

Eien no Filena FAQ/Walkthrough

by ritchie

Updated to v1.5 on Jul 23, 2006

Eternal Filerna

Eien no Filerna

(c) 1995 Takeshi Shudo

(c) 1995 Tokuma Shoten Intermedia Inc.

+++++

GUIDE

+++++

VERSION HISTORY

v1.0 (03/17/05) - Initial release.

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

Please use these cheat codes.

Infinite CR 7E08AA99
 7E08AB99
 7E08AC99
 7E08AD09

 About the game

The same name novel of Takeshi Shudo's original work is made into a game. The heroine Filerna was raised as a man although she is a woman, she fights to revive her ruined homeland. The real-time combat system has a great appeal with originality.

Rural City Dora

At the Battler training school, Filerna will fight Zena. During the battle, use the flying ripper on Zena first, and then use valiant knife on Zena. The battle will stop during the 6th round, and Zena will give Filerna the crystal knife and crystal shoes. After that, go thru the top or bottom door into another room. In this room, go up the stairs to 2F. On 2F, go thru the door on the lower right into Filerna's room. In this room, Filerna will go into her bed. Now, move Filerna out of the bed, and there is a scene. In the commander's room, speak to the commander who is sitting down. After that, speak to the four Battlers of Filard, Big Elephant, Barabas, and Goras who are standing in front of the commander. Now, speak to the commander again, and there is a scene. After that, go back to Filerna's room, and there is a scene. Speak to the Commander, and choose "yes." Filerna will be taken to the Arena, and there is a scene. Now, fight Big Elephant. In battle, use the flying ripper on Big Elephant (1-4). After defeating Big Elephant, there is a scene. At Rira's house, get out of bed, and there is a scene. You can also use the bed in Rira's house to recover Filerna's HP. After that, leave the house, and go back to the Battler traing school. At the Battler training school, go thru the door into Zena's room which is in the upper right on 1F. In Zena's room, speak to Zena, and fight Bee. In battle, use the flying ripper on Bee. After defeating Bee, Filerna will go to LV4. After that, leave the Battler training school, and go to the Arena which is on the left side of the bar (Pub). At the entrance of the Arena, speak to the gate guard, and choose "Take part in the next match (#2)." There is a scene. Now, fight Barabas (2-4). In battle, use the flying ripper on Barabas. After defeating Barabas, Filerna will go to LV5, and there is a scene. Now, go to

the Tavern bar, and speak to the bodyguard who is blocking the door. After that, go inside the Tavern bar, and speak to Nest who is nearby the counter. After speaking to Nest, leave the bar, and go back to the Battler training school. At the Battler training school, go into Zena's room on 1F. In Zena's room, speak to Zena, and fight hedgehog. In battle, use the flying ripper on hedgehog. After defeating hedgehog, Filerna will go to LV6. After that, leave the Battler training school, and go back to Rira's house, and go into the bed. Choose "yes" to rest to recover Filerna's HP. After that, leave Rira's house, and go to the Arena. At the entrance of the Arena, speak to the gate guard, and choose "Take part in the next match (#2)." There is a scene. Now, fight Goras & Filard (3&4-4). In battle, use the flying ripper on Firard (one on the right), first. After defeating Goras & Filard, Filerna will go to LV7, and there is a scene. Now, go back to Rira's house, and there is a scene. Choose "yes," and go into the bed. Choose "yes" to rest to recover Filerna's HP. After that, leave Rira's house, and go back to the Tavern bar. At the Tavern bar, speak to Nest, and there is a scene. After that, go back to the Battler training school. At the Battler training school, go into Zena's room on 1F. In Zena's room, speak to Zena, and fight Battler Cadet. In battle, use headbat on Battler Cadet. After defeating Battler Cadet, Filerna will go to LV8. After that, leave the Battler training school, and go to the Arena. At the entrance of the Arena, speak to the gate guard, and there is a scene. Now, fight Ficos. In battle, use headbat on Ficos. After defeating Ficos, there is a scene. Now, go back to the Battler training school. At the Battler training school, go into Zena's room on 1F. In Zena's room, speak to the instructor. After that, go back to the Arena. At the entrance of the Arena, speak to the gate guard, and there is a scene. Now, fight Zena. In battle, use throw stone on Zena. After defeating Zena, there is a scene. After that, make sure to re-equip Filerna, and go to the item/weapon shop, and buy some additional equipment at the weapon shop for Filerna. Now, go back to the Tavern bar. At the Tavern bar, speak to Nest, and choose "going together (#1)." Now, leave the Tavern bar, and go to the Empire Information Management Bureau which is a building that's in front of the Area. There is a scene, and Nest (LV8) will come by to join Filerna. In the Empire Information Management Bureau, go to the left, and walk onto the flashing green tile to teleport to 2F. On 2F, go to the upper right, and walk onto the flashing green tile to teleport to 3F. On 3F, the door with the red cross sign on the side is for recovering HP & TP. Now, go to the bottom area, and go thru the door on the right that has two images on the sides of that door into the data analysis machine room. There is a scene. After the alarm goes off in the data analysis machine room, leave that room, and go back to 1F. There are monsters now on each one of the floors. Recommend LV10 for the duo. On 1F, there is a scene. Now, fight the Black Demon Baraba2. In battle, use Filerna's double slash and Nest's chain buster on the Black Demon Baraba2. After defeating the Black Demon Baraba2, there is a scene, and Nest leaves Filerna. Now, go back to Rira's house, and there is a scene. Rira (LV3), Mirica (LV8), and Nest joins Filerna who is cursed with blindness. In the sewer of the Battler training school, there is a fountain at the bottom area that recovers HP & TP. Now, go to the left, and go down the ladder into B2. On B2, pull the switch down to close the sewage gate, and go down the ladder to B3. On B3, pull the switch down to open the sewage gate, and go thru the open area of the sewage gate that's on the left side into another area. In this area, go up the ladder on the right to B1. On B1, go to the upper right where the two switches are at. Now, pull the switch on the right first, and then pull the switch on the left. After that, go up the ladder into Derashena Town.

Derashena Town

There is a scene. After that, go to the upper left, and speak to the street performer (the one nearby the tree) who is standing on the left side of

Freddie's theatre. Now, go to Freddie's bar, and speak to the Master who is behind the counter. After that, go to the hospital which is in the upper right, and there is a scene. After that, leave the hospital, and go to the weapon & armor shop to buy new equipment for the party. Now, leave the shop, and go to where the boat (the front of Freddie's theatre) is at. Speak twice to the Captain, and go onto the ship which will take the party to the cave called Duckweed Ice Hole.

Duckweed Ice Hole

Go all the way around to the upper left to the area where the medical herbs are at. Now, go to the center of that area, and go to the front of the medical herb that's in the third row (counting from top to bottom) fourth column (counting from right to left). Choose "uproot (#1)" to pick up the dera medical herb. After that, leave the cave, and go back onto the ship which will take the party back to Derashena Town.

Derashena Town

Now, go back to the hospital where Dr. Kil is at, and there is a scene. After getting the mask of Mimez from Dr. Kil, Nest will leave the party. Now, try to leave the hospital, and Dr. Kil will give the party the medical box. After that, leave the hospital, and go to the front of Freddie's theatre. At the front of Freddie's theatre, try to go thru the front door into the theatre, and there is a scene. Now, speak to Mimez who is nearby the theatre. After that, go thru the front door into Freddie's theatre. In Freddie's theatre, go thru the double door at the top into the auditorium. In the auditorium, go to the upper right, and speak to the manager. Now, go to the center of the stage floor, and the elevator will take the party down into the basement. After that, speak to Mimez who is nearby the elevator door, and then speak to Mimez who is on the right side, and there is a scene. Now, leave Freddie's theatre, and go to the upper left side of the town to the checkpoint gate. Speak to Mimez, and then speak to the gate guard. There is a scene. After that, go all the way to the right to Goa Bridge.

Goa Bridge

There is a scene, and Mirica fell to her death. The duo gets Mirica's flute. After that, go all the way to the upper right to exit the area, and go north to the Snow Mountain.

Snow Mountain

Go upward into the cave called Hora Hole, and there is a scene.

Hora Hole

There is a scene. After that, the Black Demon Baraba8 will come by. Now, fight the Black Demon Baraba8. Raris helps the duo to fight against the Black Demon Baraba8. Also, use Filerna's doubles last and Raris' chain Buster on the Black Demon Baraba8. After defeating the Black Demon Baraba8, there is a scene.

Raritenia Cave

There is spring on the right that recovers HP & TP. Now, go around to the top area where the four treasure chests are at. At the top area, jump on the stones to get to the area with the three treasure chests. First, open the treasure chest on the left, and choose "pull (#2)" the lever to open the door that's nearby. After that, open the treasure chest on the right, and choose

"push (#3)" the lever to make a ball fall into the water. Go across the water to where the other treasure chest is at, and open it to make three rocks appear in the water. After that, go thru that door into another area. In this area, there are five switches with the Katakana letters of "A" "TE" "RA" "RI" "NI" counting from left to right. Now, push the switch in the order of 3, 4, 2, 5, 1 to spell "RARITENIA" which is the password to open the door that's nearby. After that, the duo will go into Ritolararitenia Village.

Ritolararitenia Village

There is a scene. Now, go to the weapon & armor shop to buy new equipment for the duo. After that, go to the upperward to the elder's house which is at the back to the church. In the elder's house, go to 2F, and speak to the elder. After that, leave the elder's house, and go to the upper right side of the village into the cave. In the cave, speak to the guard, and there is a scene. After that, leave the elder's house, and go back into the cave. In the cave, go to the far left, and go thru the door on the right to the outside where the medical herb field is at. In the medical herb field, go downward, and there is a scene. After that, go back thru the cave, and go to the elder's house. In the elder's house, speak to the elder, and then go into the church. In the church, go upward. Now, search the middle statue, and a stairs will appear. After that, go down that stairs into the underground. In the underground, go thru the door that's nearby into the tactics headquarter place. In the tactics headquarter place, there is a scene. After that, speak to Abel, and choose "yes." Now, go to the right, and speak to Raris (LV17) twice to make him join the duo. After that, leave the church, and go back to the elder's house, and speak to the elder. Now, go back into the cave. In the cave, go to the far left, and go thru the door on the right to the outside where the medical herb field is at. In the medical herb field, go downward, and speak to Margot. After that, go back into the cave, and go thru the door on the left to the outside where the door to Truck Cave is at. Go in front of that door, and it will open. Recommend LV19 for the trio.

Truck Cave

Hop into the truck, and when it stops, get out of the truck. Now, go around to the upper left to where the switch is at. At the front of the switch, choose "move (#1)" to make the lever go up to turn the red light into blue. After that, go back to the right where the two trucks are at. Now, go up the steps, and hop into the truck on the right which will take the group to the upper right area. In this area, go out of the truck, and hop into the truck on the right which will take the group to the other side of the cave. On the other side of the cave, get out of the truck, and go to the upper right to a door. Now, go thru that door into another area. In this area, go upward, and there is a scene. After that, leave that area, and there is a scene. Now, return back to Ritolararitenia Village.

Ritolararitenia Village

Go back to the church to the tactics headquarter place. In the tactics headquarter place, go downward into the bedroom area to rest. There is a scene.

Secret Passage

Now, go upward, and there is a scene. Raris leaves the group. After that, go upward, and there is a scene with the trucks. Now, fight the Black Demon Baraba14. Also, use Filerna's flying ripper on the Black Demon Baraba14. After defeating the Black Demon Baraba14, there is a scene.

Lodge

After that, speak to the old man, and then speak to Rira. There is a scene. After getting the fish earring from the old man, leave, and go northeast to a tree which is a Black Market.

Black Market

Make sure to buy new equipment for the duo. After that, leave, and go around to the northwest to Monshure Village.

Monshure Village

After that, go up the stairs. Make sure to buy new equipment for the duo. Now, go to the upper left, and speak to the soldier who is guarding the top gate. After that, go into the house on the left that's nearby the stairs, and speak to the woman. There is a scene. After that, go to the upper left, and go thru the open gate. Now, go to the left into the lighthouse. In the lighthouse, go up the stairs to 7F. On 7F, speak to the old man, and choose "I would like to hear it very much (#1)." After that, speak to the old man again for he will open a secret elevator door. Now, go thru that elevator door which will take the duo into the basement area of the lighthouse. In the basement area, go around to the upper left where there is a dark open door. This dark open door will take you into a dark hidden passage. In the dark hidden passage, go up, right, down, left until you reach the steps. After that, go up the steps, and pick up the water well rope. There is a scene. After that, go up the stairs on the left to 1F. On 1F, leave the lighthouse, and go to the water well that's on the right side of the inn. After that, go to the front of the well, and choose "yes (#1)" to go down the well. In the well, climb down the rope, and go thru the door that's nearby into another area. In this area, go thru the door on the left into the next area. In this area, go to the left, and climb across 5 ropes until you reach the lower left. Now, go further to the left, and there is a scene. After that, go thru the opening on the left to Monshure Beach. There is a scene. Now, go downward to where the two soldiers are at, and there is a scene. After that, go thru the door into the house. In the house, go thru the door on the left into the dock area where the ship is at. In the dock area, go to the left, and there is a scene. After that, go on the ship, and go thru the door that's nearby. There is a scene. After that, the ship will take the duo to Elshure Beach.

Elshure Beach

Now, leave, and go west to Mine Village which is nearby.

Mine Village

After that, go to the weapon/item shop, and speak to the man behind the counter on the right. Choose "buy" to get the two protective wears for 1000CR. Also, make sure to buy new equipment for the duo. Now, go to the upper left, and speak to the gate guard. After that, go into the lodgings on the lower right side of the village. In this lodgings, go thru the middle door, and speak to the old man, Def. After that, leave that lodgings, and go into the next lodgings which is at the back of the lodgings you just came out of. In this lodgings, go thru the door on the right, and speak to Lepard. After that, leave the lodgings, and go to the inn. At the inn, go thru the door on the left, and speak to the woman twice. After that, leave the lodgings, and go to the upper right to the mining site. In the mining site, speak to the man with blue hair, Nuno. After that, leave the mining site, and go to the bar (Pub). At Almei bar (Pub), speak to the man with green hair, Bolbicc. Now, go to the inn, and rest. After that, go back to the lodgings

where Lepard is at, and speak to him to get Almei's star. Now, leave the lodgings, and go to the upper left, and speak to the gate guard to go into the mine. In the mine, go to the lower left into Toma Village.

Toma Village

There is poison gas inside of village. Now, press the X button, and then press the L button to go to the item menu. After that, click the "protective wear (the one with a yellow star and a number 2 by it)" twice, and choose "put on (#1)" to wear them. Now, go to the lodgings on the lower right. In the lodgings, go thru the door on the left, and speak to Kushika twice. After that, leave that lodgings, and go back to Mine Village.

Mine Village

Now, go back to the lodgings where the old man, Def is at, and speak to the him. After that, leave that lodgings, and go back to Toma Village.

Toma Village

Go to the upper left to the mansion. In the mansion, go thru the double doors, and there is a scene.

Underground

Go down the stairs on the left to the lower left side. There is a fountain that recovers HP & TP nearby. Now, go to the left, and there is a scene. Now, fight the Black Demon Baraba17. Also, use Filerna's thunder slash on the Black Demon Baraba17, and rindo water on the duo to recovery their HPs. After defeating the Black Demon Baraba17, there is a scene. Now, go thru the exit to leave the undergorund. After that, go west to a tree which is a Black Market.

Black Market

Make sure to buy new equipment for the duo. After that, leave, and go southwest along the shoreline into the Inland Beach of Elshure.

Inland Beach of Elshure

Speak to Amanera, and there is a scene. After that, go downward to exit the beach, and go west to Nomad's Village.

Nomad's Village

Speak to guard who is blocking the top gate, and there is a scene. After that, go into Ecre's tent that's nearby the bridge on the upper left, and speak to Ecre twice. Now, leave Ecre's tent, and go into the tent that's nearby the trees & the bottom gate. In that tent, choose "yes" to rest. After that, leave that tent where you had just rested, and go into Amanera's tent which on the lower left side of the village. There is a scene. Now, leave Amanera's tent, and go all the way to the right, and go up Pillkit Mountain.

Pillkit Mountain

There is a scene. After that, leave that mountain, and go back to Nomad's Village.

Nomad's Village

Now, go back into Amanera's tent, and speak to Ecre. After that, leave Amanera's tent, and speak to the dog, Gappe (LV29) who's nearby the tent to make him join the duo. Now, go all the way to the left, and go up Origot Mountain.

Origot Mountain

There is a scene, and Amanera (LV29) joins the trio. After that, continue to go up the mountain until you reach the top. At the top, there is a scene. Now, fight Cretiar Hitter, Hunter Leader, Death Hunter & Cretiar Killer. After defeating Cretiar Hitter, Hunter's Leader, Death Hunter & Cretiar Killer, there is a scene.

Nomad's Village

Amanera leaves the group. Now, go thru the gate at the bottom, and go south to a tree which is a Black Market.

Black Market

Make sure to buy new equipment for the duo. After that, leave, and go around to the northwest side to Frac's Lodge.

Frac's Lodge

Go thru the door, and there is a scene.

Capital Bow

There is a scene. After that, go downward, and speak to the security guard who is standing nearby the statue twice. Now, go to the pub, and talk to the master who is behind the counter. After that, leave the pub. Now, go to the left, and go down the stairs to B1. On B1, go around to the upper left, and speak to the red haired old man who is in the room on the left, and there is a scene. Now, Filerna has to fight Uto in a one-on-one battle. After the fifth turn, there is a scene, and Filerna gets Filerna's sword. On B2, go to the lower left, and there is a scene. Now, fight the Black Demon Baraba22. If Filerna & Rira are equipped with the crystal swords, they can use stock 1 of ueibe on the Black Demon Baraba22. After defeating the Black Demon Baraba22, go thru the door that's nearby to exit the underground. Now, go southwest to a tree which is a Black Market.

Black Market

Make sure to buy new equipment for the duo. After that, leave, and go southeast to Belusgi Village.

Belusgi Village

Go to Baisara inn which is the house that's nearby the entrance. At Baisara inn, go up the stairs to 2F. On 2F, go thru the door on the left, and speak to Baisara twice. After that, leave Baisara inn. Now, go to the item/weapon shop. At the item/weapon shop, speak to the man on the left, and choose "buy it" to get two Baisara clothes for 10000CR. After that, go to the upper right side of the village, and go up the mountain. On the mountain, go to the upper right to where the waterfall is at. After that, go behind the waterfall (there is a treasure chest with the item of hyper material), and go downward until you reach the Watermill Hut.

Watermill Hut

Now, search the front door of that hut, and there is a scene. After that, go downward to exit that area, and go south to Lshibe.

Lshibe

Go downward, and there is a scene. After that, go thru the door with the red cross sign into the army security room, and choose "yes to rest. (The army security room can be used to recover the trio's HP & TP). There is a scene. Now, fight the security guards x3. After defeating the security guards x3, go to the upper left, and walk onto the flashing green tile to teleport to 2F. On 2F, go to the lower right, and walk onto the flashing green tile to teleport to 3F. On 3F, go around to the lower right, and walk onto the flashing green tile to teleport to 4F. Recommend LV39. On 4F, go to the front of the door, and there is a scene. Now, fight the Black Demon Gairas. In battle, use Filerna & Rira's stock 1 of jumping ray on the Black Demon Gairas. After defeating the Black Demon Gairas, go thru the door into the secret information army-Lshibe branch office. In the the secret information army-Lshibe branch office, go to the top area where the sub-computer is at, and search it. There is a scene. Now, fight Grambran. In battle, use Filerna & Rira's stock 1 of jumping ray on the Black Demon. After defeating Grambran, go thru the door on the right into the next room. In this room, walk onto the flashing green tile to teleport to 3F. On 3F, go to the lower left, and walk onto the flashing green tile to teleport to 2F. On 2F, go to the upper right, and walk onto the flashing green tile to teleport to 1F. On 1F, go downward, and go thru the door. There is a scene. After that, leave, and go east to Mamamia Bridge.

Mamamia Bridge

Now, go all the way down to exit the bridge, and go northeast to a tree which is a Black Market.

Black Market

Make sure to buy new equipment for the duo. After that, leave, and go to Firosera Beach which is nearby.

Firosera Beach

Go upward to where the water is at, and there is a scene. After that, leave the beach, and go all the way back to Watermill Hut.

Watermill Hut

Now, go into the hut, and speak to Yacos who is lying in bed. After that, leave the hut, and go back to Belusgi Village.

Belusgi Village

Now, go to the fortune teller's house, and speak to the fortune teller. After that, leave the village, and go all the way back to Firosera Beach.

Firosera Beach

Go upward to where the entrance of Firosera Palace is at, and there is a scene.

Firosera Palace

Now, go thru the door that's nearby into the next room. In this room, go upward, and search the mirror that's between the two thrones. After that, leave the palace, and go back to the beach.

Firosera Beach

Go downward, and there is a scene. After that, leave the beach, and go north to the First Lighthouse.

First Lighthouse

Go thru the door into the lighthouse, and search the table on the right for a recording notebook. After reading the recording notebook, go down the stairs to B1. On B1, go into the elevator which will take the trio up to 7F. On 7F, search the table on the right for another recording notebook. After reading the recording notebook, go up the ladder to 8F. On 8F, search the front of the pedestal, and there is a scene. After that, leave the lighthouse, and go back to Firosera Beach.

Firosera Beach

Go to the right, and go into the hut. In the hut, speak to the old man, Crim twice. After that, leave the hut, and go to the upper right to the pier where the shabby boat is at. At the pier, go into the shabby boat, and there is a scene. The boat will take the group to a pier on Rai Island.

Rai Island

After that, leave that pier, and go north to where the Second Lighthouse is at.

Second Lighthouse

Go thru the door into the lighthouse, and go down the stairs to B1. On B1, go into the elevator which will take the trio up to 7F. On 7F, go up the ladder to 8F. On 8F, search the front of the pedestal, and there is a scene. On B1, the lighthouse keeper will give Filerna a marine compass. After that, go back into the elevator which will take the trio up to 7F. On 7F, go back up the ladder to 8F. On 8F, search the front of the pedestal, and choose "yes" to use the marine compass. Now, choose the "First Lighthouse (#1)," the trio will teleport to the First Lighthouse.

First Lighthouse

After that, leave the lighthouse, and go back to Firosera Beach.

Firosera Beach

Go into the hut and, speak to the old man, Crim twice. After that, leave the beach, and go back to Mamamia Bridge.

Mamamia Bridge

Now, go upward, and there is a scene. After that, Nest rejoins the group. Now, go upward to leave the bridge, and go all the way back into the cave that's nearby Capital Bow. In the cave, go all the way to the upper right, and go up the stairs to B1 of Capital Bow.

Capital Bow

On B1, go downward into the room. In this room, go to the right thru the hidden passage that's in the wall into the red haired old man's room. After that, go all the way to the upper right, and go into the elevator which will take the group to B2. On B2, go downward to the center of the coliseum, and speak to Megalo Battler twice. After that, go back into the elevator to B1. On B1, go all the way to the lower left, and go into the room that's nearby the stairs. In this room, speak to the blond-haired woman, Frente to get the believer's proof. After that, go up the stairs that's nearby to 1F. On 1F, go all the way to the upper right, and go into the elevator which will take the group to 2F. On 2F, go all the way to the lower left, and go into the room with an old man, Muto who is standing up. In this room, speak to Muto, and there is a scene. After that, leave that room, and go to the right where there is a guard who is blocking the elevator. Now, speak to that security guard, and go into the elevator to 3F. On 3F, go to the upper right, and go thru the hidden door. After that, walk onto the flashing green tile to teleport to 4F. On 4F, go upward, and there is a scene. After that, go to the top area where the master computer is at, and search it. There is a scene. Now, Filerna has to fight Fis in a one-on-one battle. After the third turn, there is a scene. After that, go thru the door that Fis had came thru, and walk onto the flashing green tile to teleport to another area of B2. In this area of B2, go all the way to the left, and then go upward. There is a scene. Now, fight the High Priest. After defeating the High Priest, Filerna gets Aurora powder, and there is a scene. After that, leave, and go all the way back to Watermill Hut.

Watermill Hut

Now, leave that area, and go east to where the Fourth Lighthouse is at.

Fourth Lighthouse

Speak to the man, Miito who is blocking the door, and there is a scene. After that, leave, and back to the area where Capital Bow is at. But don't enter Capital Bow, just go east of Capital Bow to where the Third Lighthouse is at.

Third Lighthouse

Speak to the man, Roofu who is blocking the door, and there is a scene. After that, Filerna gets the tool box key. Now, go thru that door into the lighthouse, and go down the stairs to B1. On B1, go into the elevator which will take the trio up to 7F. On 7F, go up the ladder to 8F. On 8F, search the front of the pedestal, and there is a scene. After that, leave the lighthouse, and go back to the Fourth Lighthouse.

Fourth Lighthouse

Speak to Miito who is blocking the door, and there is a scene. After that, go thru that door into the lighthouse, and go down the stairs to B1. On B1, go into the elevator which will take the trio up to 7F. On 7F, go up the ladder to 8F. On 8F, search the front of the pedestal, and there is a scene. After that, leave the lighthouse, and go back all the way back to the area where the Inland Beach of Elshure is at. But don't enter the Inland Beach of Elshure, just go to the Fifth Lighthouse which is nearby.

Fifth Lighthouse

Speak to the lighthouse guide Migo who is blocking the door, and choose "pay (#1)" to give him 1000CR. After that, go thru that door into the lighthouse, and speak to Migo's younger brother who is blocking the stairs. Choose "pay (#1)" to give him 1000CR. Now, go up that stairs to 2F. On 2F, speak to

Migo's older brother who is blocking the stairs, and choose "pay (#1)" to give him 1000CR. Now, go up the stairs to 4F. On 4F, speak to Migo's first cousin who is blocking the stairs, and choose "pay (#1)" to give him 1000CR. Now, go up the stairs to 7F. On 7F, go up the ladder to 8F. On 8F, search the front of the pedestal, and there is a scene. After that, leave the lighthouse, and go back to the Inland Beach of Elshure.

Inland Beach of Elshure

Speak to the old man, Muto, and there is a scene. After that, go upward to exit the beach, and go southeast to where the Sixth Lighthouse is at.

Sixth Lighthouse

Speak to the traveler at the door, and there is a scene. After that, go thru that door into the lighthouse, and go up the stairs to 7F. On 7F, look at Firosera's ancient documents that's on the table. After reading Firosera's ancient documents, go up the ladder to 8F. On 8F, search the front of the pedestal, and there is a scene. After that, search the front of the pedestal again, and choose "yes" to use the marine compass. Now, choose the "Third Lighthouse (#3)," the trio will teleport to the Third Lighthouse.

Third Lighthouse

After that, leave the lighthouse, and go southeast to Iceberg Village.

Iceberg Village

Make sure to buy equipment for the trio. After that, try to go thru the exit that's in the upper right side of the village, and there is a scene. After that, go thru that exit, and go into the Permanent Iceberg which is nearby.

Permanent Iceberg

Go around to the top area where the four mermaid statues are at. Now, go between the two mermaid statues at the top, and there is a scene. After that, go thru the open door, and go all the way up onto Noah's ice ship. On Noah's ice ship, go in front of the hole that's shape like a sword. Now, press the X button, and then press the L button to go to the item menu. After that, click on "Filerna's sword (the one with a sword and a number 1 by it)" twice, and press "put it" to insert the sword into that hole. There is a scene. After that, sail Noah's ice ship south to the pier at Firosera Beach.

Firosera Beach

Now, go into the palace.

Firosera Palace

Go into the room on the left, and search the four treasure chests for items that belongs to Filerna. Make sure to equip Filerna with those items. After that, leave the palace, and go back to the pier on Firosera Beach.

Firosera Beach

Go to the pier where Noah's ice ship is at. At the pier, go onto Noah's ice ship, and there is a scene. After that, sail the ship southeast to Dragonia Continent to where the pier is at.

Dragonia Continent

At the pier, leave, and go all the way to the northwest side to the Cave.

Cave

Go upward, and speak to the old man, Ron. There is a scene. After that, leave the cave, and walk east into the Beach which is nearby.

Beach

There is a scene. After that, press the X button, and then press the L button to go to the item menu. After that, click on "Aurora powder (the one with a star and a number 1 by it)" twice, and press "use it" to teleport to the entrance of Dragonia Tower.

Dragonia Tower

Go thru the door, and go upward. There is a scene. After that, go to the upper left, and walk onto the flashing green tile to teleport to 2F. On 2F, go around to the lower left, and walk onto the flashing green tile to teleport to 3F. On 3F, go to the bottom area (walk under the bridge that's on the lower right), and walk onto the flashing green tile to teleport to 4F which is the secret information army - tactics headquarters. On 4F, go around to the top area, and go upward. Recommend LV49 for the group. There is a scene. Now, fight the Black Demon Barabal, Luberam. In battle, use Filerna's stock1 of shinkuugiri (50TP) on the Black Demon Barabal Luberam, and the item of miracle aqua to recover the group's HP. After defeating the Black Demon Barabal Luberam, there is a scene.

Room of Delusion

Now, fight Revenant of Hatred. In battle, use Gappe's stock1 of lunatic out (40TP) on Revenant of Hatred. After defeating Revenant of Hatred, fight the final boss Heart of Hatred who is troublesome & tricky because it will try to detect the group's next movement during the turns. Also, in battle, use Filerna's stock1 of shinkuugiri (50TP), Gappe's stock1 of lunatic out (40TP) on Heart of Hatred, Rira's stock3 of life end X (30TP) to revive a fallen member, and the item of miracle aqua to recover the group's HP. After defeating Heart of Hatred, there is a scene.

Firosera Palace

After that, fight the replicant, Grambran. After the fourth turn, there is a scene, and Filerna will put the jar of life into the sea.

+++++
THE END

+++++
Version 1.5

By Ritchie (hidall@hotmail.com)