

# Energy Breaker (Import) FAQ/Walkthrough

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Energy Breaker

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GUIDE

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About the game

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The story is something like an adventure to regain the memory that the heroine lost. An RPG style where you follow the story by collecting information. However, the strategies for example of high concept and energy point distribution have risen in the battle scene.

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<> Basic Operation

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The red gem and blue gem of the save data can preserve the data on the field, and the green gem can preserved the data in the battle.

The operation that seems to be especially important is displayed in red letters.

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<> CONTINUE screen

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The cross key right or left: You can select the following icons.

COPY    LOAD    DELETE    INITIALIZE

Copy        - data copy  
Load        - data load (game restart)  
Delete      - Delete the data that has been selected.  
Initialize - Delete all data (software initialization)

L or R button: Choose the data to load  
X or Y button: Status display switch of the character  
A button:        Decision

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<> Name Input

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Cross key: The type change with the up or down. Rotate the character ring with the right or left (Y button accelerates by pushing it simultaneously)

L button:        Advance one character with the cursor  
R button:        Return one character with the cursor  
B button:        One character deletion  
A or Start button: Decision

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<> Movement on Map

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Cross key:        Movement of character  
                  Movement of cursor  
A button:        Decide  
                  Speak  
                  Search (to open the door)  
B button:        Cancel

Jump  
X button: Menu screen display  
(Select the icon with the cross key right or left)  
Y button: Menu panel "energy" - "element"  
The switch of the energy pillar of light and dark  
L or R button: Turnabout of the character  
Start button: Open the configuration screen

ON/OFF OPERATION SAVE SOUND

ON/OFF - ON/OFF of BGM and battle anime  
Operation - Key config  
Save - Data save  
Sound - Sound test

Select button: When you push it to match the cursor to the item,  
an explanation is displayed

<> In Battle

Cross key: Movement of cursor  
A button: Decide  
The menu screen is displayed when you press it in an empty place  
(Refer to the X button)

Push it according to the character  
Friend - Icon display

PROPERTY SKILL MOVEMENT ENERGY

Property - Choose an owned item  
Skill - Choose the used skill  
Movement - Choose the movement point  
Energy - Energy adjustment  
Enemy's status and movement range is displayed

B button: Cancel  
Push it according to the character  
Friend's status and movement range is displayed  
Enemy's status and movement range is displayed

X button: Menu screen is displayed

STRENGTH END ORDER SECRET ESCAPE

Strength - The friend's state is displayed  
End - End the turn  
Order - Display of victory and defeat condition  
Secret - Contents confirmation in the Secret Books  
Escape - Escape from battle (It is possible to select it on the map)

L or R button: Press it in an empty place  
L - Match the cursor to the enemy character  
R - Match the cursor to the friend character  
(It is the current status when you push the A button,  
and match the cursor to the character)  
Turnabout of a friend character

Start button: Open the configuration screen.  
Record - It is possible to save only to the green gem

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## <> Battle System

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The energy breaker battle is a turn system simulation. Let's fight noting. Let's fight carefully in the difference of map and the character's direction (the damage received in order of front, side, and back goes up).

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## <> Status

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Basic Ability Value

Str...Strength (offensive power)

Con...Defensive power

Dex...Speed (The offensive power is corrected)

Luk...Fate (Influence critical etc.)

Lp (life point)

So-called HP. Fighting becomes impossible when Lp becomes 0, you leave.

After the battle ends, you fully recovers (An impossible combat recovers)

Pp (power point) aka Bal (balance point)

Action power. When you use movement and skill, it consumes Pp.

You can act even at any number of times until this point becomes 0.

It recovers during each turn, but be careful because the recovery amount depends on the Lp.

\*The recovery amount of Pp (Bal) increases when the Lp nears the maximum value.

Not suffering from the enemy (recover at once when you receive it) is important.

After the battle ends as well as Lp, it fully recovers.

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## <> Action Icon In Battle

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PROPERTY SKILL MOVEMENT ENERGY

Property: Use an item on hand. Consumption Bal is 1.

Change equipment, and change an item that you have between the adjoining characters. Bal is not consumed.

Skill: Use the skill that is remembered.

If you do not meet the energy distribution requirement, the skills other than "Attack" cannot be used.

Movement: Move a character. The consumption Bal is 5 (uniformity has nothing to do with the distance).

Becareful because you cannot cancel when you move once.

Energy: Do a energy distribution (adjustment). The consumption Bal is 3.

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## <> Acquisition procedure of skill

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When you level up, raise the energy limit value of each attribute. (1 point raises with 1 level up. It is possible to reinforce it even with the item).

Distribute the energy according to the skill that you want to remember. (It is possible to confirm it with the Secret Books)

In battle, use any skill because it is good.

Flash the new skill.

The skill of each character that can be acquired is decided.

Challenge many times because it doesn't necessarily flash even whenever satisfying it.

If a lot of energies are distributed too much, it seems to become difficult to flash.

Star flashes the skill. (Excluding the energy hit)

Occasionally, defeat the enemy with "Attack" and absorb the skill.

The absorbed skill cannot be used if you do not meet the same energy distribution requirement as another character.

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Item Shop Menu

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Buy it    Sell it

Tools    Hand Things (Weapons)    Clothes    Clogs    Others

Yes        No

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Choose "END" + "Yes! (#1)" to begin the game.

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The Present Age

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Olga Town

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There is a scene. Myra's energy is wind. In Myra's room, search the drawers for the light dress, and the red flowers for the Roelbi fruit. Press the Y button to open the menu, and choose "property (#2 - counting from left to right)" + "light dress" + "press the X button twice to equip the light dress on Myra" + "press the B button twice to exit the menu." Go thru the door that's nearby by pressing the X button into the next room. In this room, go to the upper right, and search the barrel for the source of muscular strength. Give Myra the source of muscular strength to raise her "Str" by 2. Go back to the left, and go thru the door that's nearby by pressing the X button into the main room. In the main room, there is a scene, and choose "END" + "oh, yes! (#1)". Go down the stairs, go behind the counter, search the shelf on the left for Mireria's wings, and go thru the door that's nearby the counter by pressing the X button into Medica's room. In Medica's room, search the drawers on the left to get only a front shirt, and search the desk for Secret Book 1 (1-21) with the recovery skill of Elvey for Myra. Press the Y button to open the menu, and choose "property (#2 - counting from left to right)" + "Secret Book 1" + "press the X button twice to make the word 'Elvey' appear" + "press the B button twice" + "others (#5 - counting from left to right)" + "secrets (middle)" + "Secret Book 1 - Elvey" to see it in the Secret Books + "press the B button four times to exit the menu." Search the lamp that's nearby the desk for the kirakira pebble (1-50), and search the treasure chest for Elvey's scroll. Go back into the other room, speak to Airin, pick up the flyer that's on the floor nearby the door, and Airin becomes a friend. Go thru the door that's nearby by pressing the X button to exit the tree pavilion. Search the water well for the source of physical strength. Give Myra the source of physical strength to raise her "Ip" by 2. Go to the right, press the "B button" + "UP button" to jump one step up onto the grass, go behind the pavilion, and search the hidden treasure chest for nice shoes. Equip Myra with the nice shoes. As a reminder, Myra's property can only hold 8 items, and the thrown away items are stored into the garbage can. Go to the right, press the "B button" + "right button" to jump two steps down to the right to where the bucket is at. Search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles inside that bucket. Go to the lower right, and go thru the opening into the center plaza. In the center plaza, go to the back of the sign post

to the tree pavillion that's nearby to find an invisible passage, press the "B button" + "left button" to jump one step up onto the invisible ground, search the right side of the water fountain that's nearby for source of spirit. Give Myra the source of spirit to raise her "Pp" by 2. Press the "B button" + "left button" to jump one step up onto the invisible ground, search the hidden treasure chest for the source of speed. Give Myra the source of speed to raise her "Dex" by 2. Press the "B button" + "down button" to jump one step up onto the grass, and search the treasure chest for Elvey's scroll. When the treasure chest disappears, search the stone monument that's nearby for the Kirakira pebble (2-50). (Put the Kirakira pebble into the bucket that's nearby the tree pavilion). After that, go to the lower left, and go thru the opening into the train stop. In the train stop, jump onto the platform, and search the first wheel (counting left to right) for a red powder which is a weapon for Lunard, and the fourth wheel (counting left to right) for a gold dust. Go back into the center plaza. In the center plaza, go to the lower right, and go thru the opening with the brown ground into the area where the two shops are at. In the shop area, there are four people in front of the fortune-teller Selphy's shop which is nearby. Go thru the door by pressing the X button into Selphy's shop, speak to the uncle (man with green-haired) who is standing in front of the crystal ball, and choose "Certainly, I will find out (#2)." Go to the front of the crystal ball to speak to Selphy, choose "That's right although...(#1)," there is scene, and Airin leaves Myra. Speak to Selphy, press the "B button" + "up button" twice to jump two steps to the top of the box that's between the two golden stands, there is a scene, choose "What's the matter...? (#2)," and Myra gets the emerald of radiance. Speak to Selphy again to hear her story, choose "speak (middle)" + "words (right)" + "blue-haired person (#2)" + "behavior (left)" + "quietly...(#3)" + "words (right)" + "blue-haired person (#2)" + "END" + "If that's the case, I think...(#1)" + "speak (middle)." [If the crystal ball in Selphy's shop is searched, a party member's name can be changed, and then choose "END" + "Even if I say so myself, it's a good name! (#1)"]. Search the two jars that's nearby the golden stand on the right for the Kirakira pebble (3-50) and the source of physical strength. (Give Myra the source of physical strength to raise her "Lp" by 2, and put the Kirakira pebble into the bucket that's nearby the tree pavilion). Go thru the door to exit Selphy's shop. Go to the left, and go thru the door by pressing the X button into the item shop that's nearby. In the item shop, there is a scene, and choose "Like to sell (left)" + "Roelbi fruit" + "yes (left)" + "only a front shirt" + "yes" + "light dress" + "yes (left)" + "Mireria's wings" + "yes (left)" + "Elvey's scroll" + "yes (left)" + "Secret Book 1" + "yes (left)" + "gold dust" + "yes" + "B button twice." Do not sell the red powder. Search the treasure chest for Robalratio powder, and search the white bag that's nearby the treasure chest for the Kirakira pebble (4-50). (Put the Kirakira pebble into the bucket that's nearby the tree pavilion). [As a reminder, you can go back to the center plaza, search anyone of the flower beds to get the Roelbi fruit. After that, go back to the item shop, and sell the Roelbi fruit for 15G. This can be done repeatedly until you have earn Gin]. Buy new equipment of brey whip (180G), leather dress (110G), agile ring (1000G) which raises Dex by 10. Leave the item shop. Go to the left, go thru exit (#2) onto the world map, move the cursor to the west onto Wind Tree World Eltowa, and press the X button to enter Wind Tree World Eltowa.

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Wind Tree World Eltowa  
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As a reminder, Myra's property can only hold 8 items, and the thrown away items will be stored into the garbage can. The items found inside of the two hidden treasure chests on the right are Secret Book 1 and the shiny green stone. Give Myra the shiny green stone to raise her condition by 1 for the wind of light. Go to the lower left, and go thru the opening into the cave.

In the cave, search the small hole in the wall that's nearby for the Kirakira pebble (5-50). (Put the Kirakira pebble into the bucket that's nearby the tree pavilion). [If you search the red flowers, you will get a Roelbi fruit, and if you search the brown mushrooms, you will get a Robalran powder]. Go down two flight of stairs, and search the treasure chest for Secret Book 2 (2-21) with the skill of Shot. Put Secret Book 2 - Shot into the Secret Books. Go downward, and go thru the opening into the next area. In this area, go down the stairs, and there is a scene. Go down the next stairs, and there is a scene. Now, fight Bat-n. Stage 1; 5 turns. [The battle icons are property-skill-movement-energy; settle-stop]. After defeating Bat-n, go thru the opening that's nearby on the right into the next area. In this area, there is a scene, and choose "END" + "That's right (#1)." Now, fight Lunard. Stage 2; 6 turns. Since Gulliver is blocking the stairs, first turn: move Myra to the left twice, press the B button, press the Y button, choose "end (#2 - counting from left to right), "yes (left)." Second turn: move Myra down to the right, move Myra to the right and down, press the B button, press the Y button, choose "end (#2 - counting from left to right) + "yes (left)." Third turn: press the X button to speak to Lunard, choose "speak (middle) three times" + "words (right)" + "flyer (#4) two times" + "speak (middle)" to make Lunard and his super robot become a friend. Lunard's energy is water. Equip Lunard with the red powder. Search the hidden hole in the wall that's nearby the blue flowers for brey whip. Go to the upper left, search the hidden small hole in the wall that's nearby the top stairs Myra came thru for the Kirakira pebble (6-50). (Put the Kirakira pebble into the bucket that's nearby the tree pavilion). Go thru the opening that's nearby back into the other area. In this area, go to the left, go thru the opening into the next area. In this area, go to the upper left, search the treasure chest for wind ring, go to the lower right, search the treasure chest for Haelbi fruit, and go thru the opening that's nearby into the next area. In this area, there is a scene. Now fight Bat-n x3. Stage 3; 8 turns. After defeating Bat-n, go to the upper right, search the tree stump for the source of spirit. Give Myra the source of spirit to raise her "Pp" by 2. (Raise the duo to LV12 and their energies in the area of stage 3). Go thru the opening that's on the left side of the tree stump into the next area. In this area, search the treasure chest for Robalran powder, try to go across the brown bridge that's nearby, and there is a scene. Go downward across the round lotus that are on the water, and go thru the opening into the next area. In this area, go to the lower right, and there is a scene. Now, fight Bat-n and Batman. Stage 4; 8 turns. There will be reinforcements of Bat-n x3. After defeating Bat-n and Batman, go to the lower left, and go thru the opening on the left into the next area. In this area, jump down five times into the invisible passage, and search the treasure chest that's nearby for the toolbox which is a property that can stock up to 8 items. Go back into the other area, and go thru the opening on the right that's nearby into the next area. In this area, search the three treasure chests for Secret Book 3 (3-21) with the skill of Windy Shoe for Myra, Secret Book 4 (4-21) with the skill of Aqua Zone for Lunard, and Mireria's wings. Put Secret Book 3 - Windy Shoe (raise Dex) and Secret Book 4 - Aqua Zone into the Secret Books. Don't throw away Mireria's wings. Go thru the opening that's nearby into the next area. In this area, there is a scene. Go to the lower left, and search the treasure chest for toolbox which is a property that can stock up to 8 items. Put one of the toolboxes into Lunard's property, and keep the other toolbox in Myra's property. Go to the lower left, and search the yellow plant that's on the right side of the hole in the ground where Leon had just went thru for a Kirakira pebble (7-50). Go thru that hole into the Bottom of Tree World.

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Bottom of Tree World  
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There is a scene. Now, fight the boss Dariem (infant; LV12, Lp82, Pp10). Stage 5; 7 turns. Dariem weak spot is it's mouth. Use Lunard's skill of Shot

on Dariem's mouth. In the second turn, Leon will join the duo temporarily. After defeating Dariem, there is a scene, and then search the purple flower for the reincarnation. Use Mireria's wings to move back to the world map, move the cursor to the east onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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During the night. Go back to the train stop. In the train stop, search the water on the right for the Kirakira pebble (8-50). Go back to the item shop. In the item shop, go behind the counter, speak to Moses, choose "behavior (left)" + "give it (#4)" + "reincarnation" + "yes (left)" for the Kirakira pebble (9-50), search the bag that's nearby for the Kirakira pebble (10-50), and don't sell any items as yet. Go back to tree pavilion, there is a scene, and Lunard gets the sapphire of radiance. After that, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. (There should be 10 Kirakira pebbles in that bucket). Go thru the door into the pavilion, and go back to Myra's room. In Myra's room, search the bed to make Myra sleep in it, and there is a scene. During the day. There is a scene. After that, go back thru the door into Myra's room, speak to Airin, and choose "words (right)" + "Kirakira pebble (#2) twice" + "a good thing... (#3)" to get the present of eternal wings which is a reinforced version of Mireria's wings, and it has a infinite usage of moving onto the world map. Leave the tree pavilion, and go back to the item shop. In the item shop, throw all of the unnecessary items that are in the duo's properties into the garbage can. Please do not put the eternal wings, Robalratio powder, and wind ring into the garbage can or sell them. Speak to Moses who is behind the counter, and sell the unnecessary items that are in the garbage. Buy the white robe of leather (110G) and wonderful good shoes (400G) for Lunard. Equip Lunard with the white robe of leather and wonderful good shoes. Sell Lunard's old equipment. Press the Y button to open the menu, choose "property (#2 - counting from left to right)" + "eternal wings (twice)" to move onto the world map, move the cursor to the west onto Wind Tree World Eltowa, and press the X button to enter the Bottom of Tree World.

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#### Bottom of Tree World

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Go upward, and search the purple flower for the reincarnation. Use Mireria's wings again to move back to the world map, move the cursor to the east onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the train stop. In the train stop, go up the stairs, and there is a scene. Lunard and Gulliver leaves Myra. Jump up onto the brown scaffold into the Locomotive.

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#### Locomotive

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(The green-haired man sells and buys items). Go back thru the door into the back of the Locomotive, and there is a scene. Search the treasure chest for tsyonarl. Speak to Lunard and Gulliver until the train stop. When the train start moving again, speak to Lunard to make him and Gulliver rejoin Myra. Go back thru the door into car, and go all the way to the left into the next car. In this car, there is a scene. Now, fight Skeleton and Himomakiwo. Stage 6; 6 turns. After defeating Skeleton and Himomakiwo, jump up onto the boxes, and search the top box for the source of speed. Give Lunard the source of speed to raise his "Dex" by 2. After that, go to the left into the next car. In this car, there is a scene. Now, fight DekuDeku x2 and Bat-n. Stage 7; 6

turns. After defeating DekuDeku x2 and Bat-n, jump up onto the wooden logs, and search behind the wooden logs for the source of physical strength. Give Myra the source of physical strength to raise her "Lp" by 2. After that, go to the left, and try to go into the front of the Locomotive. There is a scene. Go into the front of the Locomotive. In the front of the Locomotive, go all the way to the left, and speak to the girl. There is a scene. Now, fight Mecha SWAT. Stage 8; 7 turns. After defeating Mecha SWAT, there is a scene. After that, go to the right, speak to Lucis (train conductor) who is blocking the way, and then go thru the door into the engine department. In the engine department, go to the left, and Lunard gets Rimitts' memo. Pull the right and left lever down, and then the push the blue button to stop the Locomotive. There is a scene. After that, go all the way to the back of the Locomotive, and jump down onto the brown scaffold. There is scene.

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#### Develop Town

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Search the brown scaffold that's nearby for the Kirakira pebble (11-50), and search the treasure chest that's nearby for gold dust. Go thru the opening into the entrance area of the town. In the entrance area, jump down the steps, and search the treasure chest for Secret book 5 (5-21) with the recovery skill of Elvey Zone. Put Secret Book 5 - Elvey Zone into the Secret Books. Go back up the steps, and go thru the middle opening into the town area. In this area, go upward, speak to the old woman, and choose "words (right)" + "last request (#1)" + "grandchild (#2)" + "please tell her everything for me! (#1)" to get the beautiful brooch. As a reminder, do not sell the beautiful brooch. Go upward, and go thru the opening into the bar area. In the bar area, go upward, and search the big hole on the floor that's in front of the bar (brown building) for the Kirakira pebble (12-50). Go to the back of the bar, speak to the man, and choose "Will you take the black feather (#1)" to get the black feather which a summons skill. Do not sell the black feather. Go thru the door into the bar, there is a scene, and Leon rejoins the duo temporarily. Now, fight Corpse x3. Stage 9; 5 turns. After defeating Corpse x3, a secret door is opened. Go up the stairs, and go thru the door into the bedroom. In the bedroom, search the bucket for Habalran powder, speak the man who is nearby the bed on the bottom right, and go upward. There is a scene. Now, fight Corpse. Stage 10; 5 turns. After defeating Corpse, go back down the stairs, and leave the bar. There is a scene. Now, downward, and there is a scene. Now, fight Corpse x2. Stage 11; 6 turns. After defeating Corpse x2, go downward, and go back thru the opening into the other area, and there is a scene. Now, fight Corpse x3. Stage 12; 7 turns. After defeating Corpse x3, go back into the bar. In the bar, go thru the secret door into the underground warehouse. In the underground warehouse, there is a scene. Go back thru the door into the bar, and there is a scene. Go back thru the secret door into the underground warehouse, and there is a scene. Now, fight Skeleton and Himomakiwo. Stage 13; 7 turns. There will be reinforcements of Skeletons. After defeating Skeleton and Himomakiwo, go down the stairs that's nearby on the lower right into the underground passageway. In the underground passageway, jump down two steps, and there is a scene. Jump down one more step, turn downward, jump down two times into the dark hidden passage, go down (one time), go to the left (one time), turn downward, press the X button to open the hidden door that's in the dark passage; go downward, and search that treasure chest for defense ring. After that, try to speak to Emirena, and there is a scene. Speak to Bow, there is a scene, and choose "END" + "ok, right! (#1)." Search the treasure chest that's nearby for Secret Book 6 (6-21) with the skill of Earth Shield. Put Secret Book 6 - Earth Shield (raise Def) into the Secret Books. Go thru the opening that's nearby into the Golden Palace entrance. In the Golden Palace entrance, go down the stairs, and there is a scene. Now, fight the boss Goldorl x2 (LV12, Lp88, Pp8). Stage 14; 7 turns. Protect Emirena from Goldorl x2. After defeating Goldorl x2, go to the right, and



go thru the opening into the underground passageway. In the underground passageway, search the third lamplight (counting from right to left) that's nearby the stairs for the Kirakira pebble (13-50), and go thru the opening on the lower left back into the entrance area of the town. In the entrance area, go up the steps that's nearby, there is a scene. Search the pink ruby that's nearby on the ground to get the ruby of radiance. (The green-haired man who sells and buys items is at the front of the bar). Make sure that you have a Roelbi fruit in Myra's or Lunard's property. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto the Doctor's House, and press the X button to enter the Doctor's House which belongs to Lunard.

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#### Doctor's House

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There is a scene. Now, fight Barasite and Salamander x3 (LV5). Stage 15; 6 turns. After defeating Salamander x3, there is a scene. Speak to Star who is nearby lying on the floor, there is a scene, and Myra gets the topaz of radiance. Speak to Star again, choose "behavior (left)" + "give it (#4)" + "Roelbi fruit" + "yes (left)," there is a scene, choose "END" + "I have no doubt (#1)," and there is a scene. Search the object that's nearby in the right corner of the floor of the burnt house for the Kirakira pebble (14-50). Search the laboratory door that's nearby on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go to the left, and search the treasure chest for scroll of shield. Go down the stairs, and there is a scene. Go thru the door that's nearby by pressing the X button into Lunard's room. In Lunard's room, search the treasure chest that's nearby for Secret Book 7 (7-21) with the skill of Burning Arm. Put Secret Book 7 - Burning Arm (raise Atp) into the Secret Books. Speak (middle) to Star who is nearby, and choose "Look for me in your dreams (#1)" + "words (right)" + "dragon of travel (#2)" + "body (#4)" + "Marion (#3) twice," search the picture on the desk that's nearby, and there is a scene. Star beomes a friend, and search the letter on the floor to get Rimitts' letter 1 and Rimitts' letter 3. Star's energy is earth. Go thru the door back into the laboratory. In the laboratory, go to the lower right, and search the stack of books on the left for Rimitts' letter 2. Use Mireria's wings to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop. In the item shop, don't buy anything as yet just search the bag that's nearby for the Kirakira pebble (15-50). Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. [As a reminder, you can go back to the cave in Wind Tree World Eltowa, and search the red flowers for Roelbi fruit and the brown mushrooms for Robalran powder. After that, go back to Olga Town's item shop, and sell Roelbi fruit for 15G & Robalran powder for 65G. This can be done repeatedly until you have earn Ginn]. Buy new equipment of red whip (600G), sting nail (600G), danger powder (600G), magical dress (350G), magic white robe (350G), light jacket (350G), and self-protection bracelet (1200G) which raises Con by 6 & Luk by 6. (Sell Myra, Lunard, and Star's old equipment). Use Mireria's wings to move back to the world map, move the cursor onto the Bottom of Tree World, and press the X button to enter the Bottom of Tree World.

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#### Bottom of Tree World

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Go thru the hole back into Wind Tree World Eltowa.

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Go back to the area where Myra and Lunard fought Bat-n and Batman which is Stage 4; 8 turns. Let Star defeat Batman by using "attack" to absorb the skill of Windy Shoe, and also raise his level & distribute the energies. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto the Waterfall of Wish, and press the X button to enter the Waterfall of Wish.  
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#### Waterfall of Wish

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There is a scene. Search the right side of the waterfalls, choose "Blue is water.... (#1)" + "The flowing water proves the person who observes the flow of Age (#2)" + "The radiance of the sapphire becomes the Hometown of Time (#1)" + "The Guardian Unaref of Age (#3)" + "Please grant my wish.... (#3)" to reveal the opening to the Ice Hole Cemetery. Don't go into the opening as yet. Go to the upper left, search the treasure chest for the dark blue stone, and then go thru the opening into Ice Hole Cemetery.  
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#### Ice Hole Cemetery

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Go down five flight of stairs, and go thru the opening into the next area. In this area, there is a scene. Now, fight Eyeballs x3. Stage 16; 6 turns. After defeating Eyeballs x3, go across the brown bridge, and search the mysterious machine for the Kirakira pebble (16-50). Go down the stairs, and go thru the opening on the left that's nearby the stairs into the next area. In this area, go down one flight of stairs. Turn to face the blackness of the wall, walk into the dark hidden passage, go to the right, jump down to the right two times, and search the treasure chest for time pongee string which returns 3 turns ahead in battle. Go down the next flight of stairs, and search the treasure chest for water ring. Go back up the two flight of stairs, and go thru the opening back into the other area. In this area, go upward, and go thru the opening into the next area. In this area, go to the upper right, and search the two treasure chests for Secret Book 8 (8-21) with the skill of Tetra Zone and the source of physical strength. Put Secret Book 8 - Tetra Zone into the Secret Books. Give Myra the source of physical strength to raise her "Lp" by 2. Try to go thru the opening that's nearby, and Star will leave the duo temporarily. Go thru that opening into the next area. In this area, go up the stairs that's nearby, and there is a scene. Now, fight Snowman-n x2 and Scarecrow x2. Stage 17; 7 turns. After defeating Snowman-n x2 and Scarecrow x2, go to the left, go down the stairs, try to go thru the opening, there is a scene, and choose "It is I who should say so.... (#1)" to make Star rejoins the duo. (Stay in Stage 17 area, and let Star defeat Snowman-n x2 and Scarecrow x2 by using "attack" to absorb the skill of Tetra Zone and Light Scatter. Also, raise his level and distribute the energies). After that, go thru that opening into the next area. In this area, go down the stairs that's nearby, and go thru the opening into the next area. In this area, go thru the opening that's nearby into the next area. In this area, go thru the opening that's nearby on the left into the next area. In the next area, go up the stairs, walk up & down, and there is a scene. Now, fight Snowman-n and Scarecrow. Stage 18; 5 turns. After defeating Snowman-n and Scarecrow, go downward, and go thru the opening into the next area. In this area, search the treasure chest for Secret Book 9 (9-21) with the skill of Light Scatter. Put Secret Book 9 - Light Scatter into the Secret Books. Go thru the opening back into the other area. In this area, go to the upper right, and go thru the opening back into the other area. In this area, go the opening that's nearby on the right back into the other area. In this area, go thru the top opening that's nearby into the other area. In this area, go up the stairs, jump across the platform, and go thru the big opening into the next area. In this area, go up the stairs, search Helena's coffin

(the body in the ice block), and there is a scene. Now, fight Mermaid and Snowman-n x2. Stage 19; 7 turns. After defeating Mermaid and Snowman-n x2, there is a scene. Go thru the opening back into the other area, and there is a scene. Speak to Lunard, and there is a scene. Go thru the big opening that's nearby Helena's coffin back into the entrance of Flowing Water World Palace. Use Mireria's wings to move back to the world map, move the cursor to the south onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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There is a scene, and choose "Yes, because it is a promise... (#1)." Go back to the item shop. In the item shop, sell unwanted items, and buy new equipment of repel gunpowder (1500G) for Lunard. Search the white bag that's nearby for the Kirakira pebble (17-50). Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Use Mireria's wings to move back to the world map, move the cursor to the west onto the Crater Entrance, and press the X button to enter the Crater Entrance.

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#### Crater Entrance

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Jump up the steps, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor to the south onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to tree pavilion. Go thru the door into the pavilion, and there is a scene. Go back to Myra's room, and there is a scene. Star leaves the duo temporarily. Speak to Lunard, and choose "Doctor...excuse me! (#1)" to make Lunard leave the room. Search the bed to make Myra sleep in it, there is a scene, Lunard gets the message, and choose "Look for him! (#1)." Leave the tree pavilion, go to the center plaza. In the center plaza, speak to the brown-haired woman, choose "speak (middle)" + "words (right)" + "an old story (#2)" + "Tell me in detail! (#1)." After that, go to the front of the item shop, and speak to purple-haired man, and choose "speak (middle)" + "words (right)" + "tunnel (#2)." Use Mireria's wings to move back to the world map, move the cursor to the north onto the Construction site, and press the X button to enter the Construction site.

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#### Construction site

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Go to the lower left, and search the treasure chest for Secret Book 10 (10-21) with the skill of Omega Smash. Put Secret Book 10 - Omega Smash (fire a marble by one mass at the enemy) into the Secret Books. Go to the upper left, and go thru the opening into Flame Dice Cave.

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#### Flame Dice Cave

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There is a scene, and Star who rejoins the duo gets the orgel which is a music box. Go up the first slope, go upward, and search the wall for a shiny red stone. Go up the second slope, and go thru the opening into the next area. In this area, search the treasure chest that's nearby for Secret Book 11 (11-21) with the skill of Little Sun. Put Secret Book 11 - Little Sun into the Secret Books. Go to the upper left, and go thru the opening into into the next area. In this area, search the treasure chest that's nearby for source of muscular strength. Give Star the source of muscular strength to raise his "Str" by 2. Go thru the opening back into the other area. In this area, search the treasure chest that's nearby for toolbox. Give Star

the toolbox. Go to the upper right, and go thru the opening into the next area. In this area, there is a scene. Now, fight Salamander x2 and UhoUho (red). Stage 20; 6 turns. After defeating Salamander x2 and UhoUho, stay in Stage 20 area, and let Star defeat Salamander and UhoUho by using "attack" to absorb the skill of Shot and Little Sun. Go up the stairs that's nearby, and go thru the opening into the next area. In this area, there is a scene. Now, fight Moon Boy and Salamander x2. Stage 21; 7 turns. After defeating Moon Boy and Salamander x2, stay in Stage 21 area, and let Star defeat Moon Boy by using "attack" to absorb the skill of Burning Arm. Go to the upper left, and go thru the opening into the next area. In this area, search the two treasure chests for flame ring and happy coat. Go up two flight of stairs, and search the two treasure chests for dark red stone and Secret Book 12 (12-21) with the skill of Smash. Put Secret Book 21 - Smash into the Secret Books. Go to the right, and go thru the opening into the next area. In this area, try to go to the lower left, and there is a scene. Now, fight Barasite and Salamander x5. Stage 22; 8 turns. After defeating Salamander x5, go to the upper left, and go thru the big opening into the next area. In this area, there is a invisible passage. Go up the first slope, turn to the right, jump up to the right, go to the right, jump upward onto the ledge that's nearby, and search that treasure chest for Tsyonar1 V. After that, go up the second slope, and go thru the opening into the next area. In this area, there is a scene. Now, fight Barasite, Uhouho x2, and Salamander x2. Stage 23; 10 turns. After defeating Uhouho x2 and Salamander x2, there is a scene, choose "END," and there is another scene. Gulliver who is damaged leaves the group temporarily, and Dorothy & Pigma become a friend. Dorothy's energy is fire. (As reminder, Lunard won't be able to use some of his skills which includes Shot because Gulliver is not there with him). Equip Dorothy with the happy coat. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto the Doctor's House, and press the X button to enter the Doctor's House.

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#### Doctor's House

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Go up the stairs, search the laboratory door on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go to the left, go down the stairs, and there is a scene. Go thru the door that's nearby into Lunard's room. In Lunard's room, speak to Dorothy, choose "speak (middle)" + "words (right)" + "papa and mama (#2)" + "speak (middle)" + "words (right)" + "Emirena (#3)" + "blue-haired person (#5)" + "speak (middle)" + "Yes, you are very energetic (#1)" + "blue-haired person (#5)" + "speak (middle)," and there is a scene. Search the bulletin board that's nearby the desk & bookshelf, and choose "Such a thing....is a drawing paper! (#1)." Search the bulletin board again, and choose "Such a thing....is a drawing paper! (#1)" + "Especially, it is good although.... (#1)." Search the bulletin board again, and choose "Soon, because it peels off even the one's backbone (#1)." Search the bulletin board again for the Kirakira pebble (18-50). Use Mireria's wings to move back to the world map, move the cursor to the south onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop. In the item shop, sell unwanted items, and buy new equipment of little hopper (600G), casual wear (350G), and fine shoes (1200G) for Dorothy. Search the white bag that's nearby for the Kirakira pebble (19-50). Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Use Mireria's wings to move back to the world map, move the cursor onto the Bottom of Tree World, and press the X button to enter the Bottom of Tree World.

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## Bottom of Tree World

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Go thru the hole back into Wind Tree World Eltowa.

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## Wind Tree World Eltowa

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Go back to the area where Myra and Lunard fought Bat-n and Batman which is Stage 4; 8 turns. Let Dorothy defeat Bat-n and Batman to raise her level to 30 & distribute the energies. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto Rimitts' House, and press the X button to enter Rimitts' House.

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## Rimitts' House

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Go to the lower right, and there is a scene. Search the laboratory door on the floor to open it, and go down the stairs into the laboratory. Make sure that Myra has an open slot in her property for the blueprint. In the laboratory, search the treasure chest that's nearby for Secret Book 13 (13-21) with the skill of Ghali Missile. Put Secret Book 13 - Ghali Missile into the Secret Books. After the treasure chest disappears, search the lamp that's nearby for the Kirakira pebble (20-50). Go down the stairs, and there is a scene. Search the stack of books that's nearby Lunard for source of spirit. Give Myra the source of spirit to raise her "Pp" by 2. Search the stack of books on the left that's nearby the stairs that goes to Underground Factory for the blueprint. Speak to Lunard, choose "behavior (left)" + "give it (#4)" + "blueprint" + "yes (left)," there is a scene, and Gulliver rejoins the group. Search the machine on the left that Lunard was standing in front of for the Kirakira pebble (21-50), search the stack of books on the right that's nearby the stairs that goes to Underground Factory for Loupe ring, and then search the treasure chest for Secret Book 14 (14-21) with the skill of Stone Downer. Put Secret Book 14 - Stone Downer into the Secret Books. Use Mireria's wings to move back to the world map, move the cursor to the south onto Olga Town, and press the X button to enter Olga Town.

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## Olga Town

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Go back to the item shop, and sell unwanted items. Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Go thru the door into the pavilion, speak to Airin, and choose "words (right)" + "a good thing... (#3)" to get the present of balance ring. Equip Lunard with the balance ring which recovers Pp by 1 at the beginning of every turn. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto Rimitts' House, and press the X button to enter Rimitts' House.

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## Rimitts' House

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Go to the lower right, and there is a scene. Search the laboratory door on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go to the lower right, and go down the stairs into the underground water road. In the underground water road, go down four flight of stairs, and there is a scene. Now, fight DekuDeku x4 and Mausshisshi. Stage 25; 10 turns. After defeating DekuDeku x4 and Mausshisshi, stay in Stage 25 area, and let Star defeat DekuDeku and Mausshisshi by using "attack" to absorb the skill of Tornado and Omega Smash. After that, go to the right, and go thru the opening into the underground factory. In the underground factory, there is a scene. Go thru the opening that's nearby into the next area. In this area, there is a scene. Go up the stairs that's nearby, search the treasure chest for gold bar, and go thru the opening that's nearby into

the next area. In this area, there is a scene. Now, fight Mecha SWAT x4. Stage 26; 7 turns. After defeating Mecha SWAT x4, go downward, and go thru the opening into the next area. In this area, go to the left, there is a scene, and then go thru the opening into the next area. In this area, there is a scene. Now, fight Mecha SWAT x8. Stage 27; 7 turns. After defeating Mecha SWAT x8, go to the lower left, and go thru the opening into the next area. (Make sure there are open slots in the members' property to get the item of the Kirakira pebble x3 from SS System and Sparbit x2). In this area, go up two flight of stairs, and go thru the opening into the next area. In this area, there is a scene. Now, fight the boss SS System (LV25, Lp88, Pp11) and Sparbit x2 (LV11, Lp49, Pp7). Stage 29; 12 turns. There will be a reinforcement of Mecha SWAT. After defeating SS System and Sparbit x2 with the skill of attack, the group gets the Kirakira pebble (22-50), Kirakira pebble (23-50), and Kirakira pebble (24-50), and there is a scene.

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#### Golden Desert

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Go to the upper right, and search the treasure chest for Secret Book 15 (15-21) with the skill of Little Prominar. Put Secret Book 15 - Little Prominar into the Secret Books. Walk along the surface of the sands, and press the X button to find gold bar (search the sand that's left side of the different building), Kirakira pebble (25-50; jump up onto the ledge that has the treasure chest and search the ground along the left side of that ledge). Go to the lower left (walk along the surface of the sands near the opening, and press the X button to find the gold dust), and then go thru that opening into the next area. In this area, search the four treasure chests for evil power ring, Secret Book 16 (16-21) with the skill of Meteor Strike, Secret Book 17 (17-21) with the skill of Air Impulse, and shiny yellow stone. Put Secret Book 16 - Meteor Strike and Secret Book 17 - Air Impulse into the Secret Books. Walk along the surface of the moving sands, and press the X button to find the gold dust. Go back thru the opening into the other area. In this area, go to the upper left, and go thru the opening into the next area. In this area, there is a scene. Use Mireria's wings to move back to the world map, move the cursor to the south onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop, and sell unwanted items. Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Use Mireria's wings to move back to the world map, move the cursor to the north onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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Walk along the surface of the sands, and press the X button to find the gold dust (near the lower right) and gold dust (in a ditch near the upper right). While walking the desert, there is a scene. Now, fight Skeleton, Himomakiwo, Mausshisshi x2, DekuDeku, and DakuDaku. Stage 30; 8 turns. After defeating Skeleton, Himomakiwo, Mausshisshi x2, DekuDeku, and DakuDaku, stay in Stage 30 area, and let Star defeat Himomakiwo by using "attack" to absorb the skill of Poison Drop. Go to the upper left, and go thru the opening into the other area. In this area, go upward, and go thru the door into Gravel Tower. In Gravel Tower, there is a scene. Go upward, and go nearby to the right side of the bridge where there is a shadow, jump to the right onto the invisible stairs, jump up three times to the ledge, and search the treasure chest for earth ring. Go up two flight of stairs, and search the treasure chest for Secret Book 18 (18-21) with the skill of Tornado. Put Secret Book 18 -

Tornado (move a character) into the Secret Books. Go back down the two flight of stairs, and go thru the door by pressing the X button into the elevator. In the elevator, search the device that's nearby, and choose "Please do it for me (#1)" to go to 2F. On 2F, go thru the door by pressing the X button into the next area. In this area, there is a scene. Now, fight Mausshisshi, DekuDeku x2, and Mecha SWAT x2. Stage 31; 6 turns. After defeating Mausshisshi, DekuDeku x2, and Mecha SWAT x2, go to the lower right, and go thru the door by pressing the X button into the elevator. In the elevator, search the device that's nearby, and choose "Do I have a go at it.... (#1)" to go to 3F. On 3F, go thru the door by pressing the X button into the next area. In this area, go to the lower left, and there is a scene. Now, fight DakuDaku, Mecha SWAT x2, and One-Eyed. Stage 32; 7 turns. After defeating DakuDaku, Mecha SWAT x2, and One-Eyed, stay in Stage 32 area, and let Star defeat One-Eyed by using "attack" to absorb the skill of stone downer. Go to the upper left, search the device for Loupe ring, and go thru the door by pressing the X button into the elevator. In the elevator, search the device that's nearby, and choose "Yes, please! (#1)" to go to 4F. On 4F, go thru the door by pressing the X button into the next area. In this area, go up the stairs, search the device for pachinko, and go thru the door that's nearby by pressing the X button into the next area. As a reminder, do not sell the pachinko. In this area, go upward, search the top wall that's on the left side of the treasure chest for cold powder, search the wall on the right that's nearby the first flight of stairs for the Kirakira pebble (26-50), search the treasure chest that's nearby for Secret Book 19 (19-21) with the skill of Crane. Put Secret Book 19 - Crane (draw the enemy by one mass towards you) into the Secret Books, and equip Lunard with cold powder. Go to the lower left, search the wall for the Kirakira pebble (27-50), go up the first flight of stairs, and search the panel that's nearby the second flight of stairs for the Kirakira pebble (28-50). Go up the second flight of stairs, search the panel on the right that's nearby the treasure chest for Robalratio powder, and search the treasure chest for Secret Book 20 (20-21) with the skill of Poison Drop. Put Secret Book 20 - Poison Drop (lower status) into the Secret Books. Go around to the upper right, and go thru the door by pressing the X button into the next area. In this area, there is a scene. Now, fight DekuDeku x2 and Mecha SWAT x2. Stage 33; 7 turns. After defeating DekuDeku x2 and Mecha SWAT x2, go to the left, search the device for the Kirakira pebble (29-50), and go thru the door that's nearby by pressing the X button into the time machine room. In the time machine room, go up the stairs, and there is a scene. Now, fight Rimitts (LV37, Lp72, Pp12) and Marion (LV16, Lp70, Pp9). Stage 34; 8 turns. In battle, decrease Marion's Lp, and there is a scene. In the desert, go thru the opening that's nearby back into the other area. In this area, go to the right, and there is a scene. Go back thru the opening that's nearby into the other area. In this area, go to the lower left, and go thru the opening back into the entrance area. In the entrance area, there is a scene, speak to the young Leon, and there is another scene. Now, fight Skeleton, Himomakiwo, Mausshisshi x2, and DakuDaku. Stage 35; 8 turns. After defeating Skeleton, Himomakiwo, Mausshisshi x2, and DakuDaku, there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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### The Age Of The Young Inventor

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#### Develop Town

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Go thru the opening on the left into the station schedule ground. In the station schedule ground, search the big rock that's nearby Marion for the Kirakira pebble (30-50). Go back thru the opening into the entrance area. In the entrance area, go thru the middle opening into the town area. In this area, speak to the green-haired man to make Emilio's Clinic appear on the

world map. Go upward, and go thru the opening into the bar area. In the bar area, go upward, speak to the purple-haired man who's in front of the bar (brown building), choose "Oh, hello (#1)," sell unwanted items, and buy new equipment of wild whip (1400G), big hopper (1400G), death nail (1400G), defense dress (800G), leather vest (800G), white robe of defense (800G), leather vest (800G), fine shoes (1200G) for the group. Go thru the door into the bar. In the bar, go upward, and speak to the red-haired man to make the Vacant House appear on the world map. Use Mireria's wings to move to the world map, move the cursor to the west onto the Vacant House, and press the X button to enter the Vacant House (Rimitts' House).

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#### Vacant House

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Speak to Star who is nearby the bucket. Stay on that ledge where Star is at, go behind the house which has hidden passage to the lower left, and search the treasure chest for the Kirakira pebble (31-50). Go around to the lower right, and search the treasure chest for Secret Book 21 (21-21) with the skill of Wind Cutter. Put Secret Book 21 - Wind Cutter into the Secret Books. Use Mireria's wings to move back to the world map, move the cursor to the east onto Develop Town, and press the X button to enter Develop Town.

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#### Develop Town

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Go thru the opening on the left into the station schedule ground, and speak to Marion. Use Mireria's wings to move back to the world map, move the cursor onto the Vacant House, and press the X button to enter the Vacant House.

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#### Vacant House

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There is a scene. Go to the lower right, try to go thru the door, and there is a scene. Go thru that door by pressing the X button into the house. In the house, there is a scene. Go back thru the door, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor to the south onto Emilio's Clinic, and press the X button to enter Emilio's Clinic.

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#### Emilio's Clinic

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Go to the right side of the clinic, and search the treasure chest for the toolbox. Give Dorothy the toolbox. Go behind the left side of the clinic, and search the hidden treasure chest for breast-protector. Equip Dorothy with the breast-protector. Go thru the door by pressing the X button into the clinic. In the clinic, go up the stairs that's nearby, turn to the right, go down the invisible slope into the back of the counter, and search the two treasure chests for Haelbiore fruit, and the source of physical strength. Give Dorothy the source of physical strength to raise her "Lp" by 2. Go back up the slope, and thru the door by presing the X button into the sickroom. In the sickroom, speak to Lunard who is lying on the bed on the right, and there is a scene. Search the bed that's nearby the red flowers for the Kirakira pebble (32-50). Use Mireria's wings to move back to the world map, move the cursor to the north onto Develop Town, and press the X button to enter Develop Town.

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#### Develop Town

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Go back to the bar area, and speak to the green-haired old man who's in front of the bar (brown building) to make Isari's House appears on the world map. Use Mireria's wings to move back to the world map, move the cursor to the east onto Isari's House, and press the X button to enter Isari's House.

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#### Isari's House



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There is a scene. Search the lamp for the Kirakira pebbles (33-50). Search the treasure chest that's nearby for power ring, and then speak to the boy. Go thru the door by pressing the X button into the house. In the house, search the cupboard for the Kirakira pebbles (34-50), and then speak to Isari. Go back thru the door, search the bucket that's nearby, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Use Mireria's wings to move back to the world map, move the cursor the onto the Vacant House, and press the X button to enter the Vacant House.  
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#### Vacant House

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Go back into the house, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor to the south onto Emilio's Clinic, and press the X button to enter Emilio's Clinic.  
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#### Emilio's Clinic

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Go into the clinic, go back to the sickroom, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto the Vacant House, and press the X button to enter the Vacant House.  
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#### Vacant House

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Go back into the house, and there is a scene. Now, fight Mecha SWAT x5. Stage 36; 5 turns. After defeating Mecha SWAT x5, there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Isari's House, and press the X button to enter Isari's House.  
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#### Isari's House

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There is a scene. Go back into the house, and there is a scene. Now, fight Salamander x3. Stage 37; 5 turns. After defeating Salamander x3, there is a scene. Use Mireria's wings to move back to the world map, move the cursor to the north onto Develop Town, and press the X button to enter Develop Town.  
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#### Develop Town

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Go back to the bar area, and go into the bar. In the bar, there is a scene. Go up the stairs, and go into the bedroom. In the bedroom, search the anyone of the beds to make Myra rest. Use Mireria's wings to move back to the world map, move the cursor onto Rimitts' House (Vacant House), and press the X button to enter Rimitts' House.  
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#### Rimitts' House

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There is a scene. Now, fight Barasite (LV39, LP66, pp12), Moon Boy x3 (LV16), and Samalander x3 (LV16). Stage 38; 4 turns. Protect Star (Lp75, Pp11) from Barasite, Moon Boy x2 and Salamander x2. Defeat Moon Boy and Samalander, and try to avoid Barasite. At the end of the final turn when Barasite's Pp reaches 00, there is a scene. Try to go thru the exit, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.  
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#### Develop Town

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Go back to the bar area, and go into the bar. In the bar, there is a scene. Go up the stairs, speak to Lunard, and choose "words (right)" + "Rimitts (#2)." Use Mireria's wings to move back to the world map, move the cursor

onto Emilio's Clinic, and press the X button to enter Emilio's Clinic.

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#### Emilio's Clinic

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Go into the clinic, speak the bottom nurse, and choose "words (right)" + "inventor (#1)" + "laboratory (#4)" to get a reaction from the top nurse. Speak to the top nurse, and choose "words (right)" + "laboratory (#4)" to make the Doctor's House appear on the world map. Use Mireria's wings to move back to the world map, move the cursor to the northeast onto Doctor's House (Lunard's House), and press the X button to enter Doctor's House.

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#### Doctor's House

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There is a scene. Go up the stairs, and go thru the door by pressing the X button into the house. In the house, go to the upper left, and search the two treasure chests for Habalratio powder and Haelbiore fruit. Go to the upper right, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go down the stairs, go to the lower right, and go thru the door that's nearby by pressing the X button into Lunard's room. In Lunard's room, speak to Gulliver, and choose "Ah! If it is that... (#1)." Use Mireria's wings to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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#### Develop Town

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Go back to the bar area, and go into the bar. In the bar, go up the stairs, speak to Lunard, choose "words (right)" + "Robot (#3)," and there is a scene. Try to go down the stairs that's nearby, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto the Doctor's House, and press the X button to enter the Doctor's House.

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#### Doctor's House

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Go up the stairs, and go thru the door button into the house. In the house, go to the upward, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go down the stairs, go to the lower right, and go thru the door into Lunard's room. In Lunard's room, there is a scene, and the Waterfall of Wish appears on the world map. Use Mireria's wings to move back to the world map, move the cursor onto the Waterfall of Wish, and press the X button to enter the Waterfall of Wish.

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#### Waterfall of Wish

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There is a scene. Go thru the opening that's nearby the machine into Ice Hole Cemetery. In Ice Hole Cemetery, go down five flight of stairs, and go thru the opening into the next area. In this area, go across the brown bridge, go down the stairs, and go thru the top opening into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, go up the stairs that's nearby, and there is a scene. Now, fight Snowman-n x2, Scarecrow x2, and Crimson-chin. Stage 17; 7 turns. After defeating Snowman-n x2, Scarecrow x2, and Crimson-chin, stay in Stage 17 area, and let Star defeat Mermaid by using "attack" to absorb the skill of Elvey. Go to the left, go down the stairs, and go thru the opening into the next area. In this area, jump across the platform, and go thru the big opening into the next area. In this area, go up the stairs, there is a scene, and Lunard gets the drawer key. Search the coffin of Leon (the body in the ice block on the left) and Helena (the body in the ice block on the right). Go thru the big opening that's nearby Leon and Helena's coffins into the

entrance of Flowing Water World Palace. Use Mireria's wings to move back to the world map, move the cursor onto Doctor's House, and press the X button to enter Doctor's House.

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#### Doctor's House

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Go up the stairs, and go thru the door button into the house. In the house, go to the upward, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go down the stairs, go to the lower right, and go thru the door into Lunard's room. In Lunard's room, search the drawer on the desk, and choose "Drawer open (#2)" + "Rimitts' key (#3)" for Rimitts' key. Use Mireria's wings to move back to the world map, move the cursor onto Rimitts' House, and press the X button to enter Rimitts' House.

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#### Rimitts' House

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Go to the lower right, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go to the lower right, and go down the stairs into the underground water road. In the underground water road, go down four flight of stairs, and there is a scene. Now, fight DekuDeku x2, DakuDaku x2, and Mausshisshi. Stage 25; 10 turns. After defeating DekuDeku x2, DakuDaku x2, and Mausshisshi, go to the right, and go thru the opening into the underground factory. In the underground factory, go thru the opening that's nearby into the next area. In this area, go up the stairs that's nearby, and go thru the opening that's nearby into the next area. In this area, there is a scene. Now, fight Mecha SWAT x2 and Armor Man. Stage 26; 7 turns. In battle, let Star defeat Armor Man by using "attack" to absorb the skill of Earth Shield. After defeating Mecha SWAT x2 and Armor Man, go downward, and go thru the opening into the next area. In this area, go to the left, there is a scene. Search the machine with the red lights that's nearby the blue crystal, and there is a scene. Speak to Lunard, choose "Is this it! (#1)," search the blue crystal, and there is a scene. Now, fight Mecha SWAT x5. Stage 39; 5 turns. After defeating Mecha SWAT x5, there is a scene. Go downward, and then go thru the opening into the next area. In this area, there is a scene. Now, fight Mecha SWAT x7 and RED x2. Stage 27; 7 turns. In battle, let Star defeat RED x2 by using "attack" to absorb the skill of Mini Soldier. After defeating Mecha SWAT x7 and RED x2, go to the lower left, and go thru the opening into the next area. (Make sure there are open slots in the members' property to get the item of the Kirakira pebble x5 from SS System and Sparbit x4). In this area, go up two flight of stairs, and go thru the opening into the next area. In this area, there is a scene. Now, fight the boss SS System (LV26, Lp88, Pp11) and Sparbit x2 (LV26, Lp49, Pp7). Stage 40; 10 turns. There will be a reinforcement of Mecha SWATs. After defeating SS System and Sparbit x4 with the skill of attack, the group gets the Kirakira pebble (35-50), Kirakira pebble (36-50), Kirakira pebble (37-50), Kirakira pebble (38-50), and Kirakira pebble (39-50), and there is a scene.

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#### Golden Desert

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Search the airplane that's nearby for the Kirakira pebble (40-50). Go to the upper left, and go thru the opening into the other area. In this area, there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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#### Develop Town

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Go back to the bar area, and speak to the purple-haired man who's in front of the bar (brown building) to sell unwanted items. Use Mireria's wings to

move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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Go to the upper left, and go thru the opening into the other area. In this area, go upward, and go thru the door into Gravel Tower. In Gravel Tower, go upward, and go thru the door by pressing the X button into the elevator. In the elevator, search the device that's nearby, and choose "Use it! (#1)" to go to 4F. On 4F, go thru the door by pressing the X button into the other area. In this area, there is a scene. Now, fight DakuDaku x2, DokuDoku, Himomakiwo x2, and Mecha SWAT x2. Stage 33; 7 turns. There will be a reinforcement of One-Eyeds. After defeating DakuDaku x2, DokuDoku, Himomakiwo x2, and Mecha SWAT x2, go to the left, and go thru the door that's nearby by pressing the X button into the time machine room. In the time machine room, go up the stairs, search the front door of the time machine, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Isari's House, and press the X button to enter Isari's House.

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#### The Age Of The Woman Who Died

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#### Isari's House

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Search the bucket that's nearby, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Search Isari's grave that's nearby, and then go thru the door into the house. In the house, there is a scene. Speak to Barasite, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto the Crater Entrance, and press the X button to enter the Crater Entrance.

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#### Crater Entrance

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There is a scene (please observe what Barasite is doing). Search the hidden switch on the wall, and choose "I have no choice but to push it (#2)." Search the hidden switch on the wall again, and choose "Let's pull it? (#1)." Go thru the door that's nearby the hidden switch by pressing the X button into Flame Dice Cave. In Flame Dice Cave, go down the two slopes, and go thru the opening into the other area. In this area, go down two slopes, and go thru the top opening into the other area. In this area, there is a scene. Now, fight Salamander x2, UhoUho (red) x2, and UhoUho (gray). Stage 20; 6 turns. After defeating Salamander x2, UhoUho (red) x2, and UhoUho (gray), go up the stairs that's nearby, and go thru the opening into the other area. In this area, there is a scene. Now, fight Moon Boy x3, Salamander x2, and UhoUho (gray). Stage 21; 7 turns. After defeating Moon Boy x3, Salamander x2, and UhoUho (gray), go to the upper left, and go thru the opening into the next area. In this area, go up two flight of stairs, and go thru the opening into the other area. In this area, there is a scene. Go to the upper left, and go thru the big opening into the other area. In this area, go up the two slopes, and go thru the opening into the other area. In this area, go up the stairs, go to the right, and go thru the opening into Judgment Fort.

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#### Judgment Fort

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There is a scene. Now, fight Uhouho (gray) x3 and Moon Boy (green) x2. Stage 41; 7 turns. After defeating Uhouho x3 and Moon Boy x2, go downward, and go thru the opening into the next area. In this area, there is a scene. Now, fight Salamander x4 and Fuzz Bird x2. Stage 42; 8 turns. In battle, let Star defeat Fuzz Bird x2 by using "attack" to absorb the skill of Elvey Zone. After defeating Salamander x4 and Fuzz Bird x2, go to the right, and go thru the opening into the next area. In this area, there is a scene. Now, fight

Fuzz Bird x2, Moon Boy (green) x2 and Moon Boy (red). Stage 43; 8 turns. There will be a reinforcement of Fuzz Birds. Be careful of Moon Boy (red) because his defense is strong. After defeating Fuzz Bird x2, Moon Boy (green) x2 and Moon Boy (red), search the second pillar with the purple flame counting from down to up on the left hand side for the source of muscular strength, and then search the fourth pillar with the purple flame counting from up to down on the right hand side for the Kirakira pebble (41-50). Give Dorothy the source of muscular strength to raise her "Str" by 2. Go upward, and go thru the opening into the next area. In this area, there is a scene. Now, fight Barasite (LV39, Lp66, Pp12) and Oriares (LV50, Lp70, Pp14). Stage 44; 4 turns. In the battle, use the skill of Poison Drop on Barasite to lower his status. After defeating Barasite, there is a scene. Search the first pillar with the purple flame counting from down to up on the right hand side for the source of luck. Give Myra the source of luck to raise her "Luk" by 2. Search the statue on the left for the shiny red stone, and search the statue on the right for the dark red stone. Use Mireria's wings to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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Go to the upper left, and go thru the opening into the other area. In this area, go upward, and go thru the door into Gravel Tower. In Gravel Tower, go upward, and go thru the door into the elevator. In the elevator, search the device that's nearby, and choose "Use it! (#1)" to go to 4F. On 4F, go thru the door into the other area. In this area, go to the left, and go thru the door into the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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#### The Present Age

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#### Develop Town

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Go thru the middle opening into the town area. Make sure that you have the two items of beautiful brooch and pachinko in the group's property. In this area, go upward, speak to Ceres (the purple-haired girl), and choose "behavior (left)" + "give it (#4)" + "beautiful brooch" + "yes (left)" for the Kirakira pebble (42-50) + "behavior (left)" + "give it (#4)" + "pachinko" + "yes (left)" for the Kirakira pebble (43-50). Go upward, and go thru the opening into the bar area. In the bar area, go upward, speak to the green-haired man who's in front of the bar (brown building), sell unwanted items, and buy new equipment of holy whip (2700G), double hopper (2700G), demonarm (2700G), wind robe of feathers (1600G), frill skirt (1600G), ET jacket (1600G), and lead shoes (1200G) for the group. Use Mireria's wings to move to the world map, move the cursor onto the Doctor's House, and press the X button to enter the Doctor's House.

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#### Doctor's House

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Go up the stairs, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go down the stairs, go to the lower right, and go thru the door into Lunard's room. In Lunard's room, search the drawer on the desk, and choose "Drawer open (#2)" + "???? 1" for cold powder. Search the drawer on the desk again, and choose "Drawer open (#2)" for white robe of steel. Equip Lunard with the white robe of steel. Use Mireria's wings to move back to the world map, move the cursor onto Isari's House, and press the X button to enter Isari's House.

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## Isari's House

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Go thru the door into the house, speak to Dorothy's grandmother, and choose "words (left)" + "Isari" + "Are you....Isari-san? (#1)" + "Isari" + "Isari's child (#2)" twice. Go back thru the door to exit the house. After that, try to go thru the door again into the house, and choose "I understood.... (#1)" to get the lovely letter from Dorothy. In the house, speak to Dorothy's grandmother, and choose "behavior (left)" + "give it (#4)" + "lovely letter" + "yes (left)" + "Yes....indeed (#1)" for the Kirakira pebble (44-50). Go back thru the door again to exit the house. Use Mireria's wings to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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## Olga Town

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There is a scene. Go back into the shop area. In this area, there is a scene. Now, fight Mausshisshi x3, Scarecrow x2, Shadow Man x2, and UhoUho (gray) x2. Stage 45; 7 turns. Shadow Man has a strong defense. After defeating Mausshisshi x3, Scarecrow x2, Shadow Man x2, and UhoUho (gray) x2, go back to the train stop. In the train stop, there is a scene. Now, fight Crimson-chin x2, Wing Gal x2, and Bat-n x3. Stage 46; 6 turns. In battle, let Star defeat Crimson-chin x2 by using "attack" to absorb the skill of Meteor Strike. After defeating Crimson-chin x2, Wing Gal x2, and Bat-n x3, there is a scene. After that, go back into the tree pavilion. In the tree pavilion, there is a scene. Now, fight Moon Boy (green) x2, Snowman-n x2, Bogeyman x2, Moon Boy (red), and DokuDoku x2. Stage 47; 7 turns. After defeating Moon Boy (green) x2, Snowman-n x2, Bogeyman x2, Moon Boy (red), and DokuDoku x2, search the bucket that's nearby, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Go thru the door into the pavilion, there is a scene, and Lunard gets Selphy's letter. Speak to Airin, and choose "words (right)" + "a good thing... (#3)" to get the presents of energy ring which fully recovers Pp when the turns begin and source of energy which increases Pp by 1. Equip Myra with the energy ring. Use Mireria's wings to move back to the world map, move the cursor onto the Bottom of Tree World, and press the X button to enter the Bottom of Tree World.

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## Bottom of Tree World

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Go upward, and there is a scene. Go thru the opening (Dariem's mouth) into Century Stratum. In the Century Stratum, turn to the right, jump to the right into the invisible dark passage, go right, turn downward, and then jump, go right, turn downward, and then jump, turn upward, and then jump, go right, turn downward, and then jump, turn to the right, and then jump, search the treasure chest for Adam's apple which raises one's LV by 1. After that, jump down the five platforms, and then go thru the opening into the next area. In this area, search the green thing that's nearby on the wall for sticky liquid, go down the stairs, and there is a scene. Now, fight Batman (green) x3 and Batman (purple). Stage 48; 6 turns. After defeating Batman (green) x3 and Batman (purple), go to the right, and go thru the opening into the next area. In this area, there is a scene. Search the two treasure chests for source of speed and ectoprism. Give Star the source of speed to raise his "Dex" by 2. Go thru the bottom opening into the next area. In this area, there is a scene. Now, fight Batman (green) x3, Batman (purple), Wing Gal x2, Bogeyman, and Eyeballs. Stage 49; 7 turns. After defeating fight Batman (green) x3, Batman (purple), Wing Gal x2, Bogeyman, and Eyeballs, go to the lower right, and go thru the opening into the next area. In this area, go downward, and there is a scene. Now, fight Wing Gal x2 and Galgoria x3. Stage 50; 8 turns. In battle, let Star defeat Galgoria by using "attack" to

absorb the skill of Wind Cutter. After defeating Wing Gal x2 and Galgoria x3, there is a scene. Now, fight the boss Leon (LV39, Lp60, Pp12). Stage 51; 8 turns. After defeating Leon, Leon becomes a friend, and Myra gets the emerald of wind. Equip Leon with the energy ring. Leon's energy is wind. Go upward, and go back into Stage 50 area. In this area, let Leon defeat the enemies with the skill of attack to get back all eleven of his special skills including Energy Break. After that, go to the right, and go back thru the opening into the other area. In this area, go to the right, and go thru the opening into the Bright Sand Wilderness.

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#### Bright Sand Wilderness

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Jump down, go down the stairs, and there is a scene. Now, fight Batman (green) x3, Batman (purple), Galgoria, and Amon x2. Stage 52; 8 turns. In battle, let Star defeat Amon by using "attack" to absorb the skill of Air Impulse. After defeating Batman (green) x3, Batman (purple), Galgoria, and Amon x2, go to the right, search the brown objects for breeze sandals, and then search the hole for triple hopper. Equip Dorothy with the triple hopper, and equip Leon with breeze sandals. Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop, sell unwanted items, and buy new equipment of wonderful good shoes (400G) for Leon. Use Mireria's wings to move to the world map, move the cursor onto Bright Sand Wilderness, and press the X button to enter Bright Sand Wilderness.

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#### Bright Sand Wilderness

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Go to the lower right, and go thru the opening into the next area. In this area, go down the stairs, and there is a scene. Now, fight Galgoria x3, Amon x2, and Wing Gal x2. Stage 53; 8 turns. After defeating Galgoria x3, Amon x2, and Wing Gal x2, go to the lower right, and search the brown object in the sand for cold powder. Go to the upper right, and go thru the opening into the next area. In this area, search the three brown objects in the sands for source of speed, cosmo jacket, Adam's apple, and scroll of meteor. Give Dorothy the source of speed to raise her "Dex" by 2, and equip Star with the cosmo jacket. Go to the upper right, try to go thru the opening, and there is a scene. Now, fight Wing Gal, Bat-n, Galgoria, Batman, and Amon. Stage 54; 10 turns. There will be a reinforcement of Amons. After defeating Wing Gal, Bat-n, Galgoria, Batman, and Amon, make sure is an open slot in the group's property. Go thru that opening into the next area. In this area, go to the right, and there is a scene. Now, fight the boss Dariem (adult; LV37, Lp70, Pp14). Stage 55; 8 turns. In the battle, use the skill of Poison Drop on Dariem to lower its status. After defeating Dariem, Leon gets wind storm, and there is a scene. Equip Leon with the wind storm. Go up the stairs, and search the two green statues for shiny green stone and dark green stone. Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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There is a scene. Go back to the item shop, sell unwanted items, and buy new equipment of wind whip (4900G), dark cutting sword (4900G), planet nail (4900G), gale robe of feathers (3100G), protect mantle (3100G), flame vest (3100G) for the group. Search the white bag that's nearby for the Kirakira pebble (45-50). Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles!"

(#1)" to store the Kirakira pebbles into that bucket. After that, go thru the door into the pavilion. In the pavilion, go up the stairs, go thru the door into the other room. In this room, go to the upper right, and go thru the door into the next room. In this room, there is a scene. After that, leave the pavilion, go to the lower right, and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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#### Develop Town

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Jump down the steps, and search the top wall that's nearby the wooden box for an opening. Go thru that opening into the underground passageway. In the underground passageway, go down the stairs, and go to the left into the Golden Palace entrance. In the Golden Palace entrance, go up the stairs, speak to Emirena, and there is a scene. Go thru the dragon's mouth into the Golden Palace. In the Golden Palace, go to the lower left, and go thru the opening into the next area. In this area, there is a scene. Now, fight Armor Man, Himomakiwo x2, Mausshisshi, and Goldorl x2. Stage 56; 7 turns. After defeating Armor Man, Himomakiwo x2, Mausshisshi, and Goldorl x2, go around to the upper right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, there is a scene. Now, fight Armor Man, Himomakiwo, Mausshisshi x3, and Goldorl x2. Stage 57; 7 turns. After defeating Armor Man, Himomakiwo, Mausshisshi x3, and Goldorl x2, go to the lower left, and go thru the opening into the next area. In this area, go up two flight of stairs, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, there is a scene. Now, fight One-Eyed (blue) x4, One-Eyed (brown) x2, and Himomakiwo x2. Stage 58; 8 turns. After defeating One-Eyed (blue) x4, One-Eyed (brown) x2, and Himomakiwo x2, go upward, and go thru the opening into the next area. In this area, go up the stairs, and there is a scene. Now, fight the boss Bow (Kandel; LV36, Lp78, Pp10). Stage 59; 10 turns. After defeating Bow (Kandel), there is a scene. Go up the stairs on the right, speak to Bow, and there is a scene. Search the two statues that's nearby on the right and left for shiny yellow stone and dark yellow stone. Go back down two flight of stairs, and go thru opening back into the other area. In this area, go to the left, and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town. Go thru the middle opening into the town area. Make sure that you have the item of sticky liquid in the group's property. In this area, go upward, speak to Ceres (the purple-haired girl), and choose "behavior (left)" + "give it (#4)" + "sticky liquid" + "yes (left)" for the Kirakira pebble (46-50). Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Go back to Selphy's shop, and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor to the west onto Haunt Mountainous District, and press the X button to enter Haunt Mountainous District.

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#### Haunt Mountainous District

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Go upward, and there is a scene. Now, fight Skeleton x3, Bogeyman x2, and 13Fri. Stage 60; 10 turns. There will be reinforcement of Skeletons and Moon Boys. After defeating Skeleton x3, Bogeyman x2, and 13Fri, go to the upper left, and go thru the opening into the next area. In this area, go to the



lower left, and there is a scene. Now, fight Skeleton, Bogeyman, Bat-n x2, Shadow Man x2, and Snowman-n. Stage 61; 9 turns. There will be reinforcement of Skeletons and Bat-ns. After defeating Skeleton, Bogeyman, Bat-n x2, Shadow Man x2, and Snowman-n, go to the upper left, and go thru the opening into the next area. In this area, try to go to the upper left, and there is a scene. Now, fight 13Fri x3, Shadow Man x2, and Green. Stage 62; 10 turns. There will be reinforcement of 13Fris and One-Eyeds (blue). After defeating 13Fri x3, Shadow Man x2, and Green, go upward, and go thru the opening into the summit. At the summit, go up the stairs, and there is a scene. Now, fight the bosses Oriares (LV50, LP70, Pp14), Barasite (LV39, Lp66, Pp12), Rimitts (LV37, LP72, Pp12), and Marion (LV16, LP70, Pp9). Stage 63; 5 turns. Use the skill of poison drop to lower Oriares' status. In battle, decrease Oriares's Lp, and there is a scene. Try to go down the bottom stairs, and there is a scene. Go up the top stairs, there is a scene, search the jewel on the ground to get the emerald of wind, search the god statue of wind, there is a scene, and then search the god statue of wind again to get the glebe of holy wind (1-4). Equip Leon with the glebe of sacred wind to get the summon skill of Dariem. Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back into the shop area. In this area, there is a scene. Now, fight Mausshisshi x3, Scarecrow x2, Shadow Man x2, and UhoUho (gray) x2. Stage 45; 7 turns. Shadow Man has a strong defense. After defeating Mausshisshi x3, Scarecrow x2, Shadow Man x2, and UhoUho (gray) x2, go back to the item shop, and sell unwanted items. Leave the item shop. Go back to Selphy's shop, and search the crystal ball for the radiant queen's long robe. Equip Dorothy with the radiant queen's long robe. Leave Selphy's shop. Use Mireria's wings again to move back to the world map, move the cursor onto Wind Tree World Eltowa, and press the X button to enter Wind Tree World Eltowa.

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#### Wind Tree World Eltowa

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Go to the lower left, and go thru the opening into the cave. In the cave, go down two flight of stairs, and go downward, and go thru the opening into the next area. In this area, go down three flight of stairs, and go thru the opening that's nearby on the right into the next area. In this area, go down the stairs, speak to Airin to get the present of break whip. Equip Myra with the break whip. Use Mireria's wings to move to the world map, move the cursor onto Bright Sand Wilderness, and press the X button to enter Bright Sand Wilderness.

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#### Bright Sand Wilderness

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go to the lower right, and go thru the opening into the other area. In this area, go to the upper right, and go thru the opening into the other area. In this area, go to the upper right, and go thru the opening into the other area. In this area, go to the lower left, and search the box that's nearby the two green statues for dual blade. Equip Leon with the dual blade. Use Mireria's wings again to move back to the world map, move the cursor onto Isari's House, and press the X button to enter Isari's House.

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#### Isari's House

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Search Isari's grave that's nearby for next bible. Equip Dorothy with next bible. Use Mireria's wings again to move back to the world map, move the cursor to the east onto the Flowing Water World Palace, and press the X

button to enter the Flowing Water World Palace.

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#### Flowing Water World Palace

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Go back thru the opening that's nearby into the Ice Hole Cemetery.

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#### Ice Hole Cemetery

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Go downward, and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto the Doctor's House, and press the X button to enter the Doctor's House.

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#### Doctor's House

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Go up the stairs, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go down the stairs, jump up onto the ledge that's nearby with the machine, and the search that machine for bug fire. Equip Lunard with the bug fire. Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop, and sell unwanted items. Use Mireria's wings again to move back to the world map, move the cursor onto the Flowing Water World Palace, and press the X button to enter the Flowing Water World Palace.

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#### Flowing Water World Palace

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Go thru the blue door by pressing the X button into the palace. In the palace, search the two treasure chests for high-spirit sandals and healing ring. Go to the left, and go thru the opening into the next area. In this area, there is a scene. Now, fight Crimson-chin x2, Eyeballs x2, and Mermaid x2. Stage 68; 5 turns. After defeating Crimson-chin x2, Eyeballs x2, and Mermaid x2, go to the left, and go thru the opening into the next area. In this area, go around to the lower right, and search the treasure chest for toolbox. Give Leon the toolbox. Go thru the door that's nearby by pressing the X button into the next area. In this area, there is a scene. Now, fight Scarecrow x3, Green x3, and Crimson-chin x2. Stage 69; 5 turns. After defeating Scarecrow x3, Green x3, and Crimson-chin x2, go to the left, and go thru the opening into the next area. In this area, speak to Unaref, and choose "words (right)" + "Helena (#2) two times" + "behavior (left)" + "give it (#4)" + "black feather" + "yes (left)" + "speak (middle) five times" + "That's enough already! (#2)," and there is a scene. Now, fight Unaref (LV44, Lp72, Pp13). Stage 70; 12 turns. In battle, use the skill of Poison Drop on Unaref. After defeating Unaref, Myra gets gale robe of feathers, there is a scene, and Myra gets the time pongee winder. Search the jewel on the floor that's nearby for the sapphire of water. Use Mireria's wings again to move back to the world map, move the cursor onto Haunt Mountainous District, and press the X button to enter Haunt Mountainous District.

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#### Haunt Mountainous District

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go all the way back to the summit. At the summit, go up two flight of stairs, and search the god statue of water which is nearby the god statue of wind, there is a scene, and then search the god statue of water again to get the tiara of holy ice (2-4) with the summon skill of Unaref. Use Mireria's wings again to move back to the world map, move the cursor onto the Crater Entrance, and press the X button to enter the

Crater Entrance. (Before you go to the Crater Entrance, go back to Olga Town to the item shop, and buy a lot of Robalran powder (130G) & Habalran powder (440G) for Leon, Star, and Dorothy; also, buy the scroll of poison (180G) for Myra).

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#### Crater Entrance

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Search the hidden switch on the wall, and choose "I have no choice but to push it (#2)." Search the hidden switch on the wall again, and choose "Let's pull it? (#1)." Go thru the door that's nearby the hidden switch by pressing the X button into Flame Dice Cave.

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#### Flame dice Cave

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Go down the two slopes, and go thru the opening into the other area. In this area, go down two slopes, and go thru the top opening into the other area. In this area, go up the stairs that's nearby, and go thru the opening into the other area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go up two flight of stairs, and go thru the opening into the other area. In this area, try to go to the lower left, and there is a scene. Now, fight the boss Mashifil (LV43, Lp90, Pp14), Mazal (LV37, LP90, Pp11), and Mazel (LV37, Lp90, Pp11). Stage 64; 6 turns. In battle, use Leon's skill of Tornado to send Star to the right, and Dorothy to the left, and use the skill of Poison Drop on Mashifil (center), Mazel (right) and Mazal (left). Use Robalran powder (130G) and Habalran powder to recover Pp of Leon, Star, and Dorothy. In battle, get rid of Mazel, and then get rid Mazal to get Mashifl's right hand & Mashifl's left hand. After defeating Mashifil, Mazal and Mazel, Myra gets magma hammer, and there is a scene. Equip Star with Mashifl's left hand. Use Mireria's wings again to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go back into Gravel Tower to 4F. On 4F, go to the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, choose "Isari-san became a woman (#2)," and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Isari's House, and press the X button to enter Isari's House.

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#### The Age Of The Woman Who Died

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#### Isari's House

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There is a scene. Go thru the door into the house, and there is a scene. Use Mireria's wings to move back to the world map, move the cursor onto Rimitts' House, and press the X button to enter Rimitts' House.

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#### Rimitts' House

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Go to the lower right, search the laboratory door (gray panel) on the floor to open it, and go down the stairs into the laboratory. In the laboratory, go to the lower right, and go down the stairs into the underground water road. If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. In the underground water road, go back to the underground factory. If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. In the underground factory,

go back to the area where the blue crystal is at. In this area, go to the left, and search the blue crystal to get the crystal. Use Mireria's wings to move back to the world map, move the cursor onto Rimitts' House, and press the X button to enter Rimitts' House.

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#### Isari's House

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Go thru the door into the house, speak to Isari, and there is a scene. In Isari's body, there is a scene. Now, fight Barasite (LV39, Lp66, Pp12). Stage 65; 10 turns. After defeating Barasite, Myra gets the bird-wind sword, and there is a scene. Search nearby the pink & gray spot on the ground where Lunard was standing at or search just below the jewel for the hidden Kirakira pebble (47-50), search the jewel that's nearby on the ground for the ruby of flame, and there is a scene. In the house, speak to Isari for the Kirakira pebble (48-50). Use Mireria's wings again to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go back into Gravel Tower to 4F. On 4F, go to the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, choose "The Age where Airin exists (#1)," and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Haunt Mountainous District, and press the X button to enter Haunt Mountainous District.

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#### The Present Age

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#### Haunt Mountainous District

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go all the way back to the summit. At the summit, go up two flight of stairs, and search the god statue of flame which is nearby the god statue of earth, there is a scene, and then search the god statue of flame again to get the claw of holy flame (3-4) with the summon skill of Mashifil. Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop, sell unwanted items, and buy new equipment of nova nail (8400G), divine wind robe of feathers (6000G), gale of mantle (6000G), white robe of super-alloy (6000G), ether suit (6000G) for the group. Search the white bag that's nearby for the Kirakira pebble (49-50). Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Use Mireria's wings again to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go back into Gravel Tower to 4F. On 4F, go to the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, choose "When Rimitts is bitter (#1)," and there is a scene. Use

Mireria's wings again to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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### The Age Of The Young Inventor

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#### Develop Town

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Go back to the bar area, and go into the bar. In the bar, go to the left, search the cabinet, and there is a scene. Speak to Emirena (the black-haired girl), and choose "words (right)" + "cabinet (#2) two times" + "a wish (#3)" to get the seed of something. Go back to the station schedule ground. In the station schedule ground, speak to the old man, move Myra one step into the spot where the old man was standing, and choose "Let's bury the seed here.... (#1)" to plant the seed of something. Use Mireria's wings again to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go back into Gravel Tower to 4F. On 4F, go to the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, choose "The Age where Airin exists (#1)," and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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### The Present Age

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#### Develop Town

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Go back to the train stop, and search the flower that's nearby for prifia flower (1-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (2-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (3-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (4-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (5-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (6-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (7-8). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (8-9). Leave the train stop. Go back into the train stop, search the flower, and choose "Get one more! (#1)" for prifia flower (9-9). Use Mireria's wings again to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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#### Golden Desert

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go back into Gravel Tower to 4F. On 4F, go to the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, choose "When Rimitts is bitter (#1)," and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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### The Age Of The Young Inventor

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## Develop Town

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Go thru the middle opening into the other area. In this area, go upward, speak to Ceres' grandmother (the orange-haired woman), and choose "Yes....it's a wish (#1)" to get prifia wreath which is for Ceres. Go back into the bar, speak to Emirena (the black-haired girl), and choose "behavior (left)" + "give it (#4)" + "prifia flower." Go to the left, search the cabinet, and go thru the secret door into the underground warehouse. In the underground warehouse, go to the lower right, and down the stairs into the underground passageway. In the underground passageway, jump down the four steps, and go thru the opening into the Golden Palace entrance. In the Golden Palace entrance, search the dragon's mouth to open it. Go thru the dragon's mouth into the Golden Palace. If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. In the Golden Palace, go to the lower left, and go thru the opening into the other area. In this area, go around to the upper right, and go thru the opening into the other area. In this area, go upward, and go thru the opening into the other area. In this area, go to the lower left, and go thru the opening into the other area. In this area, go up two flight of stairs, and go thru the opening into the other area. In this area, go upward, and go thru the opening into the other area. In this area, go upward, and go thru the opening into the other area. In this area, go up the stairs, and there is a scene. Now, fight the boss Rimitts (LV37, Lp72, Pp12) and One-Eyed x2 (brown). Stage 66; 4 turns. After defeating Rimitts, there is a scene, Myra gets the gold card, there is another scene, and Marion joins the group temporarily. Go up the stairs, and search the jewel on the floor for topaz of earth. Use Mireria's wings again to move back to the world map, move the cursor onto the Golden Desert, and press the X button to enter the Golden Desert.

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## Golden Desert

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go back into Gravel Tower to 4F. On 4F, go thru the elevator door into the other area. If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. In this area, go downward, and go thru the door into the other area. In this area, go down two flight of stairs, and go thru the door into the other area. In this area, go down the stairs, search the big machine on the floor that's nearby, and there is a scene. Search the big machine on the floor again for soul eraser. After that, go back to the time machine room. In the time machine room, go up the stairs, press the X button to open the door of the time machine, go thru that door, press the X button, choose "The Age where Airin exists (#1)," and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Develop Town, and press the X button to enter Develop Town.

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## The Present Age

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## Develop Town

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Go back to the area where Ceres is at. In this area, go upward, speak to Ceres (the purple-haired girl), and choose "behavior (left)" + "give it (#4)" + "purifia wreath" + "yes (left)" for the Kirakira pebble (50-50). Go back to the entrance area, jump down the steps, and search the top wall that's nearby the wooden box for an opening. Go thru that opening into the underground passageway. In the underground passageway, go down the stairs, and go to the left into the Golden Palace entrance. In the Golden Palace entrance, go up the stairs, and search the dragon's mouth. Go thru the dragon's mouth into the Golden Palace. If you encounter any enemies, choose

"escape (#5) counting from left to right" to leave the battle. In the Golden Palace, go to the lower left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go up two flight of stairs, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go up the stairs, and there is a scene. Now, fight the boss Kandel (LV44, Lp90, Pp11). Stage 67; 12 turns. It will be Myra, Lunard, Leon and Dorothy fighting against Kandel. In battle, use Dorothy's skill of Poison Drop on Kandel during the first two turns to lower its status. There will be reinforcement of Himomakiwo. After defeating Kandel, Myra gets mother earth ring, and there is a scene. Use Mireria's wings again to move back to the world map, move the cursor onto Olga Town, and press the X button to enter Olga Town.

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#### Olga Town

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Go back to the item shop, sell unwanted items, and buy scroll of poison (180G), Tsyonarl V (660), Robalran powder (130G), Habalratio powder (2000G), Habalran powder (440G), Robalratio powder (570) for the group. Leave the item shop, and go back to the tree pavilion. In the tree pavilion, search the bucket, and choose "hide the Kirakira pebbles! (#1)" to store the Kirakira pebbles into that bucket. Use Mireria's wings again to move back to the world map, move the cursor onto Haunt Mountainous District, and press the X button to enter Haunt Mountainous District.

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#### Haunt Mountainous District

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If you encounter any enemies, choose "escape (#5) counting from left to right" to leave the battle. Go all the way back to the summit. At the summit, go up two flight of stairs, and search the god statue of earth which is nearby the god statue of flame to get the Holy Mother's cloak (4-4) with the summon skill of Kandel. Go upward, and go thru the opening into the Fantasy Sacred Temple. In the Fantasy Sacred Temple, there is a scene. Now, fight Snowman-n, Bat-n, Scarecrow, Salamander, Skeleton, Amon, Moon Boy (red), Armor Man, Shadown Man, UhoUho (orange), Mausshisshi, and Bogeyman. Stage 71; 12 turns. There will be reinforcement of Mermaids, Crimson-chins, Fuzz Birds, Galgoria, and 13Fris. After defeating Snowman-n, Bat-n, Scarecrow, Salamander, Skeleton, Amon, Moon Boy (red), Armor Man, Shadown Man, UhoUho (orange), Mausshisshi, and Bogeyman, go upward, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the temple. In the temple, search the two treasure chests that are nearby for Tsyonarl V and Catanarl V. Search the blue crystal to make a bridge appear. Now, go upward, and there is a scene. Search the treasure chest that's nearby for scroll of meteor. Go up the stairs, and go thru the big opening into the next area. In this area, go upward, and there is a scene. Now, fight Shadow Man x2, 13FRI, and Bogeyman x6. Stage 72; 6 turns. After defeating Shadow Man x2, 13FRI, and Bogeyman x6, go upward, and go thru the big opening into the next area. In this area, go upward, and there is a scene. Now, fight Green x2, Moon Boy (red), and Himomakiwo x3. Stage 73; 8 turns. After defeating Green x2, Moon Boy (red), and Himomakiwo x3, go upward, and go thru the big opening into the next area. In this area, go up four flight of stairs, and go thru the big opening into the next area. In this area, try to go up the stairs, and there is a scene. Now, fight 13Fri x2, Mermaid, and One-Eyed x3. Stage 74; 7 turns. In the battle, go around the stairs. After defeating 13Fri x2, Mermaid, and One-Eyed x3, try to go thru the big opening that's nearby into the next area, there is a scene, and choose "Let's go!! (#2)." Now, go thru that big opening into the next area. In this area, there is a scene. Now,

fight the final boss Oriares (LV50, LP70, Ball14) along with DokuDoku x2, Fuzz Bird x2, 13Fri x2, Green, and Amon. Stage 75; 9 turns. After defeating Oriares, there is a scene. Now, fight Oriares (lower body; LV41, LP65, Ball13) x4, Oriares (middle body; LV43, Lp95, Ball13), and Oriares (top body - red ball; LV58, LP127, Bal7). Stage 76; 11 turns. After defeating Oriares (lower body) x5, Oriares (middle body), and Oriares (main body - red ball). In battle, get rid of the four objects (lower body) on the ground. After that, use the skill of Tornado to reach the main body which is the red ball, and use the skill of Poison Drop to lower Oriares' (main body - red ball) status. After defeating Oriares (main body - red ball), there is a scene. Go back thru the opening into the other area. In this area, go down the stairs, and go thru the opening into the other area. In this area, go down four flight of stairs, and go thru the opening into the other area. In this area, go downward, and go thru the opening into the other area. In this area, go downward, and go thru the opening into the other area. In this area, go down the stairs, step on the red switch that's on the floor to make a bridge appear, and there is a scene.

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 THE END  
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After the credits roll by, "END" appears, choose "RESET GAME," and then press the X button two times to make the title screen appear with the "ONCE AGAIN" mode. In the "ONCE AGAIN" mode, Myra has 65000G in hand, and the gin that the enemy drops increases by a factor of eight. All items of "Tools, Hand Things (Weapons), Clothes, Clogs, Others" from the previous game are now sold in the item shop, and the stocks of those items are infinite.

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 Status Strengthening (Consumption Item)  
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Name	Effect
Source of Muscular Strength	Str goes up by 2
Source of Vigour	Con goes up by 2.
Source of Speed	Dex goes up by 2.
Source of Luck	Luk goes up by 2.
Source of Physical Strength	Lp goes up by 2.
Source of Spirit	Pp goes up by 2.
Source of Energies	Pp (Bal) goes up by 2. When 30 Kirakira pebbles are collected, you obtain it.
Adam's Apple	LV goes up by 1.
Shiny Red Stone	The fire of light maximum goes up by 1.
Shiny Blue Stone	The water of light maximum goes up by 1.
Shiny Green Stone	The wind of light maximum goes up by 1.
Shiny Yellow Stone	The earth of light maximum goes up by 1.
Dark Red Stone	The fire of darkness maximum goes up by 1.
Dark Blue Stone	The water of darkness maximum goes up by 1.
Dark Green Stone	The wind of darkness maximum goes up by 1.
Dark Yellow Stone	The earth of darkness maximum goes up by 1.

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 Non-Consumption Item  
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Name	Effect
Toolbox	You can stock up to 8 items.
Eternal Wing	Move onto the world map. When 10 Kirakira pebbles are collected, you obtain it.
Time pongee winder	Use it in battle. Return before 3 turns.
Gold Dust	A realization item. Sell it for 200G.
Bar Gold	A realization item. Sell it for 2000G.
Beautiful Brooch	Get it in Develop Town. You can exchange it for a "Kirakira pebble" when you pass it to Ceres later on.



Kirakira Pebble      It is necessary for the item exchange with Airin. It is possible to stock it in the bucket.

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Consumption Item (For Battle)  
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Name	Price	Effect
Roelbi Fruit	30	Recover 1/2 of the maximum value of one's Lp.
Haelbi Fruit	90	Recover one's Lp to the maximum value.
Roelbiore Fruit	100	Lp of all the adjoining characters. Recover 1/2 of the maximum value.
Haelbiore Fruit	300	Lp of all the adjoining characters. Recover to the maximum value.
Robalran Powder	130	Recover 1/2 of the maximum value of one's Pp (Bal).
Habalran Powder	440	Recover one's Pp (Bal) to the maximum value.
Robalratio Powder	570	Pp (Bal) of all the adjoining characters. Recover 1/2 of the maximum value.
Habalratio Powder	2000	Pp (Bal) of all the adjoining characters. Recover to the maximum value.
Black Feather	500	A summons skill
Target Paper	80	Concentrated the enemies' attacks on the user.
Retorisa Paper	140	Suppress the attack from the back to damage from the side.
Omicge Paper	80	Surely remember the un-master skills. (It is necessary to fill the energy distribution)
Scroll (Various)	-	It uses the same skill as the name.
Tsyonar1	140	Improve Str of one person.
Tsyonar1 V	660	Improve all friends' adjoining Str.
Catanar1	130	Improve Con, Dex, and Luk of one person.
Catanar1 V	650	Improve all friends' adjoining Con, Dex, and Luk.
Time Pongee String	900	Return before three turns.

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Consumption Item  
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Name	Price	Effect
Mireria's Wings	110	Move onto the world map.
Mekiral's Wings	200	Move to wherever you like without going onto the world map.

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Version 1.0  
By Ritchie (hidall@hotmail.com)