Shuu tells him not to let the surface dwellers in on it. Go to S13.

## S13. JIHAADO ("Jihad")

You receive a transmission from Ruozor, wherein he asks if you've gotten Queen Monica safely. You then learn that Ruozor's had a bit of trouble on his end and failed to kill Ibun, although he did succeed in destroying the seal at the Soratis Shrine - meaning only two of the five Great Seals are left. One at Tieba and one at Troia. You decide to take on Tieba and head to Troia when all is said and done. You neglect to mention the bit about not sacrificing Monica, which Chika has some reservations about. You tell her not to worry and not to let anything slip from here on out. At your destination, Sephine observes that Kirkus and Feir have had a falling out just like Shuu forecast. Shuu is a little surprised that Feir's side was able to best Kirkus' side so soundly at their first engagement. It's apparently due to Yan Lon and Ryuune switching sides - people that Shuu would prefer not to tangle with if possible. Chika then detects a very powerful battleship in Tieba which is not emitting any IFF. It appears to be remnants of Kirkus's army, including Ratel, Leslie, and Mira...and Ahamed, who advocates defeating enemies whoever they be.

You have a choice whether or not to needlessly fight the enemy. If you tell them you want to avoid combat, Ratel agrees readily but Leslie calls her a coward and takes over command of the troops. Ratel and Mira tell him to go for it and try to prove his concept of "justice" by dying needlessly. Unfortunately, Leslie has cast a spell on the other soldiers, only the two of them can escape. Ahamed's duty is already over, but he plans to stick around and test his might against the Granzon anyway. If you say you want to go for it, Ratel reluctantly agrees to stay and fight.

After the battle progresses for a while, Leslie summons some Demon Golems. He's very proud of himself, but your team ridicules him for glorying in such a simple feat. Shuu comments that black magic is getting stronger with the breaking of the seals, which is what makes Leslie think he himself has gotten stronger. Kill him and prove otherwise. Kill Ahamed to get a Biosensor (an actual power-up item!)

After the battle, you have some trouble locating the seal. Interestingly, Telius locates it first, saying that he hears a voice calling him or something.



Go to S14.

#### S14. Fuuin ("The Seal")

Shuu gives Telius and Monica a little memory gadget that will let anyone with magical powers utter the incantation to break the seal just by putting it on their forehead (Telius is impressed). Shuu tells him that it wasn't developed at the Academy, but is technology from the surface (Monica is even more impressed - and her grammar is still as faulty as ever). You then go to the underground cavern where the incantations need to be uttered. Telius is pretty nervous, but Monica says she has nothing to fear while she's by Shuu's side. Shuu has the two recite passages from their newfound memories, which do indeed break Volkrus's seal - but unfortunately they also summon some pieces of Volkrus as well! Shuu announces that they need to fight these avatars in order not to die here, since they don't actually have any kind of consciousness and are therefore not really "Volkrus" himself. Sephine is very reluctant to attack Volkrus, but finally decides that she's Shuu's subordinate before she's Volkrus' devotee. Shuu tells her that she's not his subordinate, but his friend.

After the battle, Shuu remarks that even if it was a little sloppy, the seal has now been broken. He then asks Sephine to keep the error from Ruozor, since knowing Ruozor's disposition it would surely result in getting lectured. He tells Chika the same, adding even more to her stress level temporarily. Go to S15.

#### S15. Jashin Kaihou ("The Evil God, Freed")

Sephine reports some oddity in Feir's actions. She hasn't found out anything in depth, but she knows he's once again gathering his forces. Shuu thinks more war is in the offing. Your group meets up with Ruozor, and Shuu reports that the seal was successfully broken. Ruozor tells him that to his immense shame he wasn't able to break the Troia seal due to interference from the Psybuster. When Sephine asks why the seal is still intact despite the fact that the Psybuster has already left, Ruozor responds that his method for breaking it was incomplete, and that Masaki's people took out Volkrus' avatars. Now the inside of the shrine is running amok with demon golems that even he can no longer control. Abruptly, many of those demon golems emerge to do battle.

On round two, Sephine asks Ruozor why he isn't using his "Invulnerable Mode". He tells her not to call it that and informs her that since it uses lots of magic he can't manage it for the time being.

After battle, Telius observes that the demon golems kind of suck and chalks it up to his training. It seems like you can effect an entrance to the shrine. As Shuu goes inside with Sephine and Telius to take a peek, Ruozor grills Chika about why Monica is riding an Elemental Machine and asks if anything else funny has been going on. Chika appears ready to reveal Shuu's secret, and then yells a particularly meaningless phrase into Ruozor's ear. Shuu reappears at that point and saves Chika from getting lectured on the proper demeanor for a familiar. Go to S16.

#### S16. Hangyaku ("Treachery")

Ruozor asks if everyone is ready. Telius holds things up by going to the bathroom, as do Monica and Sephine (Ruozor gets pissed). Once inside the

shrine, Ruozor directs Monica onto a central platform, insisting that she get out of her Elemental Machine. Next, Shuu goes before Monica and recites a passage about how only death and ruin are equal and how the proper order of things is that form arise from, and return to, void. Next, Shuu must put Monica to the sword - she asks him to make it not hurt. Sephine comments that she likes doing things that hurt too, and that even though a certain thing hurts the first time it gets better upon repeated...Ruozor very irately cuts her off and insists that Shuu proceed. Shuu tells Monica that the sacrifice requires the despair and grief of one who has been betrayed, the stronger the better - the total despair that comes from having everything one believes in laid waste. Monica replies that she doesn't care and that her life is Shuu's. Ruozor is getting impatient, and suddenly some sort of energy strikes him. Shuu then asks him how he likes feeling betrayed, and informs him that since he believes so strongly he can be the sacrifice. And tells him to smile more. Ruozor is totally shocked and wonders why Shuu is no longer beholden to Volkus - Shuu tells him that because the resurrection spell was imperfect his memory of fealty to Volkus is gone. However, he does intend to bring Volkus back, just by using Ruozor's life. It seems that Volkus was trying to manipulate Shuu's life, Shuu who loves freedom and fears noone. Shuu didn't take too kindly to being beholden to Volkus and having his freedom stolen...so he plans to resurrect, and then extinguish Volkus. Ruozor, or what's left of him, is truly upset, but Shuu tells him that his death is going to be even more painful yet as the key to bring Volkus back to life. Telius then intones the final spell that completes the ceremony.

Shuu then tells Sephine to retreat, since she is also bound by contract to Volkus (which was why she hesitated to fight Volkus' avatars back then). Sephine replies that she'll stay and fight regardless and that her fealty ends here. Shuu warns her that if she should waver in her fight...and she requests that he kill her himself. Congratulations, it's Volkus, and he starts trying to take over Sephine...who asks Shuu to kill her with her last strength.

When you kill Sephine, she thanks you with her dying words for such an incredible climax and tells you she has no regrets. Monica pleads with her not to die, saying she'll steal Shuu, but it's already too late.

You kill Volkus, at which point Shuu tells him that no, he's not a god, just the ghosts of a people long since destroyed. And even if he was a good, Shuu won't suffer anyone to place him under their yoke. Monica then laments Sephine's passing (listing all her faults in the process). Chika is then greatly moved at just how cool Shuu is, for being able to actually kill Volkus. And now, the time has come to return the people to the surface.

Telius observes that both Feir and Kirkus are dead, and wonders what happens to Langran now. He then decides not to try to become king, saying that it's far more interesting to see what Shuu's going to do now (Shuu tells him to brace himself). The Goshogun finally arrives (late), and its crew muses about how people who claim to fight for justice suddenly become the invaders. Shuu figures out that she's talking about Feir and asks if he had a peaceful death - and whether Masaki is doing well. They reply that Masaki is doing just fine (perhaps too fine), and Shuu sets about sending all of them back home. On the way out, Quatro asks Shuu what he's going to do from here out and whether he'll be coming back to the surface. Shuu will eventually, and says that he'll probably travel a similar path to that Quatro will follow. Quatro says he hopes the next time they meet you won't be enemies. Jerrid tells you that he's not a nice guy like Char and that if you ever confront him he'll show you no mercy (gee, how scary). As Burn heads off, Shuu asks if he intends to settle the score with Shou. He is, as the only way to save

face for him as a knight. Shuu is sure that he'll see everyone else again.

THE END!

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