

Langrisser V: The End of Legend (Import) Class Change List

by Mech Gouki

Updated to v1.5 on Dec 15, 2004

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LANGRISSER V
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] CLASS LIST GUIDE [
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INTRODUCTION
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This guide is intended for use with Langrisser 5 of the Sega Saturn. It may also be used for the Playstation version.

This is best viewed in Wordpad, in 800x600 screen resolution.

This guide provides the full class list. This guide only provides the class list. If you require a Walkthrough, you can try DAdler's FAQ.

The class listing you see below is totally complete. No classes are left out, and there are no mistakes. This guide is made as accurate as possible.

Version 1.5 09-12-02 [Current Version]

Changed some formatting. Included information on the Secret Stages. Added more into FAQ Section.

Version 1.0 02-10-02

First release

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CHARACTER CLASSES
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Tutorial:
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In Langrisser 5, there is a System called a class change system.

When a Character reaches Level 10, you will see a menu appear, and you will be asked to choose one out of 2 character classes for that Character to promote into.

After choosing a new class, you will now start at Lv 1 once again, this time, in that class.

You have to pick a new class. You cannot remain in your old class.

This happens until you reach your 4th class. In your 4th Class, at level 10, you can only promote to a 5th class (also known as the Hidden, or Final Class), if the character has a 5th class promotable from that 4th Class.

Also note that from your 4th class, there will only be one 5th class choice.

E.g. If Alfred's current class is Marshall, he won't be able to be promoted, even at Lv 10. However, if his current class is Serpent Lord, then he will be able to be promoted to Serpent Master.

In this whole game, there are only 6 Characters in your entire party. No more, no less.

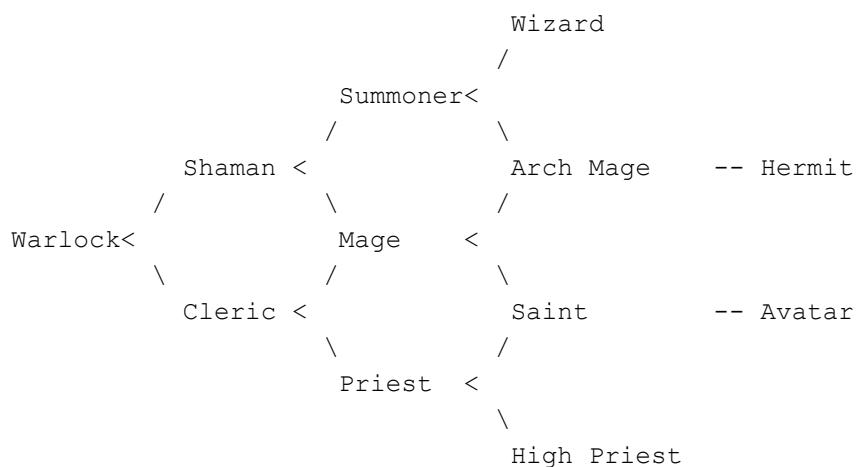
They are:

Sigma
Lamda/Maryandell
Alfred
Brenda
Clarette
Lanford

Sigma's classes, unlike the others, are not pre-determined. They are determined from the choices you make at the start of the game. More on this will be detailed later.

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-Lamda/Maryandell-

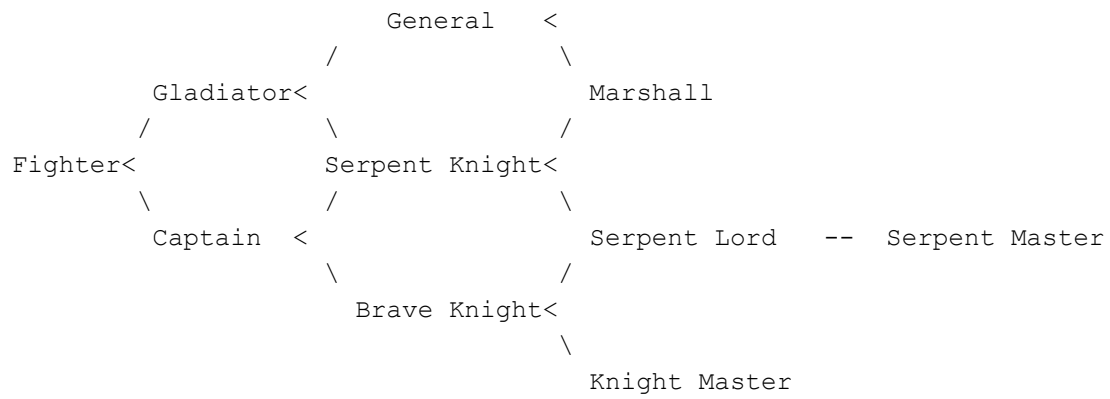


-Alfred-

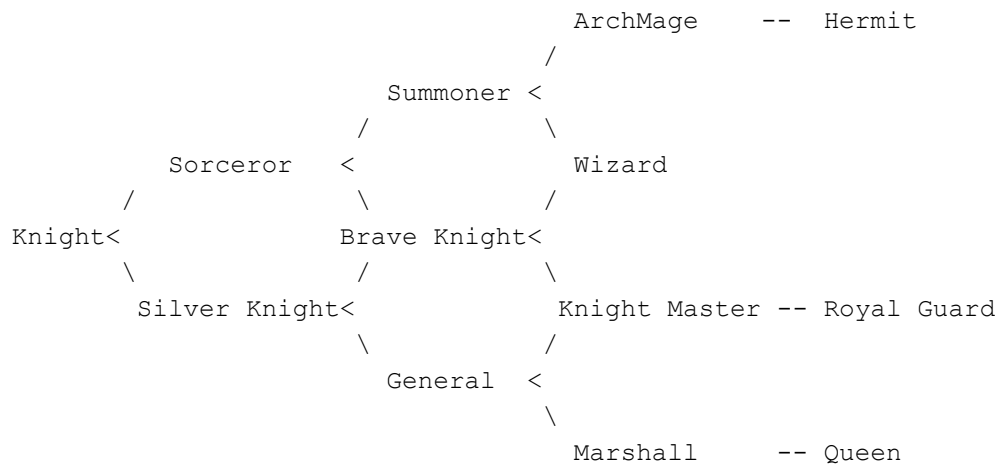
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                                     Ranger           -- Highmaster
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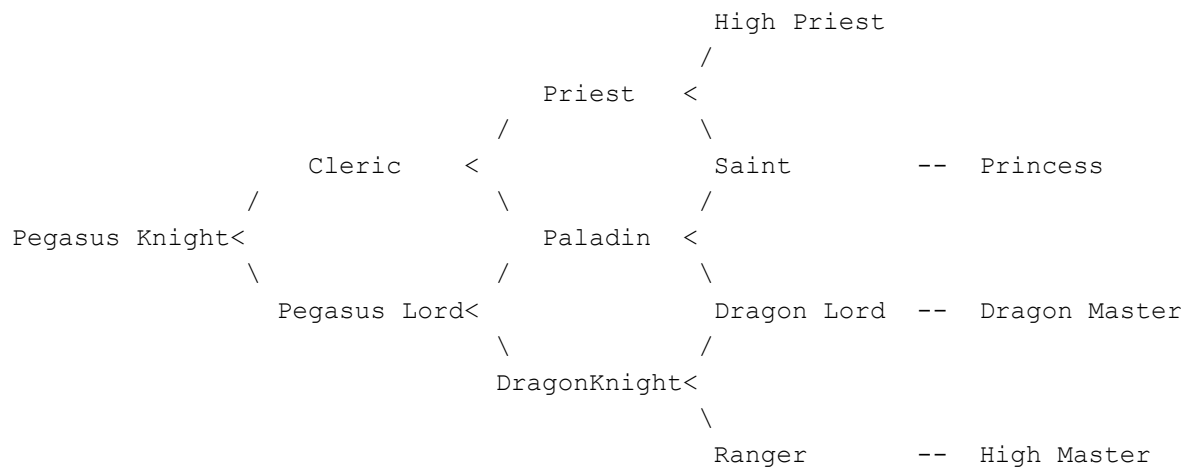
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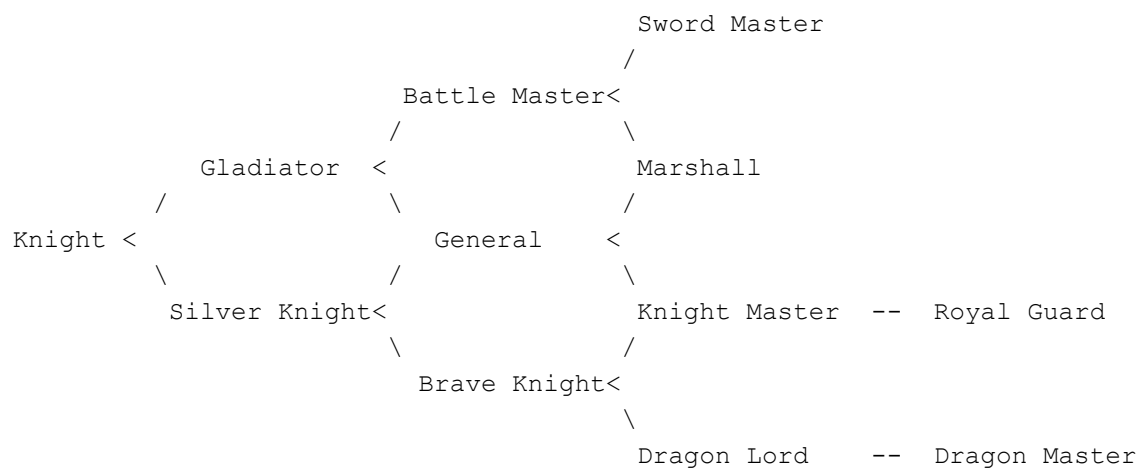
-Brenda-



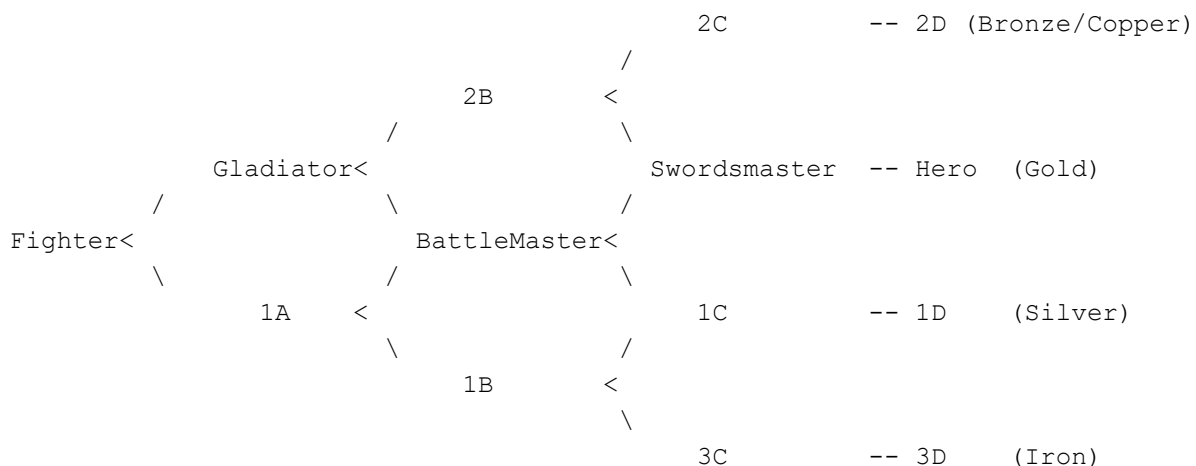
-Clarette-



-Lanford-



-Sigma-



Sigma's Class Table:

Element	Earth	Water	Fire	Wind
A	Silver Knight	Captain	Sorceror	Hawk Lord
B	Brave Knight	Serpent Knight	Mage	Dragon Knight
C	Knight Master	Serpent Lord	Arch Mage	Dragon Lord
D	Royal Guard	Serpent Master	Hermit	Dragon Master

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Sigma's Class:

Sigma's Class will be determined by the choices you make at the start of the game.

The first 2 questions will determine his class system.

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Question 1:

Which of these metals are to be discarded? You will keep all the other metals.

- 1) Gold
- 2) Silver
- 3) Bronze/Copper
- 4) Iron

The first question determines which final class he is able to be promoted to.

Gold- From Swordsman into Hero
Silver- From 1st Choice 4th Class into 1st Choice Final Class
Bronze- From 2nd Choice 4th Class into 2nd Choice Final Class
Iron- From 3rd Choice 4th Class into 3rd Choice Final Class

IMPORTANT NOTE: Remember, the question is asking which Metal to discard, not which Metal to keep!! Don't get it wrong! Pick Gold, and you will not be able to promote to Hero!

Recommendations: It is best that you Choose to discard Iron or Copper.

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Question 2:

In these 4 elements, pick 3 of them, which are most suitable for the character.

Pick them in descending order, starting from the one he is most suited with.

- 1) Earth - Gnome
- 2) Water - Undinne
- 3) Fire - Ifreet
- 4) Wind - Sylph

For this question, you have to pick 3 out of 4 choices, in order of preference. Refer to the table above, at Sigma's class, to determine his class table.

(Number from 1 to 3) to (Alphabet from A to D), means Choice to Class Type, is used to represent his class in the table.

E.g. 1A, means 1st Choice, 2nd Class.
2C, means 2nd Choice, 4th Class.
3D, means 3rd Choice, Final Class.
2B, means 2nd Choice, 3rd Class.

Replace these numbers/alphabets, with the Classes in the table, corresponding with the choice you made, and you will have Sigma's Class table.

E.g. Let's say, you pick the 1st Choice as Water, 2nd Choice as Fire, and 3rd Choice as Earth.

The result would be:

1A = Captain
1B = Serpent Knight
1C = Serpent Lord
2B = Mage
2C = ArchMage
3C = Knight Master

Note: After you make all the choices at the start of the game, Sigma stats, as well as his class table, will be displayed to you. So check carefully. Sigma's Fighter, Gladiator, BattleMaster, SwordsMaster, and Hero class, are already predetermined.

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Remember that you are only able to be promoted to a Final class if you chose the correct Metals, in the first question.

E.g. If you want to be able to promote into the Final class of your first choice, you must not have picked Silver in the first Question. To promote to Hero, you must not have picked Gold.

CLASS RECOMMENDATIONS

I would always recommend you to choose a Class path that will take you all the way to the Final Class.

As for which Final Class to choose, I would always recommend a foot-type Class. Meaning one that doesn't ride on anything. Such Classes include Avatar, Hero, Queen, Princess, Hermit, etc.

Classes that don't go on foot, move a great distance, but due to the slow reaction time, and the more energy required, their turns come after a very long time. Sorcerors may have already acted twice while waiting for a Hawk Rider to

move.

If you need to move more, give your character in foot-type class Swift Boots. Don't bother making them Knight or Dragon Rider Classes.

Swift Boots are very useful equipment that increases the User's and the troop's by 4, and only Foot classes can equip them. They greatly increase the speed of your troops.

Also, Knights and Serpent Riders move very short distances in enclosed areas like Castle areas. Another good reason not to use them.

Below is the recommended class path. They are arranged in order, starting from the one I recommend most. The choice is entirely yours.

Lamda/Maryandell:

1) Warlock -> Shaman -> Summoner -> Arch Mage -> Hermit

Not a bad choice. You get 2 good Summons this way, plus a few good spells. The Hermit's Teleport is particularly useful. The problem is that you won't be able to use too much soldiers. You probably will only use about a Maximum of only 3 or 4 Troops in one battle.

2) Warlock -> Cleric -> Priest -> Saint -> Avatar

Quite good too. You get 2 summons, plus many soldiers and healing spells. The problems are same as above.

3) Warlock -> Shaman -> Mage -> Saint -> Avatar

This is more well-rounded and balanced, but you won't get much summons. Not a bad combination. And not to mention you can use quite a number of troops.

Alfred:

1) Fighter -> Gladiator -> General -> Ranger -> HighMaster

The main problem with using a HighMaster is that his command range is 0! That means that his troops would be very weak! It is best you give a Highmaster an Equipment that increases his command range, but that would mean not being able to Equip Swift boots anymore. Using a Highmaster has many advantages, like having a natural high movement, having good spells like Quake, able to equip bows, and even the ability to pass through walls! But not being able to move effectively, or command troops effectively, is quite a disadvantage.

2) Fighter -> Captain -> Brave Knight -> Serpent Lord -> Serpent Master

Not too bad a choice, if it was a foot-type class. Better with troops, compared with the Highmaster, but not good with moving.

Brenda:

1) Knight -> Silver Knight -> General -> Marshall -> Queen

This is her Class which I will most recommend you to go to. Good spells, good stats, and a foot-type class too.

2) Knight -> Sorceror -> Summoner -> ArchMage -> Hermit

This class is useful only if you wish to use her as a magic user.

3) Knight -> Silver Knight -> General -> KnightMaster -> Royal Guard

Not a foot-type class, but not too bad. Not as great as the Queen, though.

Clarette:

1) Pegasus Knight -> Cleric -> Paladin -> Saint -> Princess

I would always recommend you to promote her into a Princess. It is one of the best Final classes.

2) Pegasus Knight -> Pegasus Lord -> Dragon Knight -> Ranger -> HighMaster

This is only recommended if you didn't make Alfred a Highmaster. Trust me, you

won't need 2 HighMasters.

3) Pegasus Knight -> Cleric -> Paladin -> DragonLord -> Dragon Master

Not a foot type class, but still not too bad.

4) Pegasus Knight -> Pegasus Lord -> Paladin -> DragonLord -> Dragon Master

Same as above, but less spells, and 2 more attack points.

Lanford:

1) Knight -> Silver Knight -> General -> Knight Master -> Royal Guard

This is quite a good selection. If only he had a Final foot-type class.

2) Knight -> Silver Knight -> Brave Knight -> Dragon Lord -> Dragon Master

Not too bad. But not quite as good as above.

3) Knight -> Gladiator -> Battle Master -> SwordsMaster

If you are not too conservative about getting a 5th class, you can try this.

Sigma:

1) Fighter -> Gladiator -> BattleMaster -> SwordsMaster -> Hero

Most default and most basic class.

2) Fighter -> Gladiator -> Mage -> SwordsMaster -> Hero

Applicable only if you chose Fire as your Second choice. This is not bad, but your defense stat won't be quite as good. You do learn a few good Spells.

3) Fighter -> Sorceror -> BattleMaster -> SwordsMaster -> Hero

Applicable only if you chose Fire as your first choice. This isn't too bad, but the spells learnt won't be too useful later in the game.

That sums up the recommended classes.

TIPS AND TRICKS

This sections provide the tips and tricks, and cheats available.

Sound Test (Saturn):

At the Title, press Right, Right, Left, Z, A, X, Y.

You will be able to hear the BGM and Sound Effects.

BUY ANY ITEMS IN SHOPS (Saturn):

Highlight the "Buy" option on the shop menu. Press R, Down, L, Y, X, B.

A sound will confirm correct code entry. All salable items in the game will be available for purchase at the current shop. It can be used in any shop, and the effects are only temporary. Meaning that when you go to another shop, you will have to enter the code again.

This is the only way to obtain certain items.

BUY ANY ITEMS IN SHOPS (Playstation):

Highlight the "Buy" option on the shop menu.

Press R1, Down, L1, Up, Square, X, to be able to buy items

Press R1, Up, Left, L1, Up, L1, Square, X, to be able to buy the Sacred Sword as well.

SCENARIO SELECT (Saturn):

At a load screen, point the Cursor at one of the top 3 Save Files. Note that it has to be the top 3 save files. Pointing at the bottom 2 will not work.

Press A, Up, R, Z, Down, Z, C. You are now able to select which Scenario to go to.

Note that you will still be using the Save file you just loaded. Meaning that you will keep your stats, items, classes, etc. You won't lose your allies, but if you are in a Scenario where they won't appear yet, they will not show up in your party yet.

You can also move up in Scenarios. The catch is that you have to already completed them first.

(Doesn't have to be on the same save file.)

SCENARIO SELECT (Playstation):

At a load screen, point the Cursor at one of the top 3 Save Files. Note that it has to be the top 3 save files. Pointing at the bottom 2 will not work.

Press Square, Up, Right, Triangle, Down, Select, Circle
This allows you to visit any stage.

Press Left, Square, Triangle, Select, L1, Right, R1, Triangle, X
This allows you to visit any stage you have already completed.

Press R1, R1, L1, L1, Square, Left, Triangle, Circle
This activates the Hard Mode.

All Spells and Summons, and 99 MP for Character (Playstation):

In battle, wait for a character's turn. Then press:

Select, Select, X, X, Square, Square, X, Triangle.

CLASS RESELECT:

Okay, so now you selected a wrong class. Panic. What are you going to do now? Or maybe you've already reached Lv 10 of your Final class, but you still want to level up further. What do you do?

The Answer: A Runestone.

Have a character Equip a Runestone. When that character reaches level 10, the Runestone will trigger. Regardless of whichever class that character is in, he/she will now be at the Second Class choice selection screen, as if the character has just reached level 10 in the first class!

If the character is already in Level 10, due to being in the Final class, or in a 4th class that can't be promoted further, simply gain some experience to trigger the Runestone.

Note that you still retain your spells, troops and stats. This is a very cheap trick, as you can still use it repeatedly, to gain limitless stats! It is a time consuming process, however.

You can obtain the Runestone with the Shop Code.

Secret Scenarios

Secret Scenarios are optional stages that have no relation to the story. They are optional (but you can still get a Game Over, so be careful). These Scenarios have requirements to unlocking them.

Scenario ?1

In Scenario 08, move a Character over to the lower right side, where you see the cliff and the crack. Select the option to "Put your Hand in". The ticket will fly away. Now move over to the other side of the cliff, and go to the withered tree, and obtain the Ticket.

Scenario ?2

In Scenario 15, make sure you activate all switches for the 4 sides. Then move your character to the vault in the middle, and choose to search.

Scenario ?3

In Scenario 19, move a character over to the Chapel in the Upper right area, and get to the Goddess Statue. If this battle is completed without losing any NPCs, you'll get to the Secret Scenario.

Scenario ?4

In Scenario 26, make sure you open the chest at the Upper right area. But you are not finished yet. Have Alfred check the chest one more time.

Scenario ?5

First, in Scenario 34, have a character examine the Stairs and choose to enter the first level. Nothing will happen for now. Next, you must have complete Scenario 35, then use the Stage Code, to return back to Scenario 34. Once again, go to the stairs.

FREQUENTLY ASKED QUESTIONS

Q: What is your recommendation of this game?

A: Actually, I for one, don't recommend this game, unless you are a great fan of the Langrisser Series. Personally, I think the system is too illogical

of both Troops and timing. Not only that, the Secret Scenarios just disgusts me. The gameplay is nothing impressive at all.

And quite frankly, apart from a few pieces of good music, all the rest sucks. Compared to what Nobuo Uematsu composed, some of the music here seemed like illogical string of notes. Of course, that's just what I feel.

The artwork, however, is simply out of this world. Naturally, since the artwork is done by Satoshi Urushihara. One of the bests artists of all time. Excellant doesn't do justice to describe the artwork in this game. Sadly, there isn't that much of illustration. (Kinda makes me wonder why Squaresoft still hires Amano to do art. They way Amano does it, he makes the characters seemed like they've been ran over by a bulldozer.)

There is a voice cast. A feature lacking for most RPG/Strategy games. However, this is mere candy and not the real deal. For those interested, the voice actor of Sigma is the same voice actor of Heero Yuy in Gundam Wing.

Saturn or Playstation, it doesn't really matter. The gameplay of this game is not really impressive compared to what is already out there. This is not a game I highly encourage you to play, unless you are a long time fan of the Langrisser Series.

Q: How do I cast a Spell?

A: First select the spell. You must then wait, for a short while, then the person would be able to cast the spell. Actually, it will be a lot faster if you do not move the troops first.

Q: Is the game supposed to have voice? I see their mouths move but don't hear anything.

A: You're playing on a pirated copy, right? Too bad for you, you got a bad quality one. As far as I know, only a high quality copy of this will get the voice. A poorer quality piracy won't get it. Don't ask me more of these, please.

Q: Doesn't Lanford has a Holy Swordsman Class?

A: That was in Langrisser 4. His class system has already changed.

Q: How do I get an Emperor Class?

A: You can't, only Rainforce has that class.

Q: What is the Maximum level you can get up to?

A: The Maximum level is 10, in your Final Class. If you do not have a Final class available, then you it will be Lv 10 in your 4th Class. With a Runestone however, you can go back to regain levels.

Q: Can I email you?

A: Yes. If you spot any mistakes tell me. If you have any other questions of any sort, feel free to ask me too.

Q: How do I get the El Hazard Sword?

A: As far as I know, this Sword does exist in the game, but there doesn't seem to be a way to get it within the storyline. I heard that it is possible to get it in Scenario ?5 by defeating Guile.

Q: How can I survive Scenario ?5

A: My guess is the only way to survive them is to keep using Runestone many times over. The enemies in Scenario ?5 have insane Stats, it's not possible to survive them with only Characters that have not used the Runestone. I myself could never survive this stage.

Q: How do I get the endings in this game?

A: The female character that is in love with Sigma will affect the ending. The ending will differ depending on whether Lamda/Maryandell, Clarette, or Brenda, is in love with Sigma.

First, let me explain. The choices you make from the start of this game to the very end, affect the female character's feelings for Sigma. These values are mostly invisible to you, but they will definitely affect you at the end.

Just before the Final Scenario, you are given an choice of who do you want to see. You will get a bad ending if you did not see the character in love with Sigma. (Or if no one is in love with him.) You will get the good ending with the corresponding character if she is in love with him.

Seeing Landford will give you clues on who is in love with Sigma. (I do not know whether it is possible for more than 1 girl to be in love with Sigma. It is likely that only one can be in love with Sigma.)

Q: What other series of this game are there available?

A: Langrisser IV and V are both available on Saturn and Playstation. Der Langrisser I & II are on the Playstation. The earlier games of this series is found on the SNES. Langrisser Millenium is released on Dreamcast. Sadly, Millenium is not drawn by the previous artist.

Q: Who is the artist of this game?

A: The artist of this game is Satoshi Urushihara. If I'm not wrong, he has an alias by the name of Himura. Anyway, his works also include Growlanser, a game for the Playstation. He also did Plastic Little, a mature Anime in Japan. His artwork has been well known. He also did some hentai artbooks. Some of the hentai artbooks he has drawn includes: Cell Works, Venus, Lady Innocent.

Q: Can you tell me where to get Satoshi Urushihara's hentai art?

A: HELL NO! Do you want me to get banned? Seriously, even I didn't manage to find much.

<http://www.earthwork.ne.jp/>

This is Satoshi Urushihara's official homepage. WARNING: THIS SITE CONTAINS MATERIALS WHICH MAY OFFEND YOU. NOT MEANT FOR USERS UNDER AGE OF 18. ENTER AT YOUR OWN RISK.

You can check his website, but there isn't much to see. I did manage to find his work on one website. The website name is Flowers of Hentai. Now that's too big a hint! Find the URL yourself!

REMEMBER, DO NOT EMAIL ME ABOUT HENTAI REQUESTS, OR I WILL BLOCK YOUR EMAIL IMMEDIATELY! I DO NOT HAVE TIME TO ENTERTAIN ALL YOU PERVERTS OUT THERE!!

CREDITS

All thanks go to SonicX and SwordMaster. Without them, this guide would not have been possible at all. Almost everything in this guide has been given to me by them.

Visit their site at:
<http://xingyin.myrice.com>
<http://mobile88.vicp.net/langrisser/>

Their site has all the most comprehensive information you can find on all Langrisser games. Note that the entire site is in Chinese, though.

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End of document

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