

Megami Tensei Gaiden: Last Bible III (Import) FAQ/Walkthrough

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Last Bible III

(c) 1995 ATLUS

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GUIDE

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VERSION HISTORY

v1.0 (06/02/05) - Initial release.

***I added about the game and cheat codes.

About the game

The sequel of "Megami Tensei Gaiden Last Bible" to which the two works were sold on the market by Game Boy. The stage becomes several thousands of years after the former work, and you fight against beasts with God's strength that the hero carries in his body. The nakama system and the monster union are also like the former work. You can develop a monster in the battle.

Please use these three cheat codes.

Infinite Maka	7E6DE6FF
	7E6DE7FF
	7E6DE8FF
EXP After Battle	7E1600FF
	7E1601FF
No Encounter	7E703802

After choosing the hero's name, the game starts.

Raga Village

Go down the stairs into the kitchen area, and sit on the chair that's on the lower right side of the table. Leave the house, and go to the curio dealer's house. In the curio dealer's house, go down the basement into Aaron's room. Speak to Aaron to get the monster note. (Please remember that many of the monster cards are hidden in jars, barrels, bookshelves, cabinets, wooden boxes, and also defeated monsters). Then, Aaron will join Shell. Leave the curio dealer's house, and go to Mochowa's house which is above the curio dealer's house. In Mochowa's house, go down the basement into Mochowa's room. Speak to Mochowa, and choose yes. Then, Mochowa will join the duo. You can recover the trio HP & MP by going to Shell's house to speak to Shell's mother, Iria, and choose yes. Leave, and go west to Zama Hill.

Zama Hill

Go to the front of the door which is the statue's mouth, and press the A button to search the door. After Aaron opens the door, go inside to the City of Brantica. Please make the monsters that you find inside of the treasure chest into a friend. In the City of Brantica, go to the room at the back, and go thru the door on the right. In that room, press the A button to search the drawing on the door. After that, leave the hill, and return back to Raga

Village.

Raga Village

At the entrance, Mochowa will give Shell the present of a wind defense. Recommend LV5 for Shell. Make sure to go to the curio dealer, and buy about 20 manas. Go to Shell's house, speak to Shell's mother, Iria, who is in the kitchen, and choose yes. Now, sit on the chair that's on the lower right side of the table. The next day, go up the stairs to Shell's room, and speak to Shell's brother, Rudy. Choose yes, and Rudy will explain the rules of the pumpkin pon dance to Shell. The pumpkin pon dance has four different movements when you press the red, blue, yellow, and green button. After explaining the rules, choose no. If the pumpkin pon dance is done correctly, Rudy will give Shell a sooma which recovers HP & MP. The next day, speak to Miss Kyaruru. Now, go down the stairs, and leave Shell's house. The ship will take the students to Breton.

Breton

In the tower, go up the stairs to 3F. On 3F, glide across the icy floor to the room in the top left corner, and go into the room of "fureiyaa" the flame of Gaia. Speak to the old man who will call Kyaruru. After speaking to Miss Kyaruru, choose yes to fight Miss Kyaruru. After defeating Miss Kyaruru, choose yes, and leave the room. Glide across the icy floor to the room in the top right corner, and go into the room of "spike." Speak to the cat who will call Miss Kyaruru. After speaking to Miss Kyaruru, choose yes to fight Miss Kyaruru. After defeating Miss Kyaruru, Shell will be teleported back to 1F. On 1F, leave the tower, and go into the school building which is on the left side. In the school building, speak to Mochowa who will call Miss Kyaruru. The ship will take the students back to Raga Village.

Raga Village

Go to the curio dealer's house, and go down the basement into Aaron's room. Speak to Aaron, and choose yes to make Aaron rejoin the group. Go to the weapon shop to buy new equipment for the group. Leave, and go west to Zama Hill.

Zama Hill

Go to the front of the door which is the statue's mouth, and press the A button to search the door. Go inside to the City of Brantica. In the City of Brantica, go to the room at the back, and go thru the door on the right. In that room, press the A button to search the drawing on the door. Aaron will sound device to open the door. Go thru that door into the next room. In the next room, go thru the door at the top, and go down the stairs to B1. On B1, go to the small room with the lift to B2. On B2, go into the underground of the shrine. In the underground of the shrine, go thru the door on the far right into the room, and look at the ancient warrior Duu who cannot move. After that, leave the hill, and go back to Raga Village.

Raga Village

First, go to the migratory bird room to help Rudy. Then, go to Shell's house, and speak to the father, Glen. After that, go upstairs, and speak to Rudy. Now, go back down the stairs, and speak to Glen twice. Go upstairs, speak to Rudy, and choose yes. In the morning, go down the stairs, and leave Shell's house. The ship will take the students to Breton.

Breton

On 1F of the tower, go up the stairs to 3F. On 3F, glide across the icy floor to the room in the bottom right corner, and go into the room of the shock of Gaia "whip." Speak to the man who will call Miss Kyaruru. After speaking to Miss Kyaruru, choose yes to fight Miss Kyaruru. After defeating Miss Kyaruru, choose yes to leave the room. Glide across the icy floor to the room in the bottom left corner, and go into the room of "slash." Speak to the lady who will call Mr. Garasting. After speaking to Mr. Garasting, choose yes to fight Mr. Garasting. After defeating Mr. Garasting, Shell will be teleported back to 1F. On 1F, leave the tower, and go into the school building. In the school building, speak to Miss Kyaruru, and choose yes. The ship will take the students back to Raga Village.

Raga Village

Leave the village, and go west to Zama Hill.

Zama Hill

Go to the front of the door which is the statue's mouth, and press the A button to search the door. Go inside to the City of Brantica. After Rudy joins the group, go to B2. On B2, go into the underground of the shrine. In the underground of the shrine, go thru the door on the far right into the room where the ancient warrior Duu is at. After the event, go back to 1F. On 1F, there will be an event. After that, the group will teleport back to Raga Village.

Raga Village

Make to go to the curio dealer, and buy about 10 mana cares. Go back to Shell's house, speak to the bird, Harry, who is in the kitchen, and choose yes twice. After that, speak to Shell's brother, Rudy. Choose yes, and Rudy will explain the rules of the pumpkin pon dance to Shell. The pumpkin pon dance has four different movements when you press the red, blue, yellow, and green button. After explaining the rules, choose no. If the pumpkin pon dance is done correctly, Rudy will give Shell a sooma. In the morning, go down the stairs, and leave Shell's house. The ship will take the students to Breton.

Breton

Recommend LV11 for Shell. On 1F of the tower, go up the stairs to 3F. On 3F, glide across the icy floor to the room in the top right corner, and go into the room of "spike," and go up the stairs to 4F. On 4F, walk on the blue tiles, and go up all the way up the stairs to 6F. On 6F, glide across the icy floor to the room in the top left corner, and go into the room of "tera fureiyaa" the flame of Gaia. Speak to the man who will call Miss Kyaruru. After speaking to Miss Kyaruru, choose yes to fight Miss Kyaruru. In battle, use mana cares to recover 100 of Shell's HP. After defeating Miss Kyaruru, choose yes, and leave the room. Glide across the icy floor to the room in the top right corner, and go into the room of "tera spike." Speak to the elf girl who will call Miss Kyaruru. After speaking to Miss Kyaruru, choose yes to fight Miss Kyaruru. After defeating Miss Kyaruru, Shell will be teleported back to 1F. After speaking to the women who are blocking the door, there will be a lecture in the classroom by Mr. Kyaku about Gaia's forbidden law. The ship will take the students back to Raga Village.

Raga Village

First, go to the house (with the trees on the roof) that is on the lower left side of the village, and speak to Shell's father, Glen. Then, go into the

large tree shrine that is on the right side of the village, and speak to Shell's brother, Rudy. After the scene with the birth of Chibi Dragon, try to leave the village. Then, Golka's ship which is called Valship will approach the village. After the scene, try to leave, and Mochowa will join Shell. Now, go to the curio dealer's house, and go down the basement into Aaron's room. Speak to Aaron who will join Shell. Leave the village, and go northwest to the mountain called Dragon Fang.

Dragon Fang

Recommend LV13 for the group. Go to the top of the mountain, and speak to Bufu Dragon who is one of the hidden monsters (1-10). Choose yes to fight Bufu Dragon. After defeating Bufu Dragon, Shell gets skull bone which is a monster summons. Now, leave the mountain, and go back to Raga Village.

Raga Village

Don't enter the village. Just go inside Val's Ship which is nearby Raga Village.

Val's Ship

After the scene, go upstairs to the front of the ship. After speaking to Shell's father, Glen, choose either yes or no to go the left or right. I choose the right, and fought against Golka and Assassin. After defeating Golka and Assassin, the group will automatically return back to Raga Village.

Raga Village

Go up the stairs, and try to leave the elder's house. The fox, harry, will comeby to warn the villagers to leave because the police are coming. After that, the scene changes to the outside of Shirk's Ship.

Shirk's Ship

Speak to Mochowa who is bocking the stairs, and rely with yes to go inside of the ship to leave. Go upstairs to the front of the ship, and attend the meeting of the elder, Captain Shirk and Shell's father, Glen. After that, go to the backroom that's is on the leftside of the ship, and speak to Shell's mother, Iria, and choose yes. After Shell's parents leave the ship, go downstairs, and speak to Captain Shirk who talking to his subordinate who is blockng the stairs. Go downthe stairs to the engine room, and speak to Jonathan. Shell will get on the sky wing, and crash land in Heat Village.

Heat Village

After the event, Shell meets Miss Kyaruru again. Speak to Miss Kyaruru at the inn. Then, go to the lower right side of the village to the meeting place. After Miss Kyaruru joins Shell, leave the village, and go northeast to Doruku Village.

Doruku Village

After the scene, go to the lower left side of the village to Taki's house, and speak to Taki. At the curio dealer, if you speak to the man that is dressed like a captain, you can combine monsters. Leave the village, go thru the bridge, and go southeast to Romagna Shrine.

Romagna Shrine

Recommend LV14 for the group. Go down the stairs on the right to B1. On B1, go down the stairs, and go into the room at the top. Go down the stairs, and fight Sergeant x3. After defeating Sergeant, go up the stairs on the left to 2F. On 2F, go down the stairs, and go into the room at the top. Go up the stairs, and fight Baraki. After defeating Baraki, Rudy joins the group. Now, leave the shrine, and go thru the bridge. After witnessing the scene, go back to Doruku Village.

Doruku Village

Make sure to buy about 50 mana cares at the curio dealer. After the scene, leave the village, and go into the Bridge area.

Bridge

Press the A button to get on the boat, and sail upward thru the waterway into the cave where there is another boat.

Cave

Recommend LV14-17 for the group. Get off the boat, and go to the left side where there are two men nearby three treasure chests. After speaking to the two men, get back on the boat, and sail upward into another waterway area. In this area, sail to the upper left side into another waterway area. In this area, sail to the upper left side into another waterway green looking area. In this green looking area, get off the boat, and go to the upper right to exit the cave. Now, go east to Tark Village.

Tark Village

At the entrance, speak to Borow, and choose yes twice to fight Borow. After defeating Borow, go to Borow's house which is on the far right side of the village, and speak to Borow. After speaking to Borow, he will become a nakama (monster friend). After that, leave the village, and go west to the bridge area to get back into the cave to the green looking area.

Cave

In the green looking area, get back on the boat, and sail to the upper left side into another waterway area. In this area, sail to the upper right side. Now, get off the boat, and go thru the cave into another area with stairs. In this area, walk up the stairs to exit the cave. After that, go north to Balk Village.

Balk Village

Recommend LV16-18 for the group. Go to the upper right side of the village, and fight Zull x3. After defeating Zull x3, go to upper right side into the Cave to the laboratory room at the back, and fight Zull x3 again. After defeating Zull x3, go back to the entrance. At the entrance, Miss Kyaruru will be killed the the soul eater Banipull. After the scene, Shell and Rudy will automatically end up at the Bridge that is near Doruku Village.

Bridge

Leave, and go all the way west back to Heat Village.

Heat Village

After the scene, the ancient warrior Duu will join the group, and chibi

dragon becomes a nakama (monster friend). Now, leave, and go to the house in the lower left corner. Speak to Meruu to get the medi rod. Try to leave that house, and there will be a scene. After the scene, the boat will automatically sail west to Police Field Battle Unit.

Police Field Battle Unit

After the scene, leave, and go into the middle building. Speak to the commander to get Roy's letter. Then, Rudy leaves the group. Leave the building on the right, and go into the building on the left with a prison. Go in front of the door, and speak to the elf. Choose no to the guard's question. Now, go in front of the door again, and speak to the elf to get the elf's letter. At the inn, speak to the man who is dressed like a captain to fuse the monsters for you. Now, go thru the south gate, and go southeast to Roy Village. Recommend LV18-21 for the group.

Roy Village

You need to enter the village when there is a full moon on the 14th day since Roy is a werewolf. Go to Roy's house which is on the far right side of the village. Speak to Roy, and choose yes to give Roi and the elf's letter. After getting the wine, choose yes. Now, leave the village, and go back to the Police Field Battle Unit.

Police Field Battle Unit

You need to enter the village when there is a full moon on the 14th day. Go to the weapon shop, and speak to the one of the werewolves. After giving Mezuki and Gozuki the wine, Rudy re-joins the group. Outside the weapon shop, choose yes to Roy's question, and he will become a nakama (monster friend). After that, go thru the north gate, and go up the mountain.

Mountain

Go thru the mountain until you reach the exit. After that, go northeast to Ekimmu Police.

Ekimmu Police

Go up the stairs to the cave on the left, and speak to Meruu. After that, go back down the stairs, and try to go thru the middle door that is nearby the inn. Then, Jonathan will come by with two of his monsters to fight the group. After defeating Jonathan and his two monsters, Rudy and Duu will leave the group to chase after Jonathan. Now, go thru the middle door to the underground area where there is also a market. At the market, there is a curio dealer, weapon & protection shop, bone combine shop, S&W Company (where you can deposit monsters or make them train your monsters to become stronger), a deposit shop, and a junk shop. Go to Shirk's house (the one that has a bird sign on it), and try to go into the room on the left. After speaking to Shirk, leave his house, and go into Piripo's house that is in the lower left area, and speak to Jonathan. After that, leave his house, and go to the bar which is in the upper left side of Shirk's house. In the bar, speak to the bounty hunter the god of death Yeager, and choose yes. After speaking to Yeager, try to leave the bar. After the scene, try to leave the bar again, and Rudy & Duu will come by. After the scene, Rudy and Duu re-joins the group. Leave the bar. Now, go to the market, and speak to the old woman who blocking the door to the curio dealer. After the scene, leave the market. Now, go to Shirk's house, and choose yes to his question. After that, leave village, and go southwest to the Lake.

Lake

Go to the front of the lake, and choose #2 (to shine the lantern twice) to make Shirk's Ship appear from the lake. After the scene, Shirk's Ship will automatically fly east to Battleship Island.

Battleship Island

Recommend LV18-21 for the group. Go inside the old ship. Go down the stairs on the left or right to B1. On B1, go thru the cross looking corridor to the room at the front. In this room, try to go thru the door on the left. After the scene, go thru the left door, and go down the stairs to B2. On B2, go down the stairs into the underground. In the underground, go to the top left area, and go climb down the hole into a room. In the room, go thru the door at the bottom, and fight Barubaroi x3. After defeating Barubaroi x3, Shirk's Ship will automatically fly back to the Lake.

Lake

After the scene, Shirk's Ship will automatically fly west to Gotland.

Gotland

(Jack Frost who is selling eggs is inside the cave on the right. The left egg is Mandoragora (LV18), and the right egg is Antares (LV20). The child in the room wants the left egg. Buy it or don't buy it. Even if you buy it, both eggs will be given to you later on). Go to the elf's house which is in the upper right (the one on the left), and speak to Mochowa. After speaking to Mochowa, go to the mansion in the upper left area. Go to the left side of the mansion to overhear the conversation between Mina and Mezuki. After that, go back to the elf's house, and speak to Mochowa. After speaking to Mochowa, Duu will leave the group, and Mochowa will take his place. Now, leave, and go southeast to Thrace Police.

Thrace Police

After speaking to Harry (bird) at the entrance, go to Mr. Kyaku's house which is in the lower left area, and speak to Jonathan. During the scene, Aaron comes by. After speaking to Aaron, go to Mr. Monster Academic's house which is in the upper left area, and speak to Mr. Monster Academic. During the scene, choose yes to Mochowa's question about helping Rudy find the blue moon flower which is in the north of Gotland. After that, go back to Mr. Kyaku's house, and speak to Aaron. After the scene, try to leave Thrace Police, and Harry (fox) will come by. After speaking to Harry (fox) who will join the group, go thru the gate that is in the top right into Thrace Tower area.

Thrace Tower

In the tower area, speak to the second guard on the top left. After the scene, go to the front of the door, and type in the four digit personal identification numbers of 3675 (the numbers of books that are on the bookshelf in the Army Base) to open the door. After the door opens, go inside Thrace Tower. Recommend LV20-22 for the group. Go thru the door on the left to the underground 2F. In the underground 2F, go down to the bottom area, and fight the Earth Serpent. After defeating the Earth Serpent, Aaron and the others will thank the group for rescuing them. After the scene, the group automatically leaves the tower. Now, leave the town, and go back to Gotland.

Gotland

After speaking to Gozuki and Mezuki at the entrance, the group will end up in Bob's house. After the scene, go to the right, and speak to Rudy. Choose yes twice, and Shell will learn Miina's song. Go to the elf's house, and speak to the elf who is sitting at the table with a blue hat on. Choose yes. After that, leave the town, and go north to the Lake. You need to enter the lake when there is a full moon on the 14th day.

Lake

After the scene, go into Bob's hideout, and speak to Bob and Miina. After the scene, fight the two Fan brothers. After defeating the two Fan brothers, go back to Gotland.

Gotland

Go to the mansion that's in the upper left area, and speak to Bob's mother to get the gimmick knife. After that, go into the cave on the left side of the town, and speak to Lena. After the scene, Shell learns the movement magic toranpa from Lena. After that, leave the town, and use Shell's magic of toranpa to warp to Thrace Police.

Thrace Police

Go to the lower right area of the town into the cave area where there is a boat, and speak to the blonde-haired man. After the scene, sail west to the forest area to Solon Village.

Solon Village

There is a monster shop in the upper left area. Go to the lower right area, and speak to Gozuki who is blocking the door to Mina's house. After the scene, leave the village, and go south to the lake. Just walk back and forth nearby the top area of the lake, and Trent who is one of the hidden monsters (2-10) will appear. Now, fight Trent. After defeating Trent, the group gets EXP3666 & 13000 Maka. After that, hop back into the boat, and sail southeast of Thrace Police to Pitekan Island.

Pitekan Island

Go upward. After the scene, go to the upper left, and go into the cave. In the cave, go upward. After the scene, fight Pikaten Boss. After defeating Pikaten Boss, he becomes a nakama (monster friend). Now, search the cupboard for beast soul (a special sword that confines a demon into the sword. You equip the nakama (monster friend) with the sword. The nakama (monster friend) attack power will upgrade this sword. However, the nakama (monster friend) that is confines in it cannot return again). Make sure to buy new equipment for the group. After that, leave the island, and sail southeast to Norudia.

Norudia

Make sure to buy new equipment for the group. Go to the upper right, and speak to Piripo. After the scene, go to the lower left where the port is at, and speak to Captain Shirk. After the scene, leave the town, and walk northeast to Tabas Village.

Tabas Village

Go upward. After the scene, go upward, and go into the cave to Megalo Highway.

Megalo Highway

Go to the upper left into next area. In this area, go to the upper right into the next area. In this area, go around to the upper right to where the three men are at. After the scene, fight Hans, Thomas & Bokk. After defeating Hans, Thomas & Bokk, there is a scene.

Tabas Village

After the scene, go back into Megalo Highway.

Megalo Highway

Now, go back to the area where you fought Hans, Thomas & Bokk, and go thru the door into another area. In this area, go thru the door on the right to exit the cave, and go west to Megalo Police.

Megalo Police

Go upward, and go up the stairs. After the reunion with Glen and Iria, leave the inn. Now, go to the left, and go into the second house on the left side of the market. In this house, go thru the door on the upper right into Arek's house, and there is a scene. After the long scene, Glen and Iria join Shell. Now, leave, and go northwest to the Battle Arena.

Battle Arena

Go upward, and speak to fairy who is behind the counter. Choose yes, and there is a scene. Speak to the announcer, and choose yes to go into the arena to fight Knight Demons in the first round. After defeating Knight Demons, speak to the announcer, and choose yes to fight Dark Assassin in the second round. After defeating Dark Assassin, speak to the announcer, and choose yes to fight Thor the Great in the third round. After defeating Thor the Great, speak to the announcer, and choose yes to fight Pretty Bombers who are troublesome in the sixth round. After defeating Pretty Bombers, there is a scene. After speaking to Benshowha, go back to Megalo Police.

Megalo Police

Go to Garfy Service which is the house that's in front of the market. In Garfy Service, go to the upper left, and go thru the door into the next room. In this room, speak to Garfy, and there is a scene. After the scene, Glen and Iria leave Shell, and goes to Death Valley. Then, Rudy and the others rejoin Shell. After that, leave the town, and use Shell's magic of toranpa to warp to Norudia.

Norudia

Hop into the boat, and sail west to Gulf Island.

Gulf Island

Go upward, and there is a scene. The group cannot stay too long under water or they will all die, and it will be game over. Now, go into the water, and go around to the top area where two small wooden pegs are at. In the top area, go upward, and there is a scene. After speaking to No. 2 Monster, leave the island, and use Shell's magic of toranpa to warp back to Megalo Police.

Megalo Police

Go back to Garfy Service, and speak to Aaron to get the aqua-lung. After that, leave the town, and use Shell's magic of toranpa to warp to Norudia.

Norudia

Hop into the boat, and sail west back to Gulf Island.

Gulf Island

Go back to the top area where two small wooden pegs are at. At the top area, go upward, and choose yes to jump down into the undersea area. In the undersea area, go thru the door into the maze like room. In this room, go around to the top area, and go thru the door into the next room. In this room, go around to the top area, and there is a scene. After the scene, fight Soul Eater. After defeating Soul Eater, Baniparu kills Harry (fox), and there is a scene. After that, the group escape, and there is a scene. After that, leave the island, and use Shell's magic of toranpa to warp to Norudia.

Norudia

Go into Shirk's shop (the one that has a bird sign on it), and speak to Piripo. There is a scene, and the group will be flown to Magoku Kingdom.

Magoku Kingdom

Go upward into the town area. In this area, go upward into the elevator room, and go to 2F. On 2F, go to the upper right, and go up the stairs to the roof. On the roof, go to the left, and go thru the door into another area. In this area, go to the center area where the old man & girl are at, and speak to the old man. There is a scene. After the old man finishes talking the story of Rinkle's past, go back to 2F. On 2F, go to the upper left, and speak to the guard who is blocking the doorway. There is a scene. After getting the ark from Captain Shirk, leave the kingdom, and go northeast to the desert. Just walk back and forth along the shoreline of the desert, and Hippotamas who is one of the hidden monsters (3-10) will appear. Now, fight Hippotamas. After defeating Hippotamas, the group gets 6500EXP & 25000Maka. After that, use Shell's magic of toranpa to warp to Gotland.

Gotland

Now, go northeast of the Lake. Just walk back and forth along the lower east side of the lake that's nearby the mountain, and Chimera who is one of the hidden monsters (4-10) will appear. Now, fight Chimera. After defeating Chimera, the group gets 2000EXP & 8000Maka. After that, use Shell's magic of toranpa to warp back to Norudia.

Norudia

Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly southeast across the sea to Susa Village.

Susa Village

Make sure to buy new equipment for the group. After that, leave the village, and go north to the lake. Recommend LV28-29 for the group. Just walk into the bottom area of the lake, and Papirusagu who is one of the hidden monsters (5-10) will appear. Now, fight Papirusagu. In battle, use Rudy's magic of ranka on Papirusagu. After defeating Papirusagu, the group gets 11000EXP & 40000Maka. After that, go back to where Susa Village. Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1

(blastoff), and fly north to where the lake is at, and then fly west across the sea to Death Valley which is a mountain that's nearby Foot Village.

Death Valley

Now, go to the upper right into the next area. In this area, go to the upper right into the next area. In this area, go to the upper left into the next area. In this area, go to the left, and there is a scene. Now, fight Rokuro. After defeating Rokuro, retrace your steps to leave the valley. Now, go northwest of Foot Village to a dark green grass circle with a yellow flower that is surrounded by a light green grass. Just walk into the the yellow flower, and Dark Elf who is one of the hidden monsters (6-10) will appear. Now, fight Dark Elf. After defeating Dark Elf, the group gets 9360EXP & 33000Maka. After that, use Shell's magic of toranpa to warp to Gotland.

Gotland

Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly northwest across the sea to an artificial looking mountain called Ancient city.

Ancient city

Now, go upward, and there is a scene. Choose "yes" to make Gloucester become a nakama (monster friend). After that, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly southwest to Nell Village.

Nell Village

Don't go into the village as yet, just walk to the north a little until the monster Ririmu appears. In battle, choose "talk" + "Rudy" + "Ririmu." After making Ririmu (LV18) into a nakama (monster friend), the battle ends. After that, go into Nell Village. Now, go to the upper right, and go into the curio dealer. In the curio dealer, go behind the counter, and speak to Jack Lantern, the pumpkin looking guy on the right. There is a scene. Choose yes to exchange Ririmu, and borrow the rope. After that, leave the village. Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly southwest to North of Nell Village to the peninsula. Just walk into the bottom area of the forest that's nearby the grass, and Orkas who is one of the hidden monsters (7-10) will appear. Now, fight Orkas. In battle, use attack on Orkas. After defeating Orkas, the group gets 6500EXP & 30000Maka. Now, hop into the ark, and fly southeast to an hole in the ground which is called the Northeast Plain.

Northeast Plain

Now, go to the center area where the middle wooden stump is at. Go to the front of that wooden stump, and press the X button to climb down the rope into the hole. In the hole, go downward, and there is a scene. After that, go around to the upper left into the next area. In this area, go to the upper right into the next area. In this area, go to the upper right, and speak to the blonde-haired woman, Meruu. There is a scene. After that, go to the top area where Lug is at, and speak to him. Now, fight Lug. After defeating Lug, there is a scene. Now, climb up the rope, and speak to Meruu who is blocking the way to get the memory stone. After that, leave. Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly north to Ancient City.

Ancient City

Now, go around to the top area, and there is a scene. Now, fight Ejiiru.
After defeating Ejiiru, there is a scene. After that, go thru the door. Now,
go to the left, and go thru the door into the room where Meruu & Ieegar are
at. In this room, speak to Ieegar, and there is a scene. After that, leave
the city, and use Shell's magic of toranpa to warp back to Megalo Police.

Megalo Police

Now, go to Garfy Service, and speak to Aaron. There is a scene. After that,
leave the town, and use Shell's magic of toranpa to warp to Norudia.

Norudia

Now, hop into the ark, and speak to the newcomer who is sitting in the main
seat. Choose #1 (blastoff), and fly southeast across the sea to Susa Village.
After that, fly north to where the lake is at, and then fly west across the
sea to Death Valley which is a mountain that's nearby Foot Village.

Death Valley

Now, go back to the area where you fought Rokuro. In this area, go to the
left, and then go all the way down to the lower right into the next area. In
this area, go around to the lower right into the next area. In this area, go
around to the lower left, and there is a scene. After the scene with Glen &
Iria in the cave, speak to Glen, and choose yes. There is a scene.

Jiglad

After the scene, there is an auto-battle with Glen & Soul Eater. After the
auto-battle is over, there is a scene. In Jiglad Underground, go upward, and
go into the next area. In this area, go around to the upper right, and go
climb down the rope into B2. On B2, go around to the lower left, and try
to climb up the rope. There is a scene. After that, go up several flights
of stairs to where Aaron & Kamiyu are at, and there is a scene. Now,
fight Kamiyu. After defeating Kamiyu, there is a scene. Now, leave the
underground, and use Shell's magic of toranpa to warp to Magoku Kingdom.

Magoku Kingdom

At the entrance, go to the upper right where Lena & Thera Dragon are at.
Speak to Thera Dragon, and there is a scene. After that, go into the castle
to 2F. On 2F, go to the upper left, and speak to Iria. There is a scene.
After the scene, leave the kingdom, and use Shell's magic of toranpa to warp
to Megalo Police.

Megalo Police

Go to Garfy Service, and speak to Mochowa. There is a scene, and Shell gets
Garfy's memo. After that, Mochowa becomes a friend. Now, leave the town, and
use Shell's magic of toranpa to warp to Norudia.

Norudia

Now, hop back into the ark, and speak to the newcomer who is sitting in the
main seat. Choose #1 (blastoff), and fly east across the sea to the village
of Doura Europa which is on the east side of Death Valley.

Doura Europa

Don't get off the ark as yet. Just fly northeast of Doura Europa to a very small island that's nearby. On this island, just walk back and forth, and Basteto who is one of the hidden monsters (8-10) will appear. Now, fight Basteto. After defeating Basteto, the group gets 4800EXP & 16000Maka. After that, hop back into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly northwest to a small island with trees & light-green grass that's in the center of that island. Make sure to remove any nakamas (monster friends) from the group. On this island, just walk back and forth in the center of that light green grass area, and Roc who is one of the hidden monsters (9-10) will appear. Now, fight Roc. After defeating Roc, the group gets 6000EXP & 10000Maka. [Anzuu (EXP:400 & 500Maka) who is one of the hidden monsters (10-10) is in the northwest area of Breton]. After that, hop back into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly back to Doura Europa. Now, go into the village, and go to the upper right into the area where the cherry-blossom tree is at. In this area, go to the upper left, and search the green trees to find three guys (Hans, Thomas & Bokk) hiding. After finding the three guys, there is a scene. After that, try to the village, and there is a scene. Now, fight Commander. After defeating Commander, there is a scene. Now, leave the village, and use Shell's magic of toranpa to warp to Norudia.

Norudia

Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly southeast across the sea to Susa Village.

Susa Village

You need to enter the village when there is a full moon on the 14th day. In the empty village, go into one of the houses that's on the bottom right. In this house, speak to Hans (green haired man) to get the cogwheel. Now, leave that house, and go to the right into the next area. In this area, go into the cabin that's nearby the windmill. In the cabin, go to the upper left, and search the metal rod. There is a scene. After that, go into the Underground Shelter.

Underground Shelter

Now, go upward, and there is a scene. After that, go upward to the top area, and go thru the middle door into the next room. In this room, walk onto the light elevator to warp to another room. In this room, go thru the door at the bottom to exit the underground. Now, go to the left, and there is a scene. Shell goes into a bad dream.

Sodom Town

After that, Kyaruru becomes a friend. Now, leave the town, and go to Golgotha Hill.

Golgotha Hill

Now, go upward, and speak to Hades. After that, go thru the middle into the castle. In the castle, go upward, and walk onto the warp square to teleport to another area. In this area, go thru the door at the bottom into the next room. In this room, go to the right, and walk onto the warp square that's nearby to teleport to another area. In this area, go thru the door at the bottom into the next room. In this room, go the left, and go thru the door at the bottom into another area. In this area, go to the right, and go up the stairs into the room where Hades is at. In this room, go to the upper

area, and speak to Hades. Now, fight Hades. After defeating Hades, there is a scene.

Sodom Town

Now, leave the house, and go to the upper right side of the town. Speak to Hades, and there is a scene. Kyaruru leaves the group, and Shell comes out of the bad dream.

Sand Roma

After that, Mochowa & Rudy rejoins Shell. Now, go all the way down to the bottom area, and go thru the door into the next room. In this room, walk onto the light elevator to warp to another room. In this room, go thru the door at the bottom into another area. In this area, go to the left, and go thru the middle door into the next room. In this room, walk onto the light elevator to warp to another room. In this room, go thru the door at the bottom into another area. In this area, go down the stairs to the bottom area, and go thru the door into the next room. In this room, walk onto the light elevator to warp to another room. In this room, go downward to where the three color (red, yellow, blue) switches are at, and step on the switches in the order of "yellow, yellow, blue" to make all three switches turn blue. Now, go upward, and there is a scene. After that, go upward, and walk onto the light elevator to warp to back to the other room. In this room, go thru the door at the bottom back into the other area. In this area, go upward to the upper right, and go thru the door into the light elevator room. In this room, walk onto the light elevator to warp to another room. In this room, go thru the door at the bottom into another area. In this area, step on the switches in the order of "yellow, yellow, blue" to make all three switches turn blue. After that, walk back onto the warp tile to teleport back to the light elevator room. In this room, go thru the door at the bottom back into the other area. In this area, go to the top area into the light elevator room. In this room, walk onto the light elevator to warp to the other room. In this room, go thru the door at the bottom back into the other area. In this area, go to the left, and go thru the door into the next room. In this room, walk onto the light elevator to warp to another room. In this room, go thru the door at the bottom to enter another area. In this area, go to the right, and speak to Aaron. There is a scene.

Susa Village

After that, Duu & Chibi Dragon rejoins the group. Now, leave the village, and use Shell's magic of toranpa to warp to Gotland.

Gotland

Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly northwest across the sea to the Ancient City.

Ancient City

Now, go around to the top area, and go thru the door. After that, go to the left, and speak to Meruu. There is a scene. After that, leave the city, and use Shell's magic of toranpa to warp back to Norudia.

Norudia

Now, go into Shirk's shop, and speak to Captain Shirk. There is a scene. After that, fight Ark. After defeating Ark, try to leave the town, and there

is a scene. After that, leave the town. Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly southwest across the sea to a rocky mountain called Z Institution.

Z Institution

There is a scene. After that, Duu will be by himself. Now, walk onto the light elevator to warp to another room. In this room, go thru the door at the bottom into another area. In this area, go to the right, and then go down many flights-of-stairs to the lower left side where there is an open door. After that, go thru that door into a maze-like room. In this room, go around to the top area, and search the purple switch that's on the wall to make Ferest Tower rise to the surface. There is a scene. Duu dies, and Chibi Dragon becomes Thera Dragon.

Magoku Kingdom

There is a scene. After that, go to the right, and go up the stairs to the roof. On the roof, go to the left, and go thru the door into another area. In this area, go to the center area where the six people are at, and there is a scene. After the conversation, speak to Aaron, and choose yes to make him join the group. There is a scene.

Ferest Tower

Now, go upward, and go thru the door into the tower. In the tower, walk onto the warp tile to teleport to another area. In this area, go around to the lower right, and go thru the door into a room where Elmore is at. In this room, go upward, and there is a scene. Now, fight Elmore. After defeating Elmore, go to the right, and go thru the door into a teleporter room. In this room, walk onto the warp tile to teleport to another room. In this room, go thru the door at the bottom into another area. In this area, go all the way to the right, and walk onto the warp tile to teleport to another area. In this area, go downward, and search the switch to pull it down. After that, go upward, and walk onto the warp tile to teleport back to the other area. In this area, go to the bottom where the door is at. Now, go thru that door into a room. In this room, go thru the door at the top into the next room. In this room, go to the upper right, and go thru the door into a teleporter room. In this room, walk onto the warp tile to teleport to another area. In this area, go to the right, and go thru the door into a teleporter room. In this room, walk onto the warp tile to teleport to the roof. On the roof, go upward, and there is a scene. After that, fight Benshowha. In battle, use Chibi Dragon's magic of giga breath. After defeating Benshoha, there is a scene.

Magoku Kingdom

There is a scene. After Shell is killed, he is send to Hell's City Usher.

Hell's City Usher

There is a scene. Make sure to buy new equipment. After that, try to leave thru the entrance on the right, and there is a scene. Then, Rinkle joins Shell. After that, go thru that entrance into Hell's Forest.

Hell's Forest

Now, go to the far southeast side of the forest to Usher Gate.

Usher Gate

Now, go into the building on the left. In this building, go upward, and there is a scene. Now, fight Bagi. After defeating Bagi, Rinkle leaves the group, and Baaru becomes a nakama (monster friend). After that, go upward, and walk onto the warp tile to teleport to Ragiina Gate.

Ragiina Gate

Now, leave the building, and go thru the entrance into Hell's Forest.

Hell's Forest

Now, go around to the far northeast side of the forest, and go thru the path into Hell's City Ragiina.

Hell's City Ragiina

Now, go to the right, and there is a scene. After that, go into the house on the lower right. In this house, go to the left, and there is a scene. After that, Iria becomes a friend. Now, go thru the entrance on the right into Hell's Forest.

Hell's Forest

Now, go around to the southeast side of the forest, and go thru the path into Ragiina Gate.

Ragiina Gate

Now, go to the left, and go thru the door into the building. In the building, go upward, and there is a scene. Choose "yes," and you will not fight Maaya. After that, Beliar becomes a nakama (monster friend). After that, go upward, and walk onto the warp tile to teleport to Buria Gate.

Buria Gate

Now, leave the building, and go thru the entrance into Hell's Forest.

Hell's Forest

Now, go around to the far northeast side of the forest into the next area. In this area, go thru the brown looking path that's nearby on the right into the hidden Hell's City Buria.

Hell's City Buria

Now, go into one of the houses that on the top left. In this house, go to the left, and there is a scene. Then, Iria leaves the group. Make sure to buy equipment. After that, go thru the entrance on the right into Buria Gate.

Buria Gate

There is a scene, and Lucifer becomes a friend. After that, go to the left, and there is a scene. Now, fight Randy & Hyuui. After defeating Randy & Hyuui, go into the building. In this building, go upward, and there is a scene. The group returns back to the ground.

Magoku Kingdom

There is a scene. After that, choose one friend: Jonathan, Mochowa, Aaron, Glen, Iria, Rinkle (Doura Europa), or Iegar (Ancient Ruins). I chose Aaron.

Now, go into the castle to 2F. On 2F, go upward, and speak to Lena. There is a scene. After that, speak to Kerberos & Solreon, and choose yes to make each one of them a nakama (monster friend). Make sure to add these two monster friends on the team. After that, leave the kingdom. Now, hop into the ark, and speak to the newcomer who is sitting in the main seat. Choose #1 (blastoff), and fly northeast across the sea to an island with a blue crystal in the center called Luciferium.

Luciferium

Recommend LV41-LV43 for the humans & LV45-LV56 for the monster friends. Now, go to the lower left, and go up the stairs on the top or bottom to 2F. On 2F, go down the stairs on the right to 1F. On 1F, go upward, and there is a scene. Now, fight Dragon. After defeating Dragon, go upward, and go up the stairs to 2F. On 2F, go all the way up to the top area where Arek is at, and there is a scene. Now, fight the final boss, Arek who has two forms (a human form in the first battle & a beast form who is troublesome in the second battle). In battle, use Kerberos' magic of sutoraja to raise the group's attack power, and Solreon's magic of makarakaaso to put a magic reflection on a nakama (monster friend) to block Gildarg's spells.

THE END

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