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- [CH1-F] Harumi District
- [CH1-G] Juban District - 3
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- [CH1-L] Juban Middle School
- [10-C21] Chapter 2, Part 1: In Search of the Stones - Sailor Mercury
  - [C21-A] Keines Village
  - [C21-B] Switzerland Region - 1
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- [10-C22] Chapter 2, Part 2: In Search of the Stones - Sailor Mars
  - [C22-A] Takra Kuhp Temple
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- [10-C23] Chapter 2, Part 3: In Search of the Stones - Sailor Jupiter
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  - [C24-B] Rias Village - 1
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- [11-EAS] Easy Mode
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[13-SEP] Status Effect Primer

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- [15-IKE] Keines Village (Present)
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- [15-IYA] Yaga Village (Present)
- [15-ILH] Lhasa Village (Present)
- [15-IME] Medis Village (Present)
- [15-IMV] Mishy Village (Present)
- [15-IRI] Rias Village (Present)
- [15-ISA] Sariel Village (Present)
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- [15-IRP] Rias Village (Past)
- [15-IEK] Earth Kingdom
- [15-ISM] Silver Millennium
- [15-IKP] Keines Village (Past)
- [15-IAP] Andeng Village (Past)
- [15-IYP] Yaga Village (Past)
- [15-IKR] Krita Yuga
- [15-ILP] Lhasa Village (Past)
- [15-IEP] Medis Village (Past)
- [15-IIP] Mishy Village (Past)
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- [15-ICW] Crystal Tokyo: Canna West (Accessories)
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- [16-MON] Dark Kingdom's Monsters
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- [16-OTF] Other Foes
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[17-CDT] Credits

=====  
[01-DIS] Disclaimer and Contact Info  
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If necessary, please contact me via...

- Private Message to Moeman\_ on GameFAQs (If you have a GameFAQs account)
- Emailing me at: tiresometeddybear [AT] gmail [DOT] com  
(Replace [AT] with @, and [DOT] with .)

Just be sure to have "Sailor Moon RPG," "Sailor Moon: Another Story," or some variant in the subject line.

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=====  
[02-REV] Revision History  
=====

v1.0

- Aug 30 2019 - Began the outline for the walkthrough. I figure it won't be as much of a pain as my last guide since I know SM:AS inside and out.
- Oct 14 2019 - Finished the most tedious parts. Next is testing the effects of each Link Tech and the bestiary.
- Nov 11 2019 - In the middle of the walkthrough. Finished perfecting the indices.
- Dec 10 2019 - Finished the first draft of the walkthrough!
- Jan 03 2019 - Typo fixes. Allowed Neoseeker to use the guide.
- Dec 20 2020 - Realized the appendices and related lists look like crap. Started reformatting.

=====  
[03-GAM] About Sailor Moon: Another Story  
=====

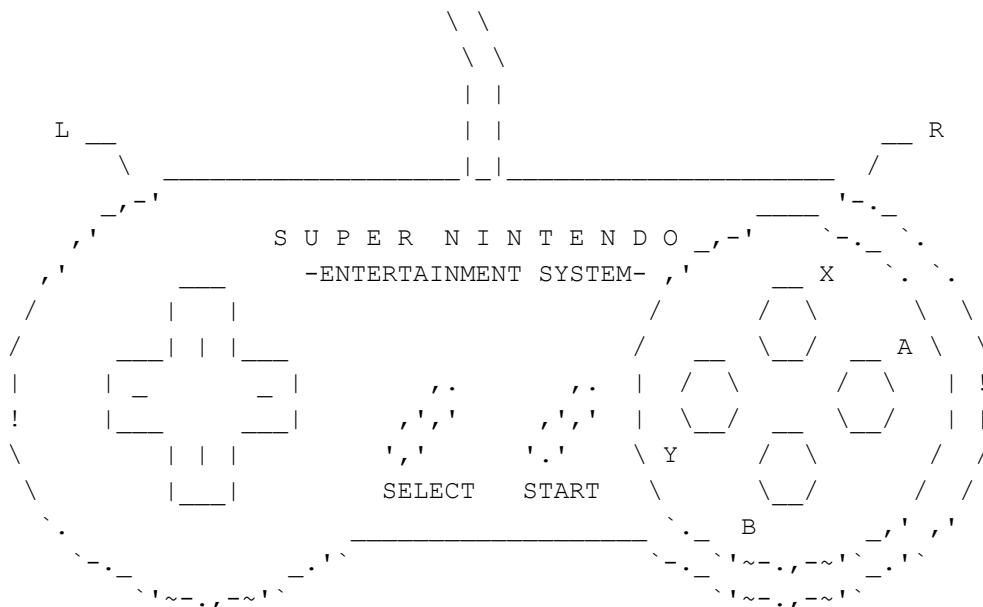
Another Story is, as of this writing, the only Sailor Moon role-playing game.

Developed by Arc System Works, published by Angel, and created in association with Kodansha, Bandai, Toei Animation, and Fumio "Osabu" Osano, it's a bit of a beast. With so many chefs stirring the pot, one might think the game is a mess, but it's surprisingly competent. It's not without its blemishes, and it's somewhat wanting for content, but the resulting game is a fun and interesting SNES classic.

The development began in 1994, while the Death Busters storyline was still being drafted. It finally released in 1995, during the Dead Moon Circus arc. It's for this reason that the game elected to weave the stories of the manga and anime both together in an eclectic yet unique way.

Another Story's one major drawback is its difficulty curve; at many points, players may hit a wall due to the overwhelming force of the local enemies. This causes them to either use the Easy Mode cheat code or grind to absurd levels. This walkthrough seeks to avoid this by giving the minimum level required to beat a boss and pass through an area safely.

=====  
[04-CON] Controls  
=====



(ASCII art courtesy of Osrevad.com. <http://osrevad.westopia.net/index.php>)

Field Map

- Control Pad: Move in indicated direction, move confirmation prompt cursor
- A Button: Talk, examine, confirm, advance text
- B Button: Run
- X Button: Main menu
- Y Button: Advance text
- START Button: MakeUpLink menu
- SELECT Button: Options menu
- L or R Buttons: Sprint

## Menus

Control Pad: Scroll in indicated direction

A Button: Confirm, exit Puzzle screen

B Button: Cancel

X Button: View character status in Form Party and MakeUpLink menus

Y Button: Register Link Tech in MakeUpLink menu

START Button: Exit Form Party and MakeUpLink menus

L or R Buttons: Flip pages left/right in main menu, flip pages down/up in battle menu, switch target sides when using Attack command

## World Map

Control Pad Up: Forward

Control Pad Down: Backward

Control Pad Left/Right: Turn in indicated direction

A Button: Enter town

X Button: View/exit map

Y Button: Special teleport

L or R Buttons: Move left/right without turning

Simultaneously press the L, R, START, and SELECT Buttons at any time to perform a soft reset.

=====  
[05-STY] Sailor Moon: The Story So Far...  
=====

Ages ago, there was a kingdom on the Moon known as the Silver Millennium. There lived a Queen and her daughter, Princess Serenity. Four Guardian Soldiers, Princesses of their own respective planets, protected the Princess from any harm. Serenity fell in love with the Prince of Earth, Endymion. However, a Sage named Beryl loved Endymion as well, and she used the power of a being called Metalia to delude the people of Earth into believing the Moon folk were their enemy. Endymion and Serenity both died in the conflict, as well as the rest of the denizens of the Moon. Thus the Queen used the last of her strength to send the souls of the fallen to be reincarnated in the modern age.

In 1992, Usagi Tsukino meets a talking cat named Luna, who claims to have come from the Moon to awaken Usagi as the soldier of love and justice, Sailor Moon. As Sailor Moon, she is tasked with finding the Legendary Silver Crystal and protecting the reborn Princess Serenity. In the process, she must fight the Dark Kingdom, a hidden area where monsters are created to drain energy from humans. During her first mission she meets an enigmatic man named Tuxedo Mask, who is also seeking the Silver Crystal.

The other Sailor Soldiers awaken soon thereafter: Ami Mizuno AKA Sailor Mercury; Rei Hino AKA Sailor Mars; Makoto Kino AKA Sailor Jupiter. All the while the Dark Kingdom conspires, with the reborn Beryl leading them. They seek energy in order to resurrect the sealed Metalia, who demands they find the Silver Crystal to revive her.

It's discovered that the Silver Crystal was split into seven separate Rainbow Crystals in order for the Seven Great Monsters to be reborn as humans. One of the Dark Kingdom's high-ranking warriors discovers a way to extract each Crystal, and eventually, all seven are recovered, split among the three factions.

During a high-stakes battle, the Sailor Soldiers' Princess comes to save them: Minako Aino AKA Sailor Venus, along with another talking feline familiar named

Artemis.

Feelings develop between Usagi and Mamoru Chiba, who is revealed to be none other than Tuxedo Mask himself. While the Princess warns Usagi to stay away, she can't resist. Eventually, it's discovered that Mamoru is the reborn form of Endymion, and the Silver Crystal materializes. At this time, it's also shown that Minako's true identity is the leader of the Sailor Soldiers. And the true Princess is none other than Usagi herself.

Mamoru is kidnapped and made a slave of the Dark Kingdom, his memories erased and replaced with nothing but evil. The Sailor Soldiers take the fight to the Dark Kingdom's home turf, each dying one by one until only Usagi is left. She is forced to kill Mamoru in combat, and perishes herself after destroying an entity created from Beryl merging with Metalia.

Usagi's dying thoughts resonate with the Silver Crystal, and the Soldiers and Mamoru are revived.

The Soldiers, Tuxedo Mask, and the cats settle into a routine of a normal life. However, things can't stay peaceful forever; a pink-haired girl with a hairstyle similar to Usagi's comes crashing down from the sky and demands the Silver Crystal. She brainwashes the other members of the Tsukino household into letting her live with them, sparking Usagi's distrust. Mamoru nicknames the girl "Chibi-Usa".

Later that day, a mysterious group calling themselves "Black Moon" emerge, claiming to seek a target named "Rabbit" who turns out to be none other than Chibi-Usa herself. As Sailor Moon protects Chibi-Usa from the Black Moon's Droid minions, the two slowly warm up to one another.

One by one, members of the Black Moon calling themselves the "Spectre Sisters" are purified through Sailor Moon's Silver Crystal, and as her secret identity is revealed to Chibi-Usa, she is convinced to tell Usagi the truth: she came from the 30th century seeking Sailor Moon's help.

As they plan to head toward the future, a mysterious stranger named Fiore confronts the gang. Somehow, he seems to know Mamoru. Finding that he's given his heart to Usagi angers Fiore; after sending plant-like creatures to drain the energy of the townsfolk, he kidnaps Mamoru and takes him to a meteorite filled with lethal flora. The Sailor Soldiers give chase.

It turns out that Fiore is under the control of a dangerous life form known only as the Xenian Blossom. Sailor Moon convinces Fiore that the Blossom is using him, but is unable to save Fiore's life. The meteorite begins a collision course for Earth, but the team stops it just in the nick of time.

A member of the Black Moon named Saphir attempts to defect, hoping to seek shelter at the apartment of his purified once-lover Petz, one of the Spectre Sisters. However, he is killed in a struggle with Wiseman, the sage leading the Black Moon.

At last the Sailor Soldiers, Chibi-Usa, Tuxedo Mask, and the cats head toward the future to try and save the planet. They meet Sailor Pluto along the way, the Soldier of Time who guards the Door of Space and Time. Chibi-Usa hugs her and introduces her to the other Soldiers as her one and only friend.

Sailor Moon invites Sailor Pluto along to investigate the future Earth, but she declines, as she is required to stay and guard the Door. Regretfully, the rest of the team leaves Pluto behind.

Upon arriving in Crystal Tokyo, the group finds multiple pulsing chunks of black crystal impaled in the ground. Chibi-Usa calls these the "Malefic Black Crystal". They are soon after confronted by a mysterious apparition calling himself King Endymion--Mamoru's future self.

Endymion is the King of Earth, and his queen, Neo Queen Serenity, has been in a deep sleep encased in the Silver Crystal for quite some time. In one fell swoop, Usagi and Mamoru learn that they will not only one day rule Earth and the Moon, but will have a child together--Usagi Small Lady Serenity, alias Chibi-Usa.

King Endymion elaborates about the Black Moon's origins: they come from a distant planet called Nemesis, where an evil entity named Death Phantom was once exiled. The Black Moon had rejected mandatory purification by the Silver Crystal, and are looking for ways to destroy it and bring about the end of the great peace of the New Silver Millennium.

During this talk, Chibi-Usa scampers off, a look of conflict on her face. She encounters Wiseman, who promises to help her become older and make her own decisions without feeling weak or belittled. At the same time, Prince Demande--the Black Moon's leader--arrives and kidnaps Usagi. He informs her about his fascination and obsession with Neo Queen Serenity, so much so that he would take her in any form possible.

Tuxedo Mask saves Usagi just in time, but not before a mysterious new foe named Black Lady appears and wreaks havoc upon the Sailor Soldiers with her strong magic. At once, they recognize her as Chibi-Usa, grown older and morphed into something hateful.

Demande realizes Wiseman used the Black Moon clan as pawns in his attempt to destroy Earth, and defects, stealing the Silver Crystals of both the present and the future. He attempts to make the two collide and destroy the entire cosmos, but Sailor Pluto rushes in and stops time. As this is one of the most grave taboos, she must sacrifice her life to atone for breaking it.

Usagi carefully takes the Silver Crystals from the frozen Demande, and time begins to flow again. Black Lady suddenly finds herself crying uncontrollably, and after remembering how much her friend loved her, screams Pluto's name and returns to her old self, transforming into Sailor Chibi Moon.

Shortly after, Wiseman kills Demande for his betrayal, and reveals himself to be Death Phantom, a hateful being that once attempted to destroy Earth. As he had merged himself with the energies within the planet Nemesis, his loathing and power have grown so great that it becomes nearly impossible for the Soldiers to defeat him.

Sailor Moon, Sailor Chibi Moon, and Tuxedo Mask are transported into space to where Nemesis lies, and together, the three defeat Death Phantom once and for all.

The Sailor Soldiers, cats, and Tuxedo Mask head home, and all seems well... until Chibi-Usa comes falling down onto Usagi's head again. She presents Usagi with a letter from Neo Queen Serenity, who expresses her gratitude for the Sailor Soldiers of the present era agreeing to teach the new pretty soldier trainee.

One of Chibi-Usa's tasks is to make new friends, and she meets a shy yet friendly girl named Hotaru Tomoe. Unfortunately for the Sailor Soldiers, their fight is never over, and they encounter impossibly strong foes called Daimons. They're rescued by two new Sailor Soldiers, Sailor Uranus and Sailor Neptune.



Despite Sailor Moon's pleading, Uranus and Neptune refuse to work alongside the core team and carve their own path. As the new enemy group, the Death Busters, send more Daimons out, it becomes clear that they're seeking the Pure Heart Crystals that will transform into sacred artifacts known only as the Talismans.

Two students from the new Mugen Academy, Haruka Tenou and Michiru Kaiou, begin frequenting the same hangouts as the girls do in their spare time, and so they strike up a friendship.

As time goes by, Uranus and Neptune reveal their identities as Haruka and Michiru to Usagi, who they learn is none other than Sailor Moon. Stealing her brooch, they go to a cathedral under construction out on the ocean in order to track down a lead on the Talismans. Unfortunately, it turns out to be a trap, and they nearly perish in the face of Eudial, a member of the Witches 5, the Death Busters' sub-group.

A mysterious woman named Setsuna Meiou transports the core Sailor Soldiers and Tuxedo Mask to the cathedral; she transforms into none other than Sailor Pluto, who has been reborn in the present era. Uranus and Neptune are revived, their Pure Heart Crystals being the very Talismans they sought the entire time. And Pluto's own Talisman is the third and final needed to complete the set.

The Holy Grail appears, and Sailor Moon takes it for herself. Using it allows her to become Super Sailor Moon, and with this, she defeats Eudial. The rest of the Witches 5 are slowly defeated, leaving only the highest-ranking Death Busters to be dispatched.

It soon comes to light that Hotaru's father, Professor Souichi Tomoe, is the leader of the Death Busters. He and his right-hand assistant Kaolinite go into hiding, but Chibi-Usa manages to find the sickly Hotaru.

Since childhood, she has been plagued by seizures and bodily pain, but it's eased by Chibi-Usa's Silver Crystal of the future. When Chibi-Usa removes it from her compact to show Hotaru, it's stolen as Hotaru grows into a twisted woman calling herself Mistress 9. Chibi-Usa nearly dies, as her own life force is bound to the Silver Crystal itself, but Mamoru links his soul with hers to keep his future daughter alive.

Professor Tomoe, eager that their plans are reaching fruition, invites the Sailor Soldiers into Mugen Academy--their base of operations--for an all-out final fight. The Witches 5 are resurrected and trap the girls in a tumultuous battle, but our heroines emerge as the victors.

As the Soldiers approach Professor Tomoe, he reveals that he was possessed by an alien life force named Germatoid. Years ago, he successfully created a wormhole to another star system, causing a deadly lab explosion. His wife and daughter were killed, and he and Kaolinite were imbued with Daimon egg pods in exchange for the alien resurrecting Hotaru.

The Professor is defeated by Super Sailor Moon; however, the diversion he created allows Mistress 9 to summon their supreme ruler, Pharaoh 90, to Earth in order to turn it into a new home world for the Death Busters.

Combining all of their powers, the Sailor Soldiers manage to kill Mistress 9. Unfortunately, her death means nothing; Pharaoh 90 is still en route to Earth. From Mistress 9's corpse, a new life emerges. She returns Chibi-Usa's soul and Silver Crystal, and Tuxedo Mask and Sailor Chibi Moon rush off to join the battle in progress.

Sailor Chibi Moon's own desire for strength like Sailor Moon's creates a new Holy Grail, and she transforms into Super Sailor Chibi Moon. Together, they try to defeat Pharaoh 90 to no avail.

The new life appears before them, wielding a deadly scythe. She is the Sailor Soldier of Ruin, Sailor Saturn. Uranus and Neptune are horrified, as they believe her coming means the end of life as they know it. But Saturn informs them that she plans to sacrifice herself to exile Pharaoh 90 from the Solar System.

Super Sailor Moon and Super Sailor Chibi Moon assist her in her endeavor, and the entire land that Mugen Academy was built on is destroyed. Among the rubble they find a baby crying; the reborn Hotaru Tomoe, finally permitted to live her own life free of pain and battles. Uranus, Neptune, and Pluto choose to take baby Hotaru away from Tokyo and move to the countryside, raising her as their own.

In the present day, the girls are mostly concerned with studying for high school entrance exams and what to do in their spare time. However... Another story awaits them...

=====  
=====  
[06-CHR] Playable Characters  
=====

NAME | OCCUPATION

-----  
Usagi Tsukino | Middle School Student  
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ABOUT

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Secret Identity: Sailor Moon. A klutzy crybaby with a selfish streak, Usagi awakened at age 14 as the Champion of Justice. In a former life, she was the Princess of the Moon, and in the future, she will become the Queen of Earth. Usagi believes that everyone has good in them somewhere.  
-----

NAME | OCCUPATION

-----  
Ami Mizuno | Middle School Student  
-----

ABOUT

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Secret Identity: Sailor Mercury. Ami awakened soon after Usagi as the Soldier of Wisdom. She's a super genius with an IQ of 300! As such, she's the brains of the team and often gathers intel and devises strategies.  
-----

NAME | OCCUPATION

-----  
Rei Hino | Middle School Student  
-----

ABOUT

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Secret Identity: Sailor Mars. Rei was the third to awaken, the Soldier of Passion. She's a hot-tempered priestess who lives at Hikawa Shrine with her grandfather and a live-in apprentice priest named Yuichiro. She has dreams of becoming a careerwoman one day, however.  
-----

NAME | OCCUPATION

Makoto "Mako" Kino | Middle School Student

ABOUT

Secret Identity: Sailor Jupiter. Mako was the final member to join the team, the Soldier of Protection. She transferred to Juban Middle School in search of a fresh start due to an upperclassman breaking her heart at her old school. Not just a good fighter, she's also strong, a great chef, and has a good heart.

NAME | OCCUPATION

Minako "Mina" Aino | Middle School Student

ABOUT

Secret Identity: Sailor V, Sailor Venus. Minako operated alone for a year as Sailor V, fighting the forces of the Dark Agency. Afterward, she awakened as Sailor Venus and donned the guise of the Moon Princess, drawing the enemies away from Usagi, whose powers were still dormant at the time. While Mina is the de facto leader of the Sailor Soldiers, she's boy-crazy and wants to be an idol singer someday.

NAME | OCCUPATION

Usagi "Chibi-Usa" Small Lady Tsukino | Elementary School Student, Princess

ABOUT

Secret Identity: Sailor Chibi Moon. Chibi-Usa came to the present Earth from the future, desperately seeking Sailor Moon and the Silver Crystal. Despite being the royal family's only daughter, she was often bullied for displaying no powers of her own; as a result, her one true friend was Sailor Pluto. She bravely went to present Earth to retrieve Sailor Moon and the Sailor Soldiers to try and help her own era when the Black Moon besieged it. She currently lives in Usagi's time as a Sailor Soldier trainee.

NAME | OCCUPATION

Haruka Ten'ou | High School Student

ABOUT

Secret Identity: Sailor Uranus. Haruka and Michiru met when they were still in middle school. Some time after striking up their friendship, she happened to come across Sailor Neptune being attacked by a monster. Her transformation rod appeared before her, and she chose to help the girl that she had fallen in love with. The two have been partners in justice and love ever since. Haruka possesses both masculine and feminine qualities, and often chooses to wear masculine-oriented clothing.

NAME | OCCUPATION

Michiru Kaiou | High School Student

ABOUT

-----  
Secret Identity: Sailor Neptune. Michiru awakened at an unknown time, and had been fighting the Death Busters since before meeting Haruka. One day, she was caught by surprise by Haruka, who found her barely scraping by after defeating an Abomination. Due to her love for Haruka, she begged her not to accept her transformation rod. However, the pair now work together as equals. Michiru is an elegant and refined young lady and enjoys the finer things in life.  
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NAME | OCCUPATION  
-----  
Setsuna Meiou | College Student  
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ABOUT

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Secret Identity: Sailor Pluto. She was the only Soldier who did not reincarnate on Earth, but rather back at her same spot at the Door of Space and Time. After her heroic sacrifice, however, she was permitted a fresh start on Earth as a normal woman. Setsuna is mysterious and speaks in an old-fashioned way, but everyone regards her as an older sibling figure.  
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NAME | OCCUPATION  
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Hotaru Tomoe | Infant  
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ABOUT

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Secret Identity: Sailor Saturn. Hotaru had the misfortune of being born to an enemy. Her father Professor Tomoe infused her with Mistress 9's Daimon egg, and it caused her health problems since childhood. After meeting Chibi-Usa and the other girls, she was able to overcome Mistress 9's influence on her body and transformed into Sailor Saturn. While the strain of destroying Pharaoh 90 should have killed her, Super Sailor Moon's help instead allowed her to be reborn as a baby.  
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[07-NPC] Non-Playable Characters  
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-----  
NAME | OCCUPATION  
-----  
Mamoru Chiba | College Student  
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ABOUT

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Secret Identity: Tuxedo Mask. Usagi's boyfriend, and as his alter ego he's always good for a rose toss and a motivational speech. Mamoru lost his memory as a child when his parents got into a car accident. All he could remember is a princess begging him to find the Legendary Silver Crystal. As he and Usagi awakened to their past lives, he regained his lost memories, and the pair resumed their love spanning the ages.  
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-----  
NAME | OCCUPATION  
-----  
Luna | Cat Familiar  
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ABOUT

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Former denizen of the Moon, she was sent to awaken the Sailor Soldiers. Acts as one of their mentors.  
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NAME | OCCUPATION

-----  
Artemis | Cat Familiar  
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ABOUT

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Former denizen of the Moon, he was sent to awaken Sailor Venus. Acts as a mentor to the Sailor Soldiers, but often ends up as the butt of a joke.  
-----

NAME | OCCUPATION

-----  
Diana | Kitten Familiar  
-----

ABOUT

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A cute gray kitten who advises Chibi-Usa; daughter of Luna and Artemis in the far future. She and her parents' future selves are currently under the care of Neo Queen Serenity and King Endymion.  
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NAME | OCCUPATION

-----  
Ikuko Tsukino | Homemaker  
-----

ABOUT

-----  
Usagi and Shingo's mother. She's a sweet woman who only wants her children to succeed in life, but could be said to go too far with punishment. Wife of Kenji Tsukino.  
-----

NAME | OCCUPATION

-----  
Shingo Tsukino | Elementary School Student  
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ABOUT

-----  
Usagi's annoying younger brother. He's a good kid deep down, but he's devoted his home life to tormenting his older sister.  
-----

NAME | OCCUPATION

-----  
Naru Osaka | Middle School Student  
-----

ABOUT

-----  
Usagi's best friend and confidant. Lives above the OSA-P jewelry store with her mother.  
-----

NAME | OCCUPATION

-----  
Mayumi Osaka | Jewelry Store Owner  
-----

ABOUT

-----  
Naru's mother. Owns and operates the OSA-P jewelry store in Juban District.  
-----

-----  
NAME | OCCUPATION  
-----

Gurio Umino | Middle School Student  
-----

ABOUT

-----  
A know-it-all geek who always seems to have the latest gossip, though lately he's more preoccupied with his girlfriend Naru.  
-----

-----  
NAME | OCCUPATION  
-----

Motoki Furuhata | College Student, Pt-time Arcade Manager  
-----

ABOUT

-----  
Motoki works at the Crown Arcade owned by his uncle. He's friendly and charming with a winning smile.  
-----

-----  
NAME | OCCUPATION  
-----

Rei's Grandfather | Shinto Shrine Priest  
-----

ABOUT

-----  
Owns and operates the local Hikawa Shrine. He's a total pervert.  
-----

-----  
NAME | OCCUPATION  
-----

Yuichiro Kumada | Shinto Shrine Apprentice  
-----

ABOUT

-----  
A nomad by nature, he's settled down at the Hino family Hikawa Shrine because he has the hots for Rei.  
-----

-----  
NAME | OCCUPATION  
-----

Ryo Urawa | Middle School Student  
-----

ABOUT

-----  
A friend of Ami's with psychic powers. In a former life, he was one of the Seven Great Monsters, but had his Rainbow Crystal extracted and was healed by Sailor Moon.  
-----

-----  
NAME | OCCUPATION  
-----

Momoko "Momo" Momohara

| Elementary School Student

-----  
ABOUT

-----  
Chibi-Usa's best friend. Her family runs an authentic Chinese restaurant.  
-----

NAME

| OCCUPATION

-----  
The Traveler

Hopeless Adventurer

ABOUT

-----  
This man can be found wandering around in the oddest of areas. He keeps a large supply of a miracle elixir on his person at all times, and is more than willing to share if you're feeling tired.  
-----

NAME

| OCCUPATION

-----  
Queen Serenity

Queen of the Moon

ABOUT

-----  
The kind and just Queen of the Silver Millennium until its untimely demise. Mother of Princess Serenity.  
-----

NAME

| OCCUPATION

-----  
Princess Serenity

Princess of the Moon

ABOUT

-----  
In her former life, Usagi was a feisty and spirited princess. She was killed in the siege on the Moon Kingdom.  
-----

NAME

| OCCUPATION

-----  
Prince Endymion

Prince of Earth

ABOUT

-----  
Devoted to Princess Serenity, he only wanted to see the Earth and Moon strengthen their bonds. He died protecting Princess Serenity.  
-----

NAME

| OCCUPATION

-----  
Neo Queen Serenity

Queen of Earth

ABOUT

-----  
In the 30th century, Usagi has become the ruler of both Earth and the Moon. She has used the Silver Crystal to protect the world and all the people in it, extending the life spans of each humans.  
-----

NAME

| OCCUPATION

-----  
King Endymion | King of Earth  
-----

ABOUT

-----  
Neo Queen Serenity's king, the future form of Prince Endymion. His supportive and loving nature has only tempered within him in adulthood.  
=====

-----  
[08-VIL] Villains  
=====

-----  
NAME | OCCUPATION  
-----

Jadeite | First King of Heaven  
-----

ABOUT

-----  
In the past life, he was Prince Endymion's Knight of the Far East. However, he was tricked by Beryl into joining her side during the war between the Moon and Earth. Reincarnated, he was swindled once again and became one of her Four Kings of Heaven. The Sailor Soldiers defeated him in combat, and he returned to the stone from which his name comes. He and the other three currently rest on Mamoru's desk in the Four Kings' Case.  
-----

-----  
NAME | OCCUPATION  
-----

Nephrite | Second King of Heaven  
-----

ABOUT

-----  
In the past life, he was Prince Endymion's Knight of the West. However, like the others, Beryl fooled him in this life and the next; he shared the fate of his comrades and now rests in the Four Kings' Case.  
-----

-----  
NAME | OCCUPATION  
-----

Zoisite | Third King of Heaven  
-----

ABOUT

-----  
In the past life, he was Prince Endymion's Knight of the East. However, like the others, Beryl fooled him in this life and the next; he shared the fate of his comrades and now rests in the Four Kings' Case.  
-----

-----  
NAME | OCCUPATION  
-----

Kunzite | Fourth King of Heaven  
-----

ABOUT

-----  
In the past life, he was Prince Endymion's Knight of the Mid-East. However, like the others, Beryl fooled him in this life and the next; he shared the fate of his comrades and now rests in the Four Kings' Case.  
-----



NAME | OCCUPATION

Queen Beryl | Queen of the Dark Kingdom

ABOUT

Once a deeply respected benevolent Sage, her feelings for Endymions unfortunately led her to harness Metalia's power to destroy the Moon Kingdom. Reborn, she was once again drawn to Metalia and sought to conquer Earth. Beryl ultimately gave her very soul to Metalia, who possessed her.

NAME | OCCUPATION

Queen Metalia | Malevolent Entity

ABOUT

A power-hungry demon whose only goal was to drain the world of all life energy. In the past and the present, those who allied with her wielded the power she gifted them, but it inevitably led to their ruin. After possessing Beryl in the final battle, she was destroyed by Sailor Moon.

NAME | OCCUPATION

Rubeus | Crimson of the Black Moon

ABOUT

Rubeus was a harsh and bitter man who only wanted to achieve his goals. Though seemingly ruthless, his arrogance impeded with his success. Sailor Moon destroyed him while rescuing Chibi-Usa.

NAME | OCCUPATION

Koan | Youngest of the Spectre Sisters

ABOUT

Koan was formerly part of the Black Moon, but was scorned by Rubeus and nearly driven to suicide. However, Sailor Mars convinced her that life was still worth living. After Sailor Moon purified her, she opened a cosmetics shop.

NAME | OCCUPATION

Berthier | Second Youngest of the Spectre Sisters

ABOUT

Berthier was also part of the Black Moon, but was ousted as a failure when she was unable to capture Sailor Mercury. Koan convinced her that she could start over, and Sailor Moon purified her. Berthier currently works with Koan at their cosmetics shop.

NAME | OCCUPATION

-----  
Calaveras | Second Eldest of the Spectre Sisters  
-----

ABOUT  
-----

Calaveras was allied with the Black Moon. She and Petz were given an artifact made from the Malefic Black Crystal, and it overtook Petz's heart. After being attacked by Petz alongside the Sailor Soldiers, she was driven to their side. Calaveras was purified alongside Petz, and the two of them joined their sisters at the cosmetics shop.

-----  
NAME | OCCUPATION  
-----

Petz | Eldest of the Spectre Sisters  
-----

ABOUT  
-----

Of the Spectre Sisters, Petz was the most loyal to the Black Moon, partially due to her one-sided love for Saphir. Because the love was not reciprocated, Petz became very scornful and hateful, letting the Black Crystal artifact overtake her body. Once she'd realized what she'd done, Petz nearly sacrificed her life to destroy it, but was stopped in time by the Sailor Soldiers. She accepted purification alongside Calaveras, and the two joined their sisters at the cosmetics shop.

-----  
NAME | OCCUPATION  
-----

Esmeraude | Green of the Black Moon  
-----

ABOUT  
-----

A haughty, stuck-up woman who considered herself better than everyone else. She watched Rubeus die and did nothing to help him. She was in love with Prince Demande, but he did not return her affections. This drove her to turn to Wiseman for power to impress Demande, and she was then turned into a Dragon that was dispatched by the Sailor Soldiers.

-----  
NAME | OCCUPATION  
-----

Saphir | Blue of the Black Moon  
-----

ABOUT  
-----

Among the rest of the Black Moon, Saphir and his brother Demande were sent to the planet Nemesis in exile for refusing to be purified by the Silver Crystal. He followed his brother's dreams, believing they would lead them to happiness, but he ultimately attempted to defect and was killed by Wiseman.

-----  
NAME | OCCUPATION  
-----

Prince Demande | Prince of the Black Moon  
-----

ABOUT  
-----

At first, Demande only wanted to lead the Black Moon to a better life, but one day, he led an attack on Crystal Tokyo and came across Neo Queen Serenity by

chance. Smitten by her beauty, his goals changed from revolution to obsession over the queen. He was eventually killed by Wiseman for attempting to destroy the cosmos by causing the Silver Crystals of the present and past collide.

---

NAME | OCCUPATION

---

Black Lady | Princess of the Black Moon

---

ABOUT

---

After having run off in a fit of despair, Chibi-Usa was tricked by Wiseman into joining the Black Moon. All the love within her was eliminated, and she grew into a corrupted adult form known only as Black Lady. After Sailor Pluto's death, the spell was broken and she transformed into Sailor Chibi Moon.

---

NAME | OCCUPATION

---

Wiseman | Demonic Presence

---

ABOUT

---

Wiseman was once a great evil known as Death Phantom. Neo Queen Serenity was unable to purify him and could not subject him to the death penalty, so he was sent to the planet Nemesis in exile. There, his body died, and his soul became with the planet. His spirit possessed his skeletal remains and took on the guise of Wiseman in order to make the Black Moon do his bidding. He was destroyed by the combined powers of Sailor Moon, Sailor Chibi Moon, and Tuxedo Mask.

---

NAME | OCCUPATION

---

Fiore | Alien

---

ABOUT

---

Fiore is an alien of the Makai Tree, a sentient tree who lived on love energy. He separated from the Tree when the life forms it created began to fight for its bounty. He chanced upon Earth as a child, and the young Mamoru brought him into his hospital bed for warmth. Eventually, Fiore had to leave; the same day, Mamoru gave him a rose that he got from a young Usagi, who was visiting the hospital because Ikuko was giving birth to Shingo. Fiore swore that he'd return one day with a flower just as beautiful. He eventually returned with the evil Xenian Blossom, which nearly drove him to kill Sailor Moon and Tuxedo Mask. He sacrificed his own life to disconnect from Xenian's control.

---

NAME | OCCUPATION

---

Souichi Tomoe | Professor of Science

---

ABOUT

---

Souichi was a renowned scientist researching wormholes to other galaxies. Unfortunately, his experiment went horribly right when the aliens of the Tau Solar System came bursting through and destroyed his lab, killing his wife and nearly his daughter. A high-ranking Daimon named Germatoid agreed to save Souichi if the professor let him reside in his body. Souichi accepted and lost

his mind and soul, going on to surgically implant Hotaru with the egg of Mistress 9. Souichi was killed by Super Sailor Moon after Germatoid transformed him into the alien's true likeness.

---

NAME | OCCUPATION

---

Kaolinite | Lab Assistant, Magus of the Witches 5

---

ABOUT

---

Kaolinite was present at the destruction of Souichi's lab, and was implanted with an unknown Daimon egg of high standing. As Magus, she was the only one of Souichi's subordinates able to directly commune with Pharaoh 90. Kaolinite had two deaths, her first at the hands of the combined efforts of Sailor Moon's team and Sailor Uranus' team. Her unexplained resurrection as Kaori was short-lived; Mistress 9 killed her when she deemed Kaori had outlived her usefulness.

---

NAME | OCCUPATION

---

Eudial | Level 78 of the Witches 5

---

ABOUT

---

Fire Witch of the Witches 5. Serious-minded and perseverant, Eudial managed to reveal the true Talismans and the Holy Grail. Unfortunately, it was too little too late, and Mimete killed her by replacing her getaway car's brakes with snails.

---

NAME | OCCUPATION

---

Mimete | Level 40 of the Witches 5

---

ABOUT

---

Charm Witch of the Witches 5. Mimete loved idols and singing, and rarely seemed to take her job seriously, for a while even considering leaving the Death Busters. Her demise came at the hands of Tellu, when Mimete uploaded her consciousness into a computerized power amplifier made by Eudial; Tellu unplugged the power cord and Mimete was lost forever.

---

NAME | OCCUPATION

---

Viluy | Level 202 of the Witches 5

---

ABOUT

---

Techno Witch of the Witches 5. Viluy was logical and blunt, at times to the point of rudeness. Viluy figured that by taking out Sailor Mercury, the team's strategist, the other Sailor Soldiers would fall like a house of cards; however, Mercury managed to turn Viluy's nanobots back on her, and they quickly ate her alive.

---

NAME | OCCUPATION

---

Tellu | Level 404 of the Witches 5

-----  
ABOUT  
-----

Nature Witch of the Witches 5, and easily the most cold-blooded and ruthless of them all. Tellu's plan was to sell energy-harvesting flowers at a frugal price in order to collect powers that would awaken Mistress 9, but the Sailor Soldiers intercepted her in time. After Super Sailor Moon attacked Tellu's strongest plant, the Hyper Tellun, it turned itself on its creator.

-----  
NAME | OCCUPATION  
-----

Cyprine | Level 999 of the Witches 5  
-----

ABOUT  
-----

Duality Witch of the Witches 5. Cyprine was the highest ranking member, with only Magus Kaolinite surpassing her. Boastful and haughty, because of her high level, she believed that succeed no matter what. Despite her confidence, she and Ptilol were destroyed by the Sailor Soldiers.

-----  
NAME | OCCUPATION  
-----

Ptilol | Cyprine's Clone  
-----

ABOUT  
-----

Cyprine has mastered magic to the point where she can create a duplicate of herself, manifesting as Ptilol. She and Cyprine were destroyed by the Sailor Soldiers.

-----  
NAME | OCCUPATION  
-----

Mistress 9 | Partner of Pharaoh 90  
-----

ABOUT  
-----

The cause of Hotaru's illnesses and rash outbursts, she was first implanted in Hotaru Tomoe's 10-year-old body, and had been steadily growing stronger since then. Eventually, Mistress 9's consciousness dominated Hotaru's, nearly obliterating her soul. However, when all seemed lost, knowing that her friends loved her gave Hotaru the power to awaken Sailor Saturn and destroy Mistress 9.

-----  
NAME | OCCUPATION  
-----

Pharaoh 90 | Intergalactic Force of Darkness  
-----

ABOUT  
-----

An unknown shapeless being that wished to conquer Earth. He commanded the Death Busters to find and destroy the three Talismans, for the Holy Grail was the only thing that could stop him. He was defeated by Super Sailor Moon and Sailor Saturn.

=====

## [09-STA] Stat Explanations

Level (LV): Your current Soldier's overall strength. All Sailor Soldiers gain stats as they level up. Leveling up will also fully restore all HP.

Hit Points (HP): Representation of a unit's health. The more of these a Soldier has, the more damage she can take until KO'd.

Energy Points (EP): Magical energy used to harness techs. Each Sailor Soldier will gain up to 12. EP is replenished after battle.

Link Attack Power (LAP): Determines how powerful a Link Tech will be. See the section "About Link Techniques" for more info.

Attack: Physical and magical attack power.

Defense: Physical and magical defense.

Speed: Dictates how fast a Soldier will move. Higher Speed means she gets her turn faster.

Evade: A Soldier's probability for dodging attacks and status effects. More Evade means a lower chance of attacks and negative status connecting.

---

## [09-LUC] What is Luck?

The main menu features a "Luck" score above your current yen total. It's mysterious, vague, and seems to change at random. However, Luck actually fluctuates as the Sailor Soldiers walk around. Higher Luck gives additional modifiers to Attack and Defense, and also increases your chance of winning items and Puzzle Pieces after battle.

Below is each Luck score from highest to lowest.

S.Great  
Great  
V.Good  
Good  
P.Good  
Normal  
P.Bad  
Bad  
VeryBad  
Awful  
DOOMED

---

## [09-FRM] Formations

Formations modify the ATK and DEF of each Sailor Soldier. Some are pretty significant, so it's important to use each one wisely. There are four formations.

1. Chute

A

B

C

D

E

- A: ATK x1.0, DEF x1.0
- B: ATK x1.0, DEF x1.0
- C: ATK x1.0, DEF x1.0
- D: ATK x1.0, DEF x1.0
- E: ATK x1.0, DEF x1.0

The basic formation that showcases each Soldier's strength and weakness.

## 2. Arrow

A  
B  
C  
D  
E

- A: ATK x0.1, DEF x10.0
- B: ATK x1.0, DEF x1.0
- C: ATK x2.0, DEF x0.5
- D: ATK x1.0, DEF x1.0
- E: ATK x0.1, DEF x10.0

This formation is good if you have two weaker members that need protection, while also highlighting your main tank or fighter.

## 3. Victory

A  
B  
C  
D  
E

- A: ATK x2.0, DEF x0.5
- B: ATK x1.0, DEF x1.0
- C: ATK x0.1, DEF x10.0
- E: ATK x2.0, DEF x0.5
- D: ATK x1.0, DEF x1.0

The inverse of Arrow. Better when you have one weak member and two tanks/fighters.

## 4. Cluster

A B  
C  
D E

- A: ATK x2.0, DEF x0.5
- B: ATK x0.7, DEF x1.4
- C: ATK x4.0, DEF x0.25
- D: ATK x2.0, DEF x0.5
- E: ATK x0.7, DEF x1.4

Yes, Position C really does get a quadruple boost to her ATK. This is the most

popular formation for that reason alone, but it does overall make for a team of glass cannons.

---

#### [09-LNK] About Link Techniques

Link Techs are an integral part of the Another Story battle system. An NPC in the Juban Clock Shop will explain how they work, but not the nitty-gritty.

The Basics:

1. Press the START Button to enter the MakeUpLink menu.
2. Hover over a Soldier and press the A Button.
3. Place up to 3 Soldiers on the right side of the screen. You can move Sailor Moon, who starts on that side, over to the left if you need.
4. Press the Y Button to try and register the Link Tech. If it succeeds, you'll see its name and description in the upper right corner of the menu.
5. Press the START Button again when finished.

Link Techs are important because they ignore a Soldier's Formation position to a certain degree, as well as the target's Defense. Therefore, you could elect to put stronger allies in the back and use Link Techs during a tough battle.

The complicated part starts in powering them up. Assuming both Soldiers are healthy and have enough EP to combine their powers, the one who used it on her turn will gain 0.5 points for executing it. But it doesn't stop there.

Let's say Sailor Moon chooses to use Healing Heart Attack (Moon + Chibi Moon). Sailor Moon will receive 0.5 LAP points for initiating the move, but Sailor Chibi Moon won't get anything. To get the other half, Moon will have to use the same Link Tech again. (In this case, Healing Heart Attack.) She won't gain another half point until this is done.

Half points are invisible in the main menu, so "LAP 4.5" will only display as "LAP 4".

---

#### [09-HAR] Healing and Resurrection

Most friendly areas have inns to sleep at. One night at any inn costs ¥500; a stay will fully restore your Sailor Soldiers and cure any negative status. There's also the Traveler, who completely heals you if you speak to him. Those aside, you turn to items and techniques.

Some items can only be used in battle, and others only in the menu. While you want to bear that in mind before you stock up, the game gives no indication of an item's usability status before purchase. Check the relevant sections of the Full Item List for that info.

As for techs, Sailor Moon is the only one who can heal on her own; otherwise, you'll be turning to Link Techs for your restoration and revival needs. Knowing this makes team composition something to be carefully thought on.

At the end of battle, all KO'd allies are revived with 1 HP.

---

#### [09-SFT] Soft Reset

At any time at all, simultaneously press and hold the L, R, START, and SELECT Buttons to perform a soft reset. This will bring you back to the title screen. Can be done in battles, during cutscenes, in menus, even at the title screen itself.

=====



=====  
[10-WLK] Main Walkthrough

=====  
[10-CH1] Chapter 1: Hell Destiny

OBJECTIVES

- 1a. (Optional) Visit the arcade and clock shop to learn more about the game.
  - 1b. Investigate the OSA-P store.
  2. Follow Ami to Tokyo Station.
  3. Visit Juban Hospital.
  4. Head back to the Tsukino residence.
  5. Return to the Hikawa Shrine.
  6. Investigate Juban Middle School.
- Before starting the game, watch the prologue. You can press the A Button to advance the text. Wait for Another Story's rendition of Moonlight Densetsu to finish playing at the title screen to see the rest of the prologue. Then press the START Button to continue. On future start-ups, you can press the START Button to skip the whole thing.

{PERFECT GAME NOTE: Occasionally, I'll place notes for anyone attempting a "perfect game." By my definition, this means at least 1 of every item. Don't forget to loot all chests you come across, as many contain missables.}

\*\*\*\*\*

[CH1-A] TSUKINO RESIDENCE - 1

- After getting out of bed, Luna gifts Usagi the DIARY. You start off with the following items in your inventory: HolyGrail1, HolyGrail2, Rice Ball x5, R.BallPack x3, LifeWater x5.
- Press the SELECT Button to change your settings. I recommend setting the Text Speed to 1.
- Press the X Button to get to the main menu. Go to Formation, then select Cluster and press the A Button. Sailor Moon will be in the center of Cluster, so exit the menu and save before moving on.
- You can talk to Shingo and Ikuko if you want, but there's nothing else at home, so leave.

\*\*\*\*\*

[CH1-B] JUBAN DISTRICT - 1

SHOPS

+++++

• AM 24 PM •

Orange J. - ¥80

Apple J. - ¥110

Rice Ball - ¥150  
 R.BallPack - ¥1000  
 Box Lunch - ¥500  
 Bandage - ¥200  
 Nakayoshi - ¥400  
 Hammer - ¥300

• Clocks •

Watch - ¥500  
 AlarmClk. - ¥200

TREASURES

+++++

Antique Doll

- Head south until you reach the road, then turn east. If you speak to the man with a backpack as you pass by, he'll heal you in full. This is the Traveler; keep an eye out for him in the future.

- If you'd like, explore the streets of Juban and speak with the townsfolk. Unfortunately, you can only visit Crown Arcade, Clocks, and AM 24 PM right now since it's so early. The first two of those also hold precious tutorials, so it would be a good idea to pay a visit.

Directions to Crown Arcade from where you entered: head east until you can turn north. When you hit a wall, turn east again for a while. The arcade will be above you. There's a save point in here.

Directions to AM 24 PM from Crown Arcade: turn right and around the corner from Crown, then head north for a little bit. Head west when you see a sign with a big pink "T" on it.

Directions to Clocks from AM 24 PM: head shortly west of the convenience store.

- Your main goal is the OSA-P jewelry store, which is just west of Clocks. You can also get there by going right and around the corner at Otafukuya. After a cutscene, it's time to fight!

BOSS FIGHT

-----							
NAME	TECHNIQUE						
-----							
Cenicienta	~~~~~						
-----							
XP	¥	HP	ATK	DEF	SPD	DROP	
-----							
3	500	21	3	0	5	LifeWater	
-----							

STRATEGY RECOMMENDED - LV 1

Putting Sailor Moon in the center of Cluster reduced her Defense by 1/4, but the fight will end sooner. Use Moon Tiara Action once and this boss will fall.

- After the cutscene, you can talk to Naru and Mayumi if you want, but we're looking for our first treasure. Head left and up the stairs.

- In the northeast room is a chest with an ANTIQUE DOLL inside. You can sell this at the Collector's Pawn Shop for some cash. Exit the building.
- A series of cutscenes will play, and you'll be in front of Tokyo Station.

\*\*\*\*\*

[CH1-C] TOKYO STATION

---

- If you wanted, you could hop back on the bus and go on a shopping spree; the rest of Juban has sprung to life. However, let's continue for now. There will be a better time to shop after this area.
- Head east and enter the building. After a short scene, speak to all of your friends and ready yourself for another cutscene. The rest of the core Sailor Team will join at this point.
- You could press the START Button to enter the MakeUpLink menu to form some Link Techs now, if you haven't already, but it isn't going to make a big difference for a while.
- Head west and save, then enter the bullet train. Once inside, simply continue east to enter multiple fights.

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
M-Combater    | ~~~~~
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
   26 |   400 |    50 |  5 |  1 |  3 | LifeWater
-----
STRATEGY                                RECOMMENDED - LV 1
-----

```

You'll fight two of these in two separate fights. Feel free to play around with them; they're just here to give the girls some XP before moving on.

- Continue east after the second M-Combater is defeated and you'll find who you were looking for. More cutscenes will play out, then you'll be at the Hikawa Shrine in Juban.

\*\*\*\*\*

[CH1-D] JUBAN DISTRICT - 2

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SHOPS

+++++

• AM 24 PM •

Orange J. - ¥80  
Apple J. - ¥110  
Rice Ball - ¥150  
R.BallPack - ¥1000  
Box Lunch - ¥500  
Bandage - ¥200  
Nakayoshi - ¥400  
Hammer - ¥300

• Clocks •

Watch - ¥500  
AlarmClk. - ¥200

• OSA-P •

Ear Clips - ¥500  
Earrings - ¥600  
Necklace - ¥700  
Bracelet - ¥700  
Choker - ¥500  
Tiara - ¥800  
Anklet - ¥800

• ToyDox •

VideoGame - ¥9800  
Toy Model - ¥800  
Doll - ¥1200

• Otafukuya •

Lipstick - ¥500  
Cologne - ¥3300  
Toilette - ¥5800  
LifeSyrup - ¥400  
Ointment - ¥200  
All-Cure - ¥600  
Manicure - ¥1000  
F.Cream - ¥1000

• Books •

Nakayoshi - ¥400  
"Girls" - ¥390

- Your next heroic task is to get the phone. Head west and out of the fire room, then continue west down the hall and speak with Rei's grandpa. Exit south out of the hall, and south again out of Rei's room to find yourself outside.
- At last, it's time to go exploring. Go southeast a bit until you find the stairs down; head west and back into the shopping district.
- Before we spend our yen, let's get some more. Head west until you can turn south, then go south until you hit a wall.
- This time, head east until you can turn south, then continue until you hit another wall. This time, turn east into the Maison Apartments area, where Mamoru lives.
- Hop on the bus to Mugen Academy.

\*\*\*\*\*

[CH1-E] MUGEN DISTRICT - 1

TREASURES

+++++++

- R.BallPack
- Cologne

- Go up until you see the pink Mugen gate, then follow it west until you can turn north. Enter the doors above you.

This is the Collector's Pawn Shop. The man here will give you yen for any rare item that has a description of "Collector's shop will buy this." Sell him your Antique Doll for 12,800 YEN. Exit and head south along the road.

{PERFECT GAME NOTE: Should you choose to sell any of your Collector's Items, you can never obtain them again. It depends on whether or not you want to make money faster or if you want to have a more complete inventory.}

- In this next area, go east or west around the Tomoe Research Labs gate until you see the entrance.
- Within, there's a chest to the left of the building containing an R.BALLPACK and one holding COLOGNE on the right.
- Exit the gated area and return to the bus stop, which will take you to Harumi.

\*\*\*\*\*

[CH1-F] HARUMI DISTRICT

TREASURES

+++++++

- LifeCrepe
- R.BallPack
- Studio Cap
- Nakayoshi
- Studio Coat

- Head north from where you're standing to enter the docks. On this next screen, head south until you hit an edge, then turn east to find a chest containing a LIFECREPE. Just east of that is an R.BALLPACK.
- Continue east to find two chests containing a STUDIO CAP and a copy of NAKAYOSHI.
- There's one more item here. Head around the pipes and north until you're stopped by a crate blocking your path. Walk above the longer rectangular crate and go behind the larger crate (Labeled "H-20") to its left.

When you're inexplicably stopped, press the A Button to find a STUDIO COAT.

- Head back west out of this screen, then get on the bus stop to your left. This will take you back outside of Maison Apartments.
- Get back on the bus to Mugen Academy and re-enter the pawn shop. The clerk will buy your Studio Coat for 30,000 YEN, and your Studio Cap for 50,000 YEN. Nice! Exit when you're done.
- Return to the bus stop and go to Harumi, then return once more to Maison Apartments. Exit west back into the shopping district.

\*\*\*\*\*

[CH1-G] JUBAN DISTRICT - 3

- Alright, finally! Time to shop! First, let's head to Otafukuya. These purchases are your most crucial, plus it's closest to you.

From the exit to Maison Apartments, go a little left until you can head north. Resume heading left as soon as you can. Continue west and you'll find Otafukuya above you; it's a tan building with a pink and white awning.

When inside, pick up the following: 10 Lipsticks, 7 Manicures, 7 F.Creams, 5 Life Syrups, 10 All-Cures. Exit the store.

Turn right and around the corner to find OSA-P. Speak with Mayumi and buy: 4 Bracelets, 4 Tiaras, 4 Anklets. Equip Sailor Moon with 2 Bracelets and an Anklet before moving on.

Exit and head right until you find AM 24 PM. Purchase 20 Box Lunches.

- Feel free to explore the city while you have some downtime.
- OK, let's finally visit the hospital. Exit the convenience store and head west until you can turn north. Continue north until you hit a wall. Turn west again until you enter the next screen.

\*\*\*\*\*

[CH1-H] JUBAN HOSPITAL AREA

- Continue west until you an opening north between a pair of white walls. Turn north.
- Speak with the nurse on the right to find your friend's room: the leftmost one on 3F. Head through the door in the north, then turn west or east and take the stairs up to 3F.
- Talk to either Michiru or Haruka and watch a cutscene. Afterward, it's time for another fight!

-----  
NAME | TECHNIQUE  
-----

Pharmakon | ~~~~~

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
3 | 200 | 50 | 9 | 3 | 12 | Bandage  
-----

STRATEGY RECOMMENDED - LV 6  
-----

Sailor Uranus and Neptune join you for this battle, but they won't do as much damage as your accessorized Sailor Moon in the center of the Cluster. The fight will be over as soon as Sailor Moon uses Moon Spiral Heart Attack.

- There's another string of cutscenes after the fight. When they're over, Sailor Saturn will have joined the team! Ensure she's at the front of the Cluster, and place Uranus and Neptune in the back. Moon should still be in the center.

Next, strip Moon of one of her Bracelets and give her an Anklet instead. Give Saturn 2 Bracelets and an Anklet. Meanwhile, Uranus and Neptune should equip 2 Tiaras each to boost their defenses, and you may as well give them 1 Anklet each from your remaining stock.

- Now is a good time to make Link Techs. Sailor Moon has 1 with all of the Sailor Soldiers. Uranus and Neptune have 1 between each other, but Saturn has no one else to link with right now.

- Head back east into the shopping district. Usagi wants to stop by her house for a sec.

\*\*\*\*\*

[CH1-I] JUBAN DISTRICT - 4  
-----

ENEMIES  
++++++

-----  
NAME | TECHNIQUE  
-----

Garoben | ~~~~~

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
1 | 120 | 42 | 6 | 3 | 20 | Orange J.  
-----

-----  
NAME | TECHNIQUE  
-----

Jumeau | ~~~~~

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
1 | 150 | 42 | 4 | 4 | 9 | ~~~~~

NAME	TECHNIQUE						
Tesnni	~~~~~						
XP	¥	HP	ATK	DEF	SPD	DROP	
1	200	36	6	3	25	~~~~~	

- That's right, monsters have started popping up around town. You can try to level up if you want, but I recommend trying to go straight to Usagi's house.
- From the the exit to the hospital, head east until you can turn south. When you hit a wall, go right and around the building, then continue south until you hit another wall.  
  
Go left and around this next building and resume going south. Another wall will block you. Head right and around yet another building and resume heading south until you can turn west. Continue west on the next screen.
- Speak with the Traveler if you need to be healed, then continue west and turn north into Usagi's house.

\*\*\*\*\*

[CH1-J] TSUKINO RESIDENCE - 2

- After a cutscene, go into Shingo's room. Talk to the monster to pick a fight!

BOSS FIGHT

NAME	TECHNIQUE						
Green Cyrene	Sonic Wave: Sleep/Single						
XP	¥	HP	ATK	DEF	SPD	DROP	
5	2500	200	12	3	23	Bandage	

STRATEGY RECOMMENDED - LV 6

Despite the recommended level, everyone other than Moon will be LV 1 or 2. All of your newbies can defend; one Moon Spiral Heart Attack will fell this foe.

- After a short cutscene, leave the house. Head south to see another cutscene. You'll need to head to the Hikawa Shrine next. Head east from the Tsukino residence back into the shopping district.
- At this point, you may want to place Sailor Saturn in the center of the Cluster to take advantage of her multi-target tech.



\*\*\*\*\*

[CH1-K] JUBAN DISTRICT - 5

---

- Enemies are still around. If you want to see the Doburin enemy in action, head over to Harumi; it's your only chance to fight it. Otherwise, head all the way east until you almost reach the Maison Apartments area. Turn north when you can.
- Continue north for some time, going left around ToyDox, until you hit a red brick building. Turn west from here until you can go north again. When you hit a wall, go east until you reach the next screen.
- Continue east until you see the stairs leading up to the shrine. Enter Rei's room.
- Head back to the fire room and a cutscene will play out. Now it's time to go to school.
- Exit the shrine the way you came. Go back down the stairs and head west. Continue west on the next screen until you see an open gate with red brick on one part in the middle. This is Juban Middle School; enter and watch a short cutscene.

\*\*\*\*\*

[CH1-L] JUBAN MIDDLE SCHOOL

---

TREASURES

+++++++

- DarkZoisite
- DarkJadeite
- DarkNephrit
- DarkKunzite

- There's a save point beyond the third door on the right if you want it. Also, you might want to switch Moon and Saturn's places in the Cluster again, so that Moon is in the center.
- From the main entrance, head into the first door you see on the left. After a cutscene, it's time for a boss.

BOSS FIGHT

-----							
NAME	TECHNIQUE						
-----							
Maerd	Toxic Mist: Numb/Multiple						
-----							
XP	¥	HP	ATK	DEF	SPD	DROP	
-----							
5	500	180	20	12	32	Ointment	
-----							

-----  
 Your lower-level allies will have a hard time damaging Maerds, hence Moon being back in the center. Moon Spiral Heart Attack and it's over. However, she'll probably be a bit slower than Maerd, which is why you should've bought a few All-Cures. It's the only way of to cure Numb mid-battle.

- Exit the room to the south, and head west down the hallway. The single door you pass by is the sickroom, and the Traveler made his way inside. Talk to him if someone's afflicted with Numb or has Low HP.
- Continue west and up the stairs. On 2F, enter the room you see immediately on the right and speak to the monster.

## BOSS FIGHT

-----  
 NAME | TECHNIQUE  
 -----

Maerd | Toxic Mist: Numb/Multiple  
 -----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
 -----

5 | 500 | 180 | 20 | 12 | 32 | Ointment  
 -----

STRATEGY

RECOMMENDED - LV 6

-----  
 Second verse, same as the first. Moon Spiral Heart Attack.

- After a cutscene, exit the room to the south and head back west and up the next set of stairs. On 3F, head east past the first four doors you see and enter the fifth for your next boss.

## BOSS FIGHT

-----  
 NAME | TECHNIQUE  
 -----

Jakoku | Toxic Mist: Numb/Multiple  
 -----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
 -----

5 | 100 | 200 | 22 | 9 | 20 | ~~~~~~  
 -----

STRATEGY

RECOMMENDED - LV 6

-----  
 Strategy: You already know what to do. Moon Spiral Heart Attack and move on.

- Sit through this next cutscene and exit south. Head east and up the next set of stairs. Head west on 4F and pass the first five doors you see. Enter the sixth to find another cutscene and your next boss.

## BOSS FIGHT

-----  
 NAME | TECHNIQUE  
 -----

-----  
Jakoku | Toxic Mist: Numb/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
5 | 100 | 200 | 22 | 9 | 20 | ~~~~~~  
-----

STRATEGY RECOMMENDED - LV 6  
-----

Strategy: Use Moon Spiral Heart Attack.

- When you regain control, enter the menu and remove everyone's accessories. To do this, simply select an accessory as if you were equipping something over it and "equip" an empty spot.
- Once that's done, head all the way west and up the stairs. Settle in for the long haul--a lengthy set of cutscenes is about to play out. When they're over, you'll receive DARKZOISITE, DARKJADEITE, DARKNEPHRIT, and DARKKUNZITE.
- Tell Luna you want to save, and you'll be brought to the main menu.

Now only Sailor Mercury is in the party. Leave her in the center of the Cluster formation, but equip her with 2 Bracelets and a Tiara. Save and exit; this is the end of Chapter 1.

---

[10-C21] Chapter 2, Part 1: In Search of the Stones - Sailor Mercury

OBJECTIVES

1. Exit and re-enter Hans' house.
2. Head to the eastern caves.
3. Bring Dr. Schwartz back to Hans' house.
4. Escort Hans to the eastern caves to obtain Hailspring Moss.
- 5a. Immediately retrieve Zoisite's Light Stone. Or...
- 5b. Return the Hailspring Moss to Hans' mother, then return to the Light Stone.

\*\*\*\*\*

[C21-A] KEINES VILLAGE

SHOPS

+++++

• Keines Village •

Rice Ball - ¥150

Chocolate - ¥200

IceShards - ¥500

Schwartz - ¥200

All-Cure - ¥600

Earrings - ¥600

Bracelet - ¥700

Anklet - ¥800

{PERFECT GAME NOTE: This Chapter is the first and last time you'll be able to buy Schwartz.}

- After a set of cutscenes, exit and re-enter Hans' house to see yet more plot. Go and talk to Hans to continue the cutscene.

You need to go find Dr. Schwartz now. Feel free to do some shopping in town, or head east to Andeng Village, but neither are necessary. Take the eastern exit out of town.

\*\*\*\*\*

[C21-B] SWITZERLAND REGION - 1

---

ENEMIES

+++++++

```

-----
NAME           | TECHNIQUE
-----
Blizzar        | ~~~~~
-----
XP   | ¥    | HP    | ATK | DEF | SPD | DROP
-----
  50 |   8 |   20 |  22 |  11 |  25 | Ointment
-----

```

```

-----
NAME           | TECHNIQUE
-----
W.Cenicienta   | ~~~~~
-----
XP   | ¥    | HP    | ATK | DEF | SPD | DROP
-----
  9  |  200 |   25 |  24 |  10 |  28 | LifeWater
-----

```

- This region is made of winding paths. Be prepared to twist and turn a lot.

Go north until you hit a wall, then turn east and around the outcropping until you can turn south. Continue south and follow the path as it twists east.

- Turn north again when you have to, ignoring the eastern branch; that's just Andeng. Instead, continue north and follow a more open path west. When you're able to go north again, do so and enter the cave to your left.

\*\*\*\*\*

[C21-C] SWITZERLAND CAVES - 1

---

ENEMIES

+++++++

```

-----
NAME           | TECHNIQUE
-----

```

Blizzar | ~~~~~

XP	¥	HP	ATK	DEF	SPD	DROP
50	8	20	22	11	25	Ointment

NAME	TECHNIQUE
Shakokai	Stone Sludge: Stone/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
18	80	60	40	13	35	Hammer

NAME	TECHNIQUE
U-Choten	Sonic Wave: Sleep/Single

XP	¥	HP	ATK	DEF	SPD	DROP
20	300	45	43	15	44	AlarmClk.

TREASURES

+++++

- S.Earring
- SaphrRing

- Shakokai and U-Choten are tough customers. You might want to try grinding to LV 9 before entering here, but I didn't have much trouble at LV 7 with the accessories I wore. Remember to heal after battles here!

- Head north, going around an outcropping along the way, until you hit a wall. Turn east for a bit until you can go north again. In here is a save point and a chest containing Mercury's S.EARRING. Replace her Tiara with this.

Head back south and continue east along the path until you have to turn south.

- Follow the path some more as it twists east and northeast. Eventually, an exclamation mark will appear above Mercury's head and a cutscene will play out. Afterward, open the chest to receive the SAPHRRING for Mercury, but don't equip it yet.

- Now you're supposed to return to Hans' house, but let's hit up Andeng first. Retrace your steps until you exit the cave.

- Head back south until you hit a wall, then head east until you find the southern path. Turn east again when you can. This is Andeng.

\*\*\*\*\*

[C21-D] ANDENG VILLAGE

SHOPS

+++++

- Andeng Village •
- Rice Ball - ¥150
- Chocolate - ¥200
- IceShards - ¥500
- Schwartz - ¥200
- Ear Clips - ¥500
- Necklace - ¥700
- Choker - ¥500
- Tiara - ¥800

TREASURES

+++++++

- Puzzle Piece
- Puzzle Piece

- From the entrance, head east until you reach 5 barrels grouped together. Examine the center one on the bottom to find a PUZZLE PIECE.

- From here, head all the way south (Going right and around a house along the way.) until you hit a wall. Head west and you'll find a group of 6 barrels.

Examine the one on the bottom right (Closest to the house.) and you'll find another PUZZLE PIECE.

{PERFECT GAME NOTE: If you miss any of the Puzzle Pieces in Chapter 2, you can get them later in Chapter 4 unless otherwise noted.}

- You can shop and speak to the villagers if you'd like, but it's time to return to Keines.

- From the entrance to Andeng, head south as soon as you can and follow the path as it turns west, north, west again, and south again. At the fork in the road, head west and into town.

- Enter Hans' house, which is to the left of the item shop. After a cutscene, it's time for Mercury to take Hans with her back to the caves to find the Hailspring Moss.

\*\*\*\*\*

[C21-E] SWITZERLAND CAVES - 2

TREASURES

+++++++

- Hailspring
- LiteZoisite

- Retrace your steps back to the cave, and once within, head to Dr. Schwartz's lab. There's an entrance to the north going deeper into the cave that the doctor wouldn't let you enter. With him no longer nagging at us, we can pass.

Before you do so, however, replace the S.Earring with the SaphrRing in Mercury's equipment.

- Head east and turn north until an exclamation mark appears above Hans' head. After a cutscene, you'll obtain the HAILSPRING. The cutscene will continue and you'll be prompted with a choice: go after Zoisite's Light Stone now, or return the moss to Hans' mother.

Benefits of going now:

- \* You end the Chapter sooner.
- \* Happier outcome.

Benefits of delivering the moss:

- \* Chance to save, level up, and buy items before ending the Chapter.
- \* Getting to explore another section of the caves.

Neither have an impact on the plot later on. If you chose to bring back the Hailspring first, read the below. If not, pick back up with us where it says "THE PATHS CONVERGE HERE."

- After nabbing the moss, retrace your steps back to Dr. Schwartz's lab, then head out of the main caves.
- Return to Keines Village using the same steps you did when you brought Dr. Schwartz to Hans'.
- Head back to Hans' house and speak with Dr. Schwartz. After a cutscene, Mercury is going it solo again. Head back to the caves, but stop short of entering.
- Instead, follow the path east and turn north when prompted, before heading west and finally into an entrance above you.
- Go down the stairs, then head straight west until you hit a wall. Follow the linear path as it twists north, west, south, west, north for some time, slightly west, and south again until you come across a save point. Make sure you're fully healed before continuing.
- Continue south until a cutscene begins.

THE PATHS CONVERGE HERE.

- After the cutscene, it's time to fight!

#### BOSS FIGHT

NAME	TECHNIQUE
Nabu I	Toxic Mist: Numb/Multiple
	Tempest: Wind storm/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
30	10	150	45	30	30	MoonShard

STRATEGY RECOMMENDED - LV 12

This part is pretty easy. Use Shine Aqua Illusion twice and it's is over.

- After the battle, another cutscene will play out. Time for round two!

### BOSS FIGHT

NAME	TECHNIQUE
Nabu II	Toxic Mist: Numb/Multiple Tempest: Wind storm/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
270	2500	220	61	40	45	~~~~~

STRATEGY RECOMMENDED - LV 12

"Level 12?!" I hear the Another Story veterans cry. "Nabu II is hell! You need to be at LEAST LV 16 to win!" While indeed tough, would you believe that I've been preparing you for her since Chapter 1?

First off, Mercury should still be in the center of the Cluster; that's what this fight hinges on. Next, with any luck Nabu will open with Toxic Mist. With any more luck, it won't connect.

This will give you the chance to use Bubble Spray, reducing Nabu's ATK by 12. Immediately heal up with a Box Lunch on your next turn, slather on an F.Cream and apply a Manicure for DEF +3 and ATK +5, respectively.

If Nabu uses Tempest at any point in the setup, heal with another Box Lunch right away. If you get afflicted with Numb, use an All-Cure to remove it no sooner than after using the F.Cream.

With your stats boosted, the fight boils down to merely managing Mercury's HP and EP, and curing Numb. Shine Aqua Illusion will be your weapon of choice. After Nabu's struck with it 4 times, she should go down.

If you're having bad luck, try getting to LV 13 and try again. You'll be able to easily best her then with this strategy.

- After the fight, you'll receive LITEZOISITE and witness some cutscenes. Mercury's part of Chapter 2 is over.

- Tell Luna you want to save; it's Mars' turn next. Equip her with a Tiara and 2 Anklets, then save and exit the menu.

---

[10-C22] Chapter 2, Part 2: In Search of the Stones - Sailor Mars

#### OBJECTIVES

1. Investigate Takra Kuhp Temple.
2. Speak with the Elder of Yaga.



3. Return to Takra Kuhp Temple.
4. Speak with the High Priest.
5. Head into the caves in search of Krita Yuga.

\*\*\*\*\*

[C22-A] TAKRA KUHP TEMPLE

- We start this part off with a cutscene, then we find ourselves in a temple. Save if you want, then head west until you can turn north.
- Turn east when you're able, then head north and examine the gem on the altar. After a cutscene is a boss.

BOSS FIGHT

NAME		TECHNIQUE					
Destroyer A		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
3	10	1	0	0	2	~~~~~	

NAME		TECHNIQUE					
Destroyer B		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
3	10	1	0	0	1	~~~~~	

STRATEGY RECOMMENDED - LV 6

You have to try really hard to lose this fight. Fire Soul Bird will make this an easy win.

- After the fight will be a couple of cutscenes, and you wake up in a village.

\*\*\*\*\*

[C22-B] YAGA VILLAGE - 1

- SHOPS  
+++++
- Yaga Village •
  - Rice Ball - ¥150
  - Yaga Soup - ¥500
  - Lipstick - ¥500
  - All-Cure - ¥600
  - Earrings - ¥600
  - Bracelet - ¥700
  - Tiara - ¥800

{PERFECT GAME NOTE: This is your only chance to buy Yaga Soup, though a few foes later on drop it.}

- Exit south out of Phaleg's house and head east until you hit the inn. Feel free to go inside and save, and perhaps explore the village if you want.

When you're ready to move on, head north from the inn until you see a larger house with three rectangular stones forming a path leading to it. Enter.

- Head west and a cutscene will occur. You now need to escort Phaleg back to Lhasa into the Takra Kuhp Temple again.
- The exit to the wilds is in the northwest corner of the village, so head out.

\*\*\*\*\*

[C22-C] NEPAL REGION - 1

ENEMIES

+++++++

NAME		TECHNIQUE					
Avogadora		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
10	700	35	32	16	22	LifeCrepe	

NAME		TECHNIQUE					
GameCen		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
9	50	28	31	17	20	Orange J.	

- When you come to the fork in the road, turn west and follow the short path until you enter a wide open space. Continue west until you hit a wall.
- Turn south from here until you hit another wall, then turn southwest into Lhasa.

\*\*\*\*\*

[C22-D] LHASA VILLAGE

SHOPS

+++++

- Lhasa Village •
- Rice Ball - ¥150
- LhasaDrop - ¥300
- Box Lunch - ¥500
- Lipstick - ¥500
- Toilette - ¥5800
- All-Cure - ¥600
- Earrings - ¥600
- Bracelet - ¥700

TREASURES

+++++++

- SacredToken

- Buy some Box Lunches at the shop if Nabu (II) wiped out your supply. You can find the shop in the southwest corner of town. Afterward, head over to the temple on the north side of town.
- Save your game and head to the altar chamber. Examine the statue that looks different from the others and prepare for a boss!

BOSS FIGHT

```

-----
NAME          | TECHNIQUE
-----
High Priest   | Toxic Mist: Numb/Multiple
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
 100 |  300 |  250 | 33 | 20 | 20 | Ointment
-----
STRATEGY                                RECOMMENDED - LV 7
-----

```

Open with a Manicure; it'll make the fight go faster. Once that's done, use Mars Snake Fire a couple times and you should win. The High Priest can deal decent damage, but Mars can out speed him thanks to her Anklets.

- Another cutscene plays out and you receive a SACREDTOKEN. Now it's time to return to Yaga. Save and exit Lhasa, then return to the wilds. Retrace your steps back to Yaga and enter.

\*\*\*\*\*

[C22-E] YAGA VILLAGE - 2

TREASURES

+++++++

- RubyBrace
- RubyTiara

- After a short scene, you'll find things are a little different here. If you want, walk over to the space where Phaleg's house was to see a funny scene. (If you're having trouble activating it, head straight south from the pillar on the right of the item shop.)

Otherwise, head straight east from the village entrance to find the Elder's house.

- Once inside, there'll be a short cutscene. After, head up in the entry room to find a chest containing Mars' RUBYBRACE and another containing her RUBYTIARA. Replace her Anklets with these.
- Exit town and head back into the wilds.

\*\*\*\*\*

[C22-F] NEPAL REGION - 2

- At the fork in the road, this time turn northeast and follow the path as it turns north until you hit a wall.
- Just out of sight, there's a save point to the east. Use it if you want, then turn west until you see a cave above you. Enter.

\*\*\*\*\*

[C22-G] NEPAL CAVES

ENEMIES

+++++++

NAME		TECHNIQUE					
RuinRaiderA		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
16	250	47	35	25	26	Cologne	

NAME		TECHNIQUE					
RuinRaiderB		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
15	300	40	33	27	22	LhasaDrop	

- For as big as these caves are, there's a whole lot of nothing in them. Head north for a short cutscene, then continue north along the winding path until you reach a fork in the road.

- Head east until you can turn north, then turn east again as soon as you can.
- At the next fork, turn north and along the path until you're able to go east once more. Eventually, there'll be a cutscene. Choose to use the SacredToken to continue. (You'll lose it from your rare item list.)

\*\*\*\*\*

[C22-H] KRITA YUGA

---

ENEMIES

+++++++

-----  
NAME | TECHNIQUE  
-----

Cyrene | ~~~~~

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
13 | 15 | 45 | 35 | 28 | 29 | AlarmClk.  
-----

-----  
NAME | TECHNIQUE  
-----

Octave | Illusion: Selfishness/Multiple

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
13 | 40 | 40 | 34 | 29 | 28 | C.Cologne  
-----

TREASURES

+++++++

LiteJadeite

- As you enter, there's a save point on the right. Use it if you wish, then continue north and through the gate. Examine the statue on top of the dried-out fountain for a bit of plot, then head around it and continue north into the temple proper.
- 1F: Head up the stairs to the east.
- 2F: Head up the stairs to the west. You can also stand on the temple balconies by going out the south doors, where the squares of sunlight shine in. These appear on most of the floors. However, there's no reason to do go on the balconies other than curiosity.
- 3F: Head up the stairs to the east.
- 4F: Head up the stairs to the west.
- 5F: Use the save point here and heal up before heading up the stairs to the east.

- 6F: A cutscene will happen, and it's time for another boss.

### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

Nergal I | Illusion: Selfishness/Multiple  
WhirlwindCut: Slash attack/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
300 | 900 | 300 | 55 | 34 | 42 | MoonShard  
-----

STRATEGY RECOMMENDED - LV 11  
-----

Thankfully, none of the other Oppositio Soldiers are as difficult as Nabu II. Still, you will want to use an F.Cream and a Manicure before you start attacking. Mars Snake Fire looks attractive, but it eats up 6 EP, meaning more time restoring mana. Instead, use Fire Soul. 6 Fire Souls and 2 attacks makes Nergal fall effortlessly.

- A cutscene occurs and you receive LITEJADEITE. Eventually, Luna will ask if you want to save. Congratulations, you're halfway through Chapter 2!
- Equip Jupiter with 2 Bracelets and a Tiara. Save your game and exit the menu.

---

### [10-C23] Chapter 2, Part 3: In Search of the Stones - Sailor Jupiter

#### OBJECTIVES

1. Speak with the woman in George's house.
2. Speak with George.
3. "Speak with" the Chief of Mishy.
4. Search the tree stump outside of the Mishy Chief's manor for a necklace.
5. Escape through the Underground Ruins with Mary.
6. Head into the Protection Tree with George.
7. Return to the Chief of Mishy's manor.

#### TREASURES

+++++++

TreePendant

- After the introductory cutscene, you'll receive a TREEPENDANT. Afterward, George will guide you to his village.

\*\*\*\*\*

### [C23-A] MEDIS VILLAGE

---

#### SHOPS

+++++

- Medis Village •
- Rice Ball - ¥150

Box Lunch - ¥500  
 MedisHerb - ¥600  
 HolyBerry - ¥10000  
 All-Cure - ¥600  
 Earrings - ¥600  
 Bracelet - ¥700  
 Anklet - ¥800

- Feel free to explore the village, but our goal is the chief's house in the northeastern-most corner of the area. From where you start, head east until you can see a blue and white path.
- Turn north and continue until you see an entrance. Don't worry about that now; head east and across the bridge. Continue east across another bridge. The chief's house is directly north from this point.
- Once inside, speak with the woman in front of the stove, then head upstairs and talk to George. Your goal now is to make it to Mishy Village. Leave the house.
- Line yourself up with the barrels on the left side of the house and go straight south, heading around the trees as necessary. You'll find yourself near another part of the path you saw earlier.
- Head east, passing a sign you can read if you want, and head into the wilds.

\*\*\*\*\*

[C23-B] CANADA REGION

---

ENEMIES

+++++++

NAME		TECHNIQUE					
Atsugessho		Toxic Mist: Numb/Multiple					
XP	¥	HP	ATK	DEF	SPD	DROP	
8	500	50	34	16	10	Ointment	

NAME		TECHNIQUE					
Furaiki		~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP	
8	300	55	33	16	19	Orange J.	

TREASURES

+++++++

Puzzle Piece

- First things first, let's grab that item. From where you start, go north at the fork and stop when you see a tree stump above you. Walk up above the stump and take one step to the left.
- Head north for some time into the trees until you find a man in a clearing. Speak to him to receive a PUZZLE PIECE. Exit the way you came.

{PERFECT GAME NOTE: This is the one Puzzle Piece you can't get in Chapter 4. Don't forget to pick it up now!}

- Follow the path as it winds generally east. At the end, it bends north and into Mishy.

\*\*\*\*\*

[C23-C] MISHY VILLAGE - 1

SHOPS

+++++

- Mishy Village •
- Rice Ball - ¥150
- Red Berry - ¥300
- BlueBerry - ¥200
- HolyBerry - ¥10000
- All-Cure - ¥600
- Earrings - ¥600
- Bracelet - ¥700
- Anklet - ¥800

TREASURES

++++++

- Puzzle Piece
- Puzzle Piece
- Puzzle Piece
- MedisHerb
- Premium Tix
- BlueBerry
- Red Berry
- Puzzle Piece
- E.Earring

- Let's grab some of those Puzzle Pieces, OK? Locate the inn and go above it to find a house. Check the right-most barrel near this house to find another PUZZLE PIECE.
- Enter the house you're outside of and check the southwestern pot right by the entrance. Claim yet another PUZZLE PIECE. Exit.
- Head east outside the item shop and check the barrel in the lower-left corner to find a PUZZLE PIECE.



- Now go to the north side of town to find a fancy house. Try to speak to the man standing in front of the door, and... uh, oh well.

Go to the left side of the manor to find a pendant lying on a tree stump. If it's not there, you missed some sort of trigger back in Medis; this guide has properly outlined all necessary steps.

At any rate, examine the pendant to be taken inside the manor and launched into another cutscene.

- Check the pot on the left as you continue down the path. It contains a MEDISHERB. Keep going east and check the next left-most pot to find a PREMIUM TIX. Go downstairs.

- Go down the next set of stairs.

- The chest here contains Jupiter's E.EARRING. Replace one of her Bracelets with it.

- Go inside the door here to find two chests containing a BLUEBERRY and a RED BERRY respectively. Head out of this room and continue down the path.

- After you pass a table with a row of books, check the right-most small barrel of water to find the last hidden PUZZLE PIECE in this area. Go south and down the stairs.

\*\*\*\*\*

[C23-D] UNDERGROUND RUINS

ENEMIES

+++++++

NAME	TECHNIQUE					
Atsugessho	Toxic Mist: Numb/Multiple					
XP	¥	HP	ATK	DEF	SPD	DROP
8	500	50	34	16	10	Ointment

NAME	TECHNIQUE					
Brown Jakoku	~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP
15	750	55	31	17	24	~~~~~

NAME	TECHNIQUE
Furaiki	~~~~~

XP	¥	HP	ATK	DEF	SPD	DROP
8	300	55	33	16	19	Orange J.

TREASURES

+++++

☐ EmrldRing

- Head straight south until you come to a fork in the road. Turn west and onto the next screen.
- Continue west and around a couple obstacles. ABSOLUTELY IGNORE THE TEMPLE STAIRS FOR NOW! Keep going west.
- Eventually, you'll find a chest above you, right on the left side of the temple. Open it to find Jupiter's EMRLDRING. Replace her Tiara with this.
- Return east and approach the temple stairs for a cutscene. You'll be transported outside. After another cutscene, you and George will have to scale the Protection Tree.
- Head west and around until you find some pink flowers below a tree stump. Turn north and walk along the trees. You'll find an indent going east in short order; this leads back into Medis.
- Go east until you find a tree stump, then turn directly north and follow the white-blue path into the Protection Tree.

\*\*\*\*\*

[C23-E] PROTECTION TREE

ENEMIES

+++++

NAME	TECHNIQUE
Dumbbull	~~~~~

XP	¥	HP	ATK	DEF	SPD	DROP
25	300	101	52	31	38	Box Lunch

NAME	TECHNIQUE
Mikuji	Sonic Wave: Sleep/Single

XP	¥	HP	ATK	DEF	SPD	DROP
23	750	70	37	22	23	~~~~~

- 1F: Head up a little, then head west until you're past the platform. Turn north and you'll see Marduk wandering about; speak to her.

After the cutscene, for some reason you'll be transported back south of the platform, so head above it again. Turn east and up the stairs.

- 2F: Head north and save. Go up the stairs you see.

- 3F: Go north around the platform, then turn east and up the stairs.

- 4F: Again, go north and up the stairs you see.

- 5F: North and around the platform, then go east to find stairs.

- 6F: Head north and up the nearby stairs.

- 7F: North and around the platform, then go east to find stairs.

- 8F: Head north and up the nearby stairs.

- 9F: North and around the platform, then go east to find stairs.

- 10F: Take 2 steps south and turn east until you hit a wall. Turn north to find another save point. Use it and continue east.

Remain going east along the winding path on the next screen. A cutscene will occur. Unless you forgot to save or want to grind some more, choose to jump down. After another cutscene comes a boss.

#### BOSS FIGHT

```
-----
NAME           | TECHNIQUE
-----
Marduk I      | ~~~~~
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
  300 | 3000 |   530 | 45 | 30 | 35 | ~~~~~
-----
```

STRATEGY RECOMMENDED - LV 9

She's strong, but you're fast. Use a Manicure on the first round, then Sparkling Wide Pressure twice and she'll fall.

- After the fight, return to the chief's house and go up the stairs. Head into the eastern-most room to speak with the Medis Chief. You must now escort him and George to Mishy.

- Again, line yourself up with the barrels on the left side of the house and go straight south, heading around the trees as necessary. You'll be on the path leading back to Mishy again. Exit into the wilds and return to the sister village.

\*\*\*\*\*

TREASURES

+++++++

LiteNephrit

- Enter the Chief's manor and a lengthy pair of cutscenes will occur. (See, Cloverway? Another Story did it first!) After everything is said and done, you'll receive the LITENEPHRIT and this part of Chapter 2 will end.
  - Tell Luna you wish to save, and equip Venus with a Bracelet and a Tiara, leaving one spot open. Save and exit the menu.
- 

[10-C24] Chapter 2, Part 4: In Search of the Stones - Sailor Venus

OBJECTIVES

1. Obtain Kunzite's Light Stone.
2. Speak with the 8 men milling about outside in Rias Village.
3. Engage in the feast's festivities.
4. Head to Sariel Village and speak with Verna.
5. Search Zaksen Keep for Radina.
6. Return to Kunzite's Temple in Rias Village.
7. Board the Ark.

\*\*\*\*\*

[C24-A] LIGHT STONE CAVE

---

TREASURES

+++++++

All-Cure  
 Cologne  
 LiteKunzite  
 S.Blossom  
 Tpz.Brace

- You start off in a cave with no enemies. Head east, passing a save point along the way. Continue along the winding path until you find a chest. Open it to find an ALL-CURE.
- Turn south and continue until you find another chest. This one has some COLOGNE in it. The path turns east again; follow it until you must turn north.
- A cutscene will occur and you'll receive LITEKUNZITE. Woo-hoo, we're done!  
  
Go east of the altar to find a chest with an S.BLOSSOM inside.
- South of that contains Venus' TPZ.BRACE. Equip it in her empty slot.
- Try to exit south the way you came. "So we fall down a hole..."

[C24-B] RIAS VILLAGE - 1

SHOPS

+++++

- Rias Village •
- Rice Ball - ¥150
- Box Lunch - ¥500
- LifeSyrup - ¥400
- All-Cure - ¥600
- Earrings - ¥600
- Bracelet - ¥700
- Anklet - ¥800

TREASURES

++++++

- S.Blossom
- Puzzle Piece

- A cutscene will occur, during which you'll receive another S.BLOSSOM. You'll briefly regain control when Venus and Artemis enter a house; just go straight north to resume the plot.
- Exit Darcy's house when you once again regain control, then turn west to find the shop. Now enter the house south of it and examine the large vase just to the left of the bath. You'll find the final hidden PUZZLE PIECE. Exit.
- Your task is to wait for the feast to commence. All you have to do is talk to the 8 men wandering about the streets and Artemis will make a comment to continue the plot. If you're having trouble finding the right guys, all of them will say "I hope that you'll stay awhile after the feast." when you've spoken to them.
- Once this is done, head north into the temple to watch a small cutscene. Talk to the partiers if you want, but you can't exit just yet. Instead, head north and deeper into the temple. Another cutscene will occur, and then...

BOSS FIGHT

-----							
NAME	TECHNIQUE						
-----							
Henchman A	~~~~~						
-----							
XP	¥	HP	ATK	DEF	SPD	DROP	
-----							
5	6	25	37	22	29	AlarmClk.	
-----							

-----							
NAME	TECHNIQUE						
-----							
Henchman B	~~~~~						
-----							
XP	¥	HP	ATK	DEF	SPD	DROP	
-----							

-----  
 STRATEGY RECOMMENDED - LV 6  
 -----

Use Crescent Beam Shower to annihilate them all in one go.

- Another cutscene will occur. Now Rias' villagers need your help. Exit the temple for another cutscene. Note that despite the state of the village, you can still buy items.
- From the temple, go directly south until you reach the reservoir. Go around it and continue south until you hit a wall. Turn west to find the village entrance.

\*\*\*\*\*

[C24-C] TURKEY REGION - 1

ENEMIES

++++++

-----  
 NAME | TECHNIQUE  
 -----

Akumuda | Illusion: Selfishness/Multiple  
 -----

XP	¥	HP	ATK	DEF	SPD	DROP
9	50	40	36	20	10	R.BallPack

-----

-----  
 NAME | TECHNIQUE  
 -----

Giwaku | Toxic Mist: Numb/Multiple  
 -----

XP	¥	HP	ATK	DEF	SPD	DROP
11	250	48	35	20	17	Ointment

-----

- Continue west until you must turn north, then head west again.
- Turn south when you get the chance, and head west around the bend and north until you reach a fork. Take the left path to reach your destination.

\*\*\*\*\*

[C24-D] SARIEL VILLAGE - 1

SHOPS

+++++

- Sariel Village •

- Rice Ball - ¥150
- Box Lunch - ¥500
- S.Blossom - ¥500
- All-Cure - ¥600
- Bracelet - ¥700
- Anklet - ¥800

- Either enter the house in the southwest side of town or attempt to enter the temple in the northwest side; both take you to the same cutscene.
- If necessary, purchase items and rest at the inn, then exit town to the east. Note that Verna now acts as a hint-giver, so if you're lost and the walkthrough isn't helping, go visit her.
- Exit the temple south. Once outside, follow the gray brick path until it splits southwest and east. Follow it east and out of town back into the wilds.
- Take the path going north that you see. Follow it as it twists west onto the next screen.
- Follow this new path as it winds northwest until you find a large fortress. It's recommended to be LV 9 before entering.

\*\*\*\*\*

[C24-E] ZAKSEN KEEP

ENEMIES

+++++++

```

-----
NAME           | TECHNIQUE
-----
Dogba          | ~~~~~
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
    22 |   480 |    87 |  43 |  25 |  34 | Orange J.
-----

```

- Dogbas are tough customers. Change your formation to Chute to boost your defenses.
- By the way, there are absolutely no treasures here, so don't bother exploring.
- Go all the way north until you find a two-way split. Turn west and continue until you hit a wall.
- Turn south until you can head east. The path will then take you north and up the stairs.
- Use the save point you see and change your formation back to Cluster. Head east again until you see a dais. Approach it for a fight.

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Radina         | Toxic Mist: Numb/Multiple
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
  100 |   300 |   400 | 47 | 30 | 34 | RiasTopaz
-----

```

STRATEGY RECOMMENDED - LV 10

Radina shouldn't give you as much trouble as the Dogbas in the keep. For your first 3 turns, use an F.Cream, Box Lunch, and Manicure in that order. Use Venus Love Me Chain and/or Venus Wink Chain Sword a few times and you'll emerge victorious. If Radina gives you trouble, grind to LV 11 and try again.

- After the fight is a cutscene, and you'll have to return to Rias. Exit the keep the way you came.
- Head southeast and out of here until you reach the wilds.
- Follow the path back down as it winds east and south. Take the southern path at the fork.
- Continue following the path as it twists east and north until you find another fork in the road. Take the southeastern path.
- Follow the path again until you must turn east. Welcome back to Rias.

\*\*\*\*\*

[C24-F] RIAS VILLAGE - 2

TREASURES

+++++

- Lipstick
- Manicure
- Cologne
- RiasTopaz

- The village is in the same state you left it in. Now you know what you must do, so head to the northern edge of town and into the temple. Save at the inn if necessary.
- Continue into the inner sanctum at the north end of the temple for a cutscene. This quickly turns into a boss fight.

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Henchman C     | ~~~~~
-----

```



XP	¥	HP	ATK	DEF	SPD	DROP
120	300	400	50	23	34	~~~~~

STRATEGY RECOMMENDED - LV 11

While he's a bit hardier than the Henchmen you faced earlier, he's still a piece of cake. Plain ol' Crescent Beam will be enough to win this.

- Another cutscene will happen after the battle. Exit the temple to find two more cutscenes in a row, which reward you with a LIPSTICK, a MANICURE, some COLOGNE, and a RIASTOPAZ.
- Time to end Chapter 2. (At long last!) Head out of town via the southwest exit and back into the wilds. We need to find the Ark.

\*\*\*\*\*

[C24-G] TURKEY REGION - 2

- Follow the path as it winds west and north. At the three-way fork, choose the northern path and continue until you pass by a lovestruck couple.
- From the pair, head northeast and into a cave. Use the save point and step onto the green disc.

\*\*\*\*\*

[C24-H] THE ARK OF VENUS

ENEMIES  
+++++++

NAME	TECHNIQUE
Tiren	~~~~~

XP	¥	HP	ATK	DEF	SPD	DROP
10	500	20	30	5	15	~~~~~

- TREASURES  
+++++++
- MoonShard
  - Tpz.Tiara
  - Red Rose
  - Toilette
  - DX Lunch

- Once on the Ark, turn west and open the chests to find a MOONSHARD and Venus' TPZ.TIARA. Replace her Tiara with this.
- Head up the stairs between those two items to find a chest containing a RED ROSE.
- Head east, going around the green disc, and into the interior.
- Go directly south for a cutscene. When it's over, go east and pick up the chests to find some TOILETTE and a DX LUNCH.
- Retrace your steps for another cutscene and a battle.

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Ishtar I       | Sonic Wave: Sleep/Single
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
   50 |   700 |   300 |  1 | 25 |  70 | Nakayoshi
-----

```

STRATEGY RECOMMENDED - LV 11

-----  
Ishtar is a joke boss. Use Crescent Beam on her to win.

- More cutscenes. Tell Artemis yes, you want to save. In the main menu, equip Chibi Moon with a Tiara and two Anklets. Save and exit.

[10-C31] Chapter 3, Part 1: The Rose Crystal - Sailor Chibi Moon

OBJECTIVES

1. Investigate Mugen Academy.
2. Attempt to enter the sickroom.
3. Enter the security room.
4. Return to the sickroom.

\*\*\*\*\*

[C31-A] MUGEN ACADEMY

- A cutscene will play out, then you'll need to walk into the academy.
- 1F: After another cutscene, head north until you hit a wall, then turn east. The Traveler is here if you ever need him, but there are no enemies skulking about here.  
  
When you see stairs leading north, take them.
- 2F: Continue north and up the next staircase.
- 3F: Head west and into the first door you see. Another cutscene. Return downstairs.

- 2F: Head west and attempt to enter the first door you see. Continue west and head back to the first floor.
- 1F: Enter the first door you see as you go east. A cutscene will play out, and then a boss appears!

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Boxi           | ~~~~~
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
  70 |   980 |    10 |  1 | 40 |  70 | ~~~~~
-----

```

STRATEGY RECOMMENDED - LV 1

All you can do is attack, but it's enough to kill them both in one hit each.

- Remove Chibi Moon's accessories after the battle. Return to the sickroom on 2F. A long cutscene will play.
- After, Luna asks if you want to save; do so. Don't bother equipping Sailor Moon with anything.

[10-C32] Chapter 3, Part 2: The Rose Crystal - Sailor Moon

OBJECTIVES

1. Investigate Tomoe Labs and rescue Hotaru.
- 2a. Attempt to rescue Professor Tomoe. Or...
- 2b. Destroy Professor Tomoe.
3. Return to Tomoe Labs.
4. Rescue Chibi-Usa from Mt. Fuji Forest.
5. Investigate Mt. Fuji Cave.

\*\*\*\*\*

[C32-A] JUBAN DISTRICT - 6

SHOPS

+++++

• AM 24 PM •

Orange J. - ¥80  
 Apple J. - ¥110  
 Rice Ball - ¥150  
 R.BallPack - ¥1000  
 Box Lunch - ¥500  
 Bandage - ¥200  
 Nakayoshi - ¥400  
 Hammer - ¥300

• Clocks •

Watch - ¥500  
 AlarmClk. - ¥200

• OSA-P •

- Ear Clips - ¥500
- Earrings - ¥600
- Necklace - ¥700
- Bracelet - ¥700
- Choker - ¥500
- Tiara - ¥800
- Anklet - ¥800

• ToyDox •

- VideoGame - ¥9800
- Toy Model - ¥800
- Doll - ¥1200

• Otafukuya •

- Lipstick - ¥500
- Cologne - ¥3300
- Toilette - ¥5800
- LifeSyrup - ¥400
- Ointment - ¥200
- All-Cure - ¥600
- Manicure - ¥1000
- F.Cream - ¥1000

• Books •

- Nakayoshi - ¥400
- "Girls" - ¥390

- After a cutscene, you'll need to retrace Chibi-Usa's steps to Mugen Academy. Exit the Tsukino residence, and back on the street in front of the house, turn east and into the shopping district.
- Continue east, then turn north until you hit a wall. Now head east past Otafukuya, and head north again and into OSA-P. Buy 4 Bracelets, 2 Tiaras, and 2 Anklets. Equip Moon with 2 Bracelets and a Tiara. Exit the store.
- Head directly south until you hit a wall, then turn east until you can turn south again. Again, continue until you hit a wall, then turn east and onto the next screen.
- Hop on the bus to Mugen Academy.

\*\*\*\*\*

[C32-B] MUGEN DISTRICT - 2

ENEMIES

++++++

```

-----
NAME           | TECHNIQUE
-----
Steering       | ~~~~~
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP
-----

```

- Move Usagi and a cutscene will play out.
- Exit the Academy gates. Head west and turn into the Collector's Pawn Shop. Sell your Premium Tix for 22,000 YEN and exit.
- Continue directly south and onto the next screen. This is where the Steerings are.
- Turn either west or east around the building, and follow it around until you see the gate entrance.
- Once past the gate, use the save point on the left. Enter the Tomoe Research Labs building.
- The area is pretty desolate. Head either west or east to find stairs going down. A cutscene later, and it's time for a boss!

BOSS FIGHT

-----  
 NAME | TECHNIQUE  
 -----

Mistress 9 | Sonic Wave: Sleep/Single  
 -----

XP	¥	HP	ATK	DEF	SPD	DROP
65	12000	500	38	10	13	~~~~~

STRATEGY RECOMMENDED - LV 7  
 -----

Moon Spiral Heart Attack twice does wonders. Alternatively, if the Steerings outside left you a little weak, use the HolyGrail1 to restore your HP, then use R'bow Moon Heart Ache.

- Another small cutscene and yet another boss.

BOSS FIGHT

-----  
 NAME | TECHNIQUE  
 -----

Kaolinite | Sonic Wave: Sleep/Single  
 -----

XP	¥	HP	ATK	DEF	SPD	DROP
65	10000	650	38	16	12	Earrings

STRATEGY RECOMMENDED - LV 8  
 -----

To end this fight quickly, use a Manicure and then the HolyGrail1. One R'bow Moon Heart Ache and it's over.

- A cutscene later and Sailor Saturn will rejoin your team. (Shh, don't

question it.) Give her a Bracelet and 2 Tiaras. Put her in the front of the Cluster, but leave Moon in the center for now.

- Exit the laboratories and save if you wish, then re-enter and head down to the basement.

\*\*\*\*\*

[C32-C] TOMOE RESEARCH LABS - BASEMENT

ENEMIES

+++++++

NAME	TECHNIQUE					
Sentinel A	~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP
6	300	250	39	15	23	Candy

NAME	TECHNIQUE					
Sentinel B	~~~~~					
XP	¥	HP	ATK	DEF	SPD	DROP
7	500	370	39	15	23	Candy

{PERFECT GAME NOTE: Sentinel A and B are the only sources of Candy in the game.}

TREASURES

+++++++

- Red Rose
- RuinTiara
- Ointment
- Toilette
- Apple J.
- Paper Fan
- Amulet

- You're immediately greeted with a cutscene and a boss fight.

BOSS FIGHT

NAME	TECHNIQUE
Germatoid	Fascination: Enchantment/Multiple Sonic Wave: Sleep/Single

XP	¥	HP	ATK	DEF	SPD	DROP
65	13000	1000	48	10	10	~~~~~

STRATEGY RECOMMENDED - LV 8

Saturn might limp a bit in this fight. Start things off by having her use a Manicure on Moon, and Moon herself raise the HolyGrail. R'bow Moon Heart Ache twice will win this. Saturn can busy herself with either attacking or Death Reborn Revolution.

- Another cutscene plays after the fight and you'll be given free reign to explore the area. However, you're also locked in.

Head straight north to open a chest containing a RED ROSE. Turn west for a short time until you're prompted to go north again, then west once more. When you see a path leading to a door above you, enter.

- This room holds a save point as well as two chests: Saturn's RUINTIARA and some OINTMENT. Replace one of Saturn's Bracelets for her new accessory. While in the menu, trade Moon and Saturn's positions in the Cluster. Death Reborn Revolution will be revolutionary (Haha) for clearing mobs.

When you're ready, exit the room.

- Head west again until you must turn south. Follow the path until you hit a wall, then turn west once more, followed by another northern turn. You'll reach a large room.

Once here, head to the northwest corner to find four chests. Open them to find TOILETTE, a PAPER FAN, Saturn's AMULET, and APPLE JUICE. Replace Saturn's Tiara with her new Amulet.

{PERFECT GAME NOTE: That Paper Fan is the only one of its kind.}

- Head directly east and enter the door you see above you.
- Turn north from here until you hit a wall, then turn west again. You'll soon be prompted to turn north. Ensure your Sailor Soldiers are healed up.
- Here, you'll be asked if you want to try and save Professor Tomoe.

Benefits of attempting a rescue:

- \* You get to fight an extra boss, netting Moon and Saturn more XP.

Benefits of outright destroying him:

- \* You move on with the game faster.

I usually elect to fight this boss, but it's up to you.

#### OPTIONAL BOSS FIGHT

NAME	TECHNIQUE
Abomination	~~~~~

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
65      | 12000 | 1600    | 43  | 10  | 28  | ~~~~~
-----

```

STRATEGY RECOMMENDED - LV 10

Saturn is now ridiculously powerful. Moon can do whatever you want as long as it doesn't drain your resources. Two Death Reborn Revolutions and the battle is won.

- Regardless of your choice, a cutscene will end in the girls returning to the Tsukino residence to reconvene. You'll now need to return to Tomoe Labs. Save in Usagi's room before you leave the house.
- On your way there, stop by Otafukuya and pick up some Manicures and F.Creams. I bet you're running low.
- Steerings are still present around Tomoe Labs in particular, but Saturn will be able to clear them no problem.
- After entering the gate to the labs, a cutscene will play out. Uranus and Neptune will rejoin the party, and you'll be teleported to your next location.

\*\*\*\*\*

[C32-D] MT. FUJI FOREST

SHOPS

+++++

- Traveling Merchant (Mt. Fuji Forest) •
- R.BallPack - ¥1000
- DX Lunch - ¥1500
- Cologne - ¥3300
- Toilette - ¥5800
- LifeSyrup - ¥400
- All-Cure - ¥600
- Manicure - ¥1000
- F.Cream - ¥1000

ENEMIES

++++++

```

-----
NAME      | TECHNIQUE
-----
Osoji     | Toxic Mist: Numb/Multiple
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
15      | 200    | 380     | 41  | 16  | 20  | Ointment
-----

```

```

-----
NAME      | TECHNIQUE
-----

```



```

-----
U-Ndokai      | ~~~~~
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
    17 | 1200 |    420 | 43 | 11 | 28 | R.BallPack
-----

```

TREASURES

+++++++

- AmEarring
- AqEarring
- Jam Roll
- Cologne
- Couture Doll
- DX Juice
- R.BallPack
- VioltRose

- Rearrange the Cluster formation like so:

```

Moon      Uranus
    Saturn
[empty]   Neptune

```

Next, replace one of Moon's Bracelets and her Tiara with 2 Anklets, then equip Uranus and Neptune each with 1 Bracelet and 2 Tiaras. Exit the menu.

- There's a save point just northeast of you. You should see it spinning from the forest entrance. There's also a traveling merchant if you need to restock.

- Alright, this place is a doozy. It's wide open and a ton of chests, some of them hidden. But let's find Chibi-Usa first; we could use an extra hand.

- From the entrance, head east until you see a path turning north. Follow it past the western alcove until you can next turn west proper.

- You'll soon come across a four-way split. Turn north this time. You'll soon see Chibi-Usa on the right.

- Speak to her to see a cutscene. Enter the menu and rearrange your Cluster again:

```

Moon      Uranus
    Saturn
Neptune   Chibi Moon

```

Equip Chibi Moon with a Tiara and 2 Anklets again and exit the menu.

- It wouldn't hurt to create some Link Techs containing Chibi Moon. Everyone in the party as of now has one with her, and your first Triple Tech contains Moon, Chibi Moon, and Saturn.

- Let's collect the treasures. Continue east from where you picked up Chibi-Usa. You'll find a chest containing Uranus' AMEARRING. Replace one of her Tiaras with this.

- Turn south from here and continue until you see the brown dirt path turn west. Just offscreen to the left is another save point; use it if you'd like.
  - Return east to the path you were taking, then turn south until you hit a wall of trees. To the right is a seemingly empty nook.
- However, if you go directly east and into the trees, (So you can't see Moon or Luna anymore.) press Control Pad Up, then press the A Button. You'll find Neptune's AQEARRING. Replace one of her Tiaras with this.
- Head west from here and turn south, but turn east as soon as you can and follow the path. You'll find a chest containing a JAM ROLL.
  - From here, follow the path slightly south and as it turns west. You'll find yourself back at the entrance. Save if you wish, then continue west. You'll soon come across a chest lying against the trees containing COLOGNE.
  - Head back north until you see another nook in the trees going west. Go inside and all the way west until part of Moon is obscured. Go up one or two steps and press the A Button. You'll obtain a COUTURE DOLL.
  - Exit the nook and follow the path as it winds north. You'll soon find yet another chest, this one holding DX JUICE. Continue north to find a chest containing a R.BALLPACK.
  - Finally, turn east and pick up the VIOLTROSE on your way to where you found Chibi Moon.

{PERFECT GAME NOTE: The only Jam Roll, DX Juice, and VioltRose that you can obtain in the game are the ones you found in this forest.}

- Continue east. Enter the cave you see above you.

\*\*\*\*\*

[C32-E] MT. FUJI CAVE

---

TREASURES

+++++++

- Dia.Tiara
- LifeWater
- Manicure
- Hammer

- A short cutscene will play out. Continue north to find another one.
- Follow the path east when you regain control to find a boss!

BOSS FIGHT

NAME	TECHNIQUE
DD Girls 1	Stone Sludge: Stone/Multiple

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

89 | 5000 | 1600 | 60 | 18 | 25 | LifeWater  
-----

STRATEGY RECOMMENDED - LV 11  
-----

This isn't as hard as it seems. You might be tempted to go wild, but have Chibi Moon use a Manicure on Saturn. The others can just use Link Techs to help reduce DD Girls 1's HP so that Saturn can finish her off.

- At the fork, head north at the treasure chest and turn east when prompted. In this lonely cove you'll find Moon's DIA.TIARA. Replace her Bracelet with this.
- Return the way you came, this time going south at the fork. Go a little east to find...

#### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

DD Girls 2 | Fascination: Enchantment/Multiple  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

104 | 6500 | 1720 | 59 | 17 | 33 | ~~~~~~  
-----

STRATEGY RECOMMENDED - LV 11  
-----

Same as the last. Saturn is your tool for making it through Another Story.

- At the next split, continue east and follow the path as it turns north into a cove. Open the chest here to find LIFEWATER.
- Return the way you came and head south. Soon, you'll come across...

#### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

DD Girls 3 | Tempest: Wind storm/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

104 | 6500 | 1600 | 54 | 17 | 70 | DX Cake  
-----

STRATEGY RECOMMENDED - LV 12  
-----

Tempest might be dangerous for Chibi Moon, so have her defend after she gives Saturn a Manicure. Otherwise, repeat what you've been doing so far.

- Just a step down from where you fought the last boss is a chest containing a MANICURE.

- Follow the path as it winds east, but you won't get far before...

BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

DD Girls 4 | WhirlwindCut: Slash attack/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

99 | 7200 | 1780 | 55 | 19 | 37 | SugarStar  
-----

STRATEGY RECOMMENDED - LV 13  
-----

She might take an extra turn to go down, but you can fell her easily enough using the same tactics.

{PERFECT GAME NOTE: The SugarStar dropped by DD Girls 4 is one of two in the entire game.}

- Continue east along the path. Soon, you'll find your fifth...

BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

DD Girls 5 | Illusion: Selfishness/Multiple  
WhirlwindCut: Slash attack/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

110 | 10000 | 2400 | 59 | 18 | 72 | Yaga Soup  
-----

STRATEGY RECOMMENDED - LV 13  
-----

The most powerful of the five. Chibi Moon should use a Manicure on Saturn as usual, but you might want to have Neptune use an F.Cream on the little pink spore. Moon and Uranus can act as you see fit. Illusion is the real danger in this fight, but DD Girls 5 will still perish quite readily in two turns.

- A small cutscene will play after this fight. Use the nearby save point and head due south. Down here is the last treasure in this region, a measly HAMMER.

- Head back north and continue east until you trigger a lengthy cutscene. And of course, this leads into a fight.

BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

Queen Beryl | Toxic Mist: Numb/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
120 | 5000 | 2200 | 50 | 17 | 40 | Perfume  
-----

STRATEGY RECOMMENDED - LV 13  
-----

Repeat the same strategy used for the last boss.

- Anyone order another cutscene? Oh yeah, and another boss, too.

#### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

Super Beryl I | Evil Surge: Malefic aura/Multiple  
WhirlwindCut: Slash attack/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
1 | 1 | 8000000 | 255 | 255 | 255 | Orange J.  
-----

STRATEGY RECOMMENDED - LV 99  
-----

If she opens with a physical attack, run away. Otherwise, wait for her to KO the team with Evil Surge.

Those using the LV 99 cheat can actually defeat Super Beryl I with a little work. Just defend and heal for as many turns as it takes to deplete her 255 EP. You still have to watch out for her physical attack, though. There's also the little matter of whittling down her eight million HP over the course of a few hours. You get nothing substantial for your trouble, but hey, bragging rights are nice, right?

- Another cutscene. The Soldiers will be fully healed.

#### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

Super Beryl II | Evil Surge: Malefic aura/Multiple  
WhirlwindCut: Slash attack/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
30000 | 1000 | 5000 | 56 | 15 | 55 | Manicure  
-----

STRATEGY RECOMMENDED - LV 13  
-----

A bit more manageable now. Double transform Moon and Chibi Moon with their HolyGrails, while Neptune or Uranus use a Manicure on Saturn. The remaining two should use Deep Shaking, and Saturn should do what she does best: Death Reborn Revolution.

On your second turn, Super Moon and Super Chibi Moon should use R'bow WMoon Heart Ache, while the others repeat their previous actions, except both Uranus and Neptune should use Deep Shaking. The battle should be over by this point,

unless Chibi Moon was KO'd.

- A lengthy cutscene will play out, ending Chapter 3. Choose to save, but don't bother altering any of Moon's equipment.

---

[10-C41] Chapter 4: Hostility and Friendship - Present

OBJECTIVES

1. Visit Mamoru's apartment.
2. Teleport to the Door of Space and Time and rescue Sailor Pluto.
3. Buy The Moon Book from the book store.
4. Teleport onto the Black Moon UFO.
5. Go to the past.

\*\*\*\*\*

[C41-A] JUBAN DISTRICT - 7

---

SHOPS

+++++

• AM 24 PM •

Orange J. - ¥80  
Apple J. - ¥110  
Rice Ball - ¥150  
R.BallPack - ¥1000  
Box Lunch - ¥500  
Bandage - ¥200  
Nakayoshi - ¥400  
Hammer - ¥300

• Clocks •

Watch - ¥500  
AlarmClk. - ¥200

• OSA-P •

Ear Clips - ¥500  
Earrings - ¥600  
Necklace - ¥700  
Bracelet - ¥700  
Choker - ¥500  
Tiara - ¥800  
Anklet - ¥800

• ToyDox •

VideoGame - ¥9800  
Toy Model - ¥800  
Doll - ¥1200

• Otafukuya •

Lipstick - ¥500  
Cologne - ¥3300  
Toilette - ¥5800  
LifeSyrup - ¥400  
Ointment - ¥200  
All-Cure - ¥600  
Manicure - ¥1000

F.Cream - ¥1000

• Books •

Nakayoshi - ¥400

"Girls" - ¥390

- We start off in the Tsukino residence. After the introductory cutscene, it's time to pay poor Mamoru a visit. Head east and off the screen. Continue east through the shopping district and onto the next screen.

Here, walk along the sidewalk past the bus station. Take the stairs going up into Maison Apartments. Take either of the elevators up and enter the door to the right of the save point.

- There's a sight for sore eyes! All of the other Soldiers have returned from their missions in Chapter 2. Enter the room in the back to start another lengthy cutscene.

When it ends, you'll be tasked with choosing your team for the dungeon. Chibi Moon is coming no matter what, so you need to add 3 more Soldiers.

My recommendation? Mercury, Venus, and Saturn. These three make for easy boss fights. Mercury can decrease enemy Attack with Bubble Spray. And Moon and Venus can increase ally Attack with a Link Tech called Healing Shower. Venus also links with Saturn with Crescent Revolution, Saturn's only damaging Link Tech. The only odd one out is Mercury, who has no good damaging Link Techs with this group.

- Once that's settled, we're off and away to the Tower of Space-Time.

\*\*\*\*\*

[C41-B] TOWER OF SPACE-TIME - 1

SHOPS

+++++

• Traveling Merchant (Tower of Space-Time) •

R.BallPack - ¥1000

DX Lunch - ¥1500

Cologne - ¥3300

Toilette - ¥5800

LifeSyrup - ¥400

All-Cure - ¥600

Manicure - ¥1000

F.Cream - ¥1000

ENEMIES

++++++

-----  
NAME | TECHNIQUE  
-----

Campanula | Sonic Wave: Sleep/Single  
-----

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

160 | 2000 | 900 | 55 | 23 | 58 | ~~~~~

-----  
NAME | TECHNIQUE  
-----

Dahlian | Sonic Wave: Sleep/Single  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

160 | 2000 | 900 | 55 | 23 | 58 | ~~~~~

-----  
NAME | TECHNIQUE  
-----

U-Ikasaman | Illusion: Selfishness/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

160 | 10 | 720 | 65 | 25 | 58 | ~~~~~

(Found in the rainbow corridor)  
-----

#### TREASURES

+++++++

- PlayingCard
- GarnetPin
- C.Parfait
- DX Cake
- Orig.Card
- F.Cream
- G.Earring
- HolyBerry
- DX Plate
- Perfume
- Red Pupil
- C.Burger

{PERFECT GAME NOTE: If you miss any of the chests in here, you're given one more chance to pick them up in Chapter 5.}

- As soon as you regain control, head directly south to find a save point. While in the menu, equip Mercury with her S.EARRING that's been sitting in the inventory for a few hours.
- Rearrange your Cluster:

Moon          Venus  
                Saturn  
Mercury      Chibi Moon

Next, switch Moon and Venus' Anklet and Bracelet.

- Create Link Techs for this team in the MakeUpLink menu. Moon and Mercury/Venus, Chibi Moon and Mercury/Venus, Mercury and Venus, Venus and



Saturn, Moon and Chibi Moon and Venus.

- Approach the Door of Space and Time up north for a cutscene, which devolves into a boss fight.

#### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

Nergal II | WhirlwindCut: Slash attack/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----

300 | 5000 | 1500 | 65 | 25 | 54 | Life Can  
-----

STRATEGY | RECOMMENDED - LV 14  
-----

Have Moon and Chibi Moon use their HolyGrails. Venus should use Healing Shower, which will go off before Super Moon arrives to the battle since you swapped accessories earlier. Mercury should do what she does best, a healthy dose of Bubble Spray. From here on out, just have everyone use Link Techs to build their LAP.

- Another cutscene will play and you'll be within the Tower proper. Head north through the rainbow corridor to find a seemingly empty room. However, the Tower has a gimmick: stepping onto certain spots will teleport you to other rooms.

Head north on the path between the two holes in the floor. Open the chest on the left to find a PLAYINGCARD.

- Take 1 step down and 1 step left of the chest to be warped into a room with Roman pillars. There's a traveling merchant here if you need something. Open the chest to find a C.PARFAIT, then turn back south to wind up at the entrance of the previous room.

{PERFECT GAME NOTE: This is the only C.Parfait in the game.}

- Head between the holes in the floor, then turn east to pick up Pluto's GARNET PIN. Go 1 step down and 1 step right to be teleported into the next room.
- Go north, stopping to pick up the DX CAKE on the left and an ORIG.CARD on the right before you enter the door.

{PERFECT GAME NOTE: This is the second of two DX Cakes you can find in the game. The other was dropped by DD Girls 3.}

- Head west and then north until you can pick up a chest containing some F.CREAM.
- Take 1 step east and then head all the way north until you hit a purple pillar. Open the chest on your right, which holds Pluto's G.EARRING.

- Go south until you hit the purple pillar just below you. Turn east until you hit another pillar. Go south around it and continue east to find a HOLYBERRY.
- Make your way northwest of there to find a DX PLATE.
- Finally, head west onto the teal nebula on the floor by the DX Plate's former chest to be warped into the next room.
- Head north and around the hole in the floor to find a chest containing PERFUME and another save point.
- From here, head east and open the next chest for a C.BURGER. Continue east to pick up another chest. Approach it carefully from the front (i.e. Moon should be between the chest and the wall when she opens it.) Inside this is the RED PUPIL. Replace Saturn's Bracelet with this.
- Continue east to find the last chest in here, a LIFE CREPE. Ensure your party is healed before turning west and into the final teleport spot.
- A cutscene will ensue, followed by a boss.

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Time Tree     | ~~~~~
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
 1200 |   10 | 2500 | 75 | 30 | 40 | HolyWater
-----

```

STRATEGY RECOMMENDED - LV 15

This can be difficult if you didn't bring Mercury. If you did, have her open with Bubble Spray. Moon and Chibi Moon should use F.Creams on Mercury and Venus. Saturn can use the good old standby of Death Reborn Revolution. Pray that Mercury doesn't get KO'd.

On the next round, have Moon and Chibi Moon use their HolyGrails while Venus links with Saturn in Crescent Revolution. Saturn will deal more damage by simply using her base Death Reborn Revolution tech. Mercury can act as you see fit.

The third round should be your final. Moon and Chibi Moon can link up with R'bow W Moon Heart Ache while the others repeat their turn from the last round. You'll soon see the Time Tree fall.

- Another cutscene will pass and Sailor Pluto will join the team. Hooray! You'll be taken out of the Tower and end up at the Hikawa Shrine.

\*\*\*\*\*

+++++++

☐ Moon Book

- A lengthy cutscene later, Usagi must now go to the book store. However, I'm going to take you back to the Mugen District instead so you can sell your last Collector's Items.

Leave the Hikawa Shrine; once outside, head south and down the stairs, then follow the street west.

- On the next screen, continue west until you can turn south, then head east until you can turn south again.
- Continue south until you hit a wall. Turn east and enter the next screen.
- Get on the bus and take it to the Mugen District. Once there, follow the Academy wall west until you can turn north. Enter and speak with the pawn shop clerk.

- \* Orig.Card : 2,500 YEN
- \* DX Plate : 9,800 YEN
- \* PlayingCard : 3,500 YEN
- \* Couture Doll: 50,000 YEN

Return to the bus stop and it'll take you to the Harumi District. Hop back on the bus one more time to go back outside Maison Apartments.

- Head back west and onto the next screen. Turn north when you get the chance, but stop when you see the yellow rays on the arcade sign. Head west from there to find Books.
- Enter and speak to the cashier for a short cutscene that ends in him offering to sell you The MOON BOOK for ¥300. If you somehow have under that amount, you can go examine the prayer bells at the Hikawa Shrine to receive ¥300 for free.
- Return to the Hikawa Shrine for another cutscene. You'll end up in Harumi and, after one more cutscene, have to choose another team.

Chibi Moon isn't a requirement this time, so I recommend Mercury, Venus, Pluto, and Saturn. Mercury is a weak link again because she doesn't have any strong damaging Link Techs, but Bubble Spray will prove invaluable. Pluto's main strength is her Time Stop tech, which stops all enemy movement for 3 turns--even bosses. (Note that if "Miss" appears when you use Time Stop, that just means it was unable to damage the enemy. It does do a small amount of damage in addition to inflicting Stop.)

\*\*\*\*\*

[C41-D] BLACK MOON UFO

---

ENEMIES

+++++++

-----  
 NAME | TECHNIQUE  
 -----

Jamanen | Stone Sludge: Stone/Multiple

```
-----  
XP      | ¥      | HP      | ATK | DEF | SPD | DROP  
-----  
  250 |   400 |   920 |  75 |  25 |  52 | ~~~~~  
-----
```

NAME | TECHNIQUE

Ryuax | Sonic Wave: Sleep/Single

```
-----  
XP      | ¥      | HP      | ATK | DEF | SPD | DROP  
-----  
  200 |   500 |  1100 |  77 |  20 |  66 | ~~~~~  
-----
```

#### SHOPS

+++++

• Traveling Merchant (Black Moon UFO) •

R.BallPack - ¥1000

DX Lunch - ¥1500

Cologne - ¥3300

Toilette - ¥5800

LifeSyrup - ¥400

All-Cure - ¥600

Manicure - ¥1000

F.Cream - ¥1000

#### TREASURES

++++++

AquaBrace

Toilette

- There's a save point on the left side of this area if you need it. Before continuing, equip Pluto with her GarnetPin and G.Earring, and put a Tiara in her empty spot.

Next, rearrange the Cluster formation:

Moon            Venus

                Saturn

Mercury        Pluto

Finally, make some Link Techs: Moon + Pluto and Mercury + Pluto.

- Head directly north from where you start. You'll pass a traveling merchant on your way. On the left side of this balcony is a chest containing Neptune's AQUABRACE. To the right is the only other chest here, TOILETTE. Turn back south and down the stairs.

- Take a right and attempt to enter the mirror above you.

- In the next room, enter the mirror on the left. Repeat this in the room after this.

- In the third room, enter the mirror just above you. The fourth room will have

two mirrors again, so take the left.

- A cutscene will ensue, followed by a boss rush.

#### BOSS FIGHT

NAME		TECHNIQUE					
Koan		Dark Fire: Fireballs/Multiple					
XP	¥	HP	ATK	DEF	SPD	DROP	
1925	4000	8000	80	30	75	Perfume	

STRATEGY RECOMMENDED - LV 17

You're a bit low leveled to her on. Fortunately, you have the two most broken Soldiers on your team. Pluto's Time Stop tech will drain all her EP in exchange for freezing the enemy for 3 turns. Now, you could just buy a bunch of Cologne and have Pluto Time Stop, use Cologne on the second turn, then reuse Time Stop. But where would the fun in that be?

Instead, open with Moon raising the HolyGrail, Venus using Healing Shower, Saturn using Death Reborn Revolution, Mercury using Bubble Spray, and Pluto use Time Stop once.

If Koan opens with Dark Fire, things could get a bit more complicated, especially if Pluto dies. Immediately resurrect her in order to get things moving again.

On the second turn, Saturn should repeat her previous action. Pluto should attack, but otherwise everyone should use their strongest single-target techs. Koan will soon fall.

#### BOSS FIGHT

NAME		TECHNIQUE					
Berthier		Dark Water: Frost strike/Multiple					
XP	¥	HP	ATK	DEF	SPD	DROP	
2125	6000	9000	85	31	92	MoonShard	

STRATEGY RECOMMENDED - LV 18

You'll be a little stronger this time since everyone probably gained a level from the last boss. Open with your normal mix of buffs and debuffs: HolyGrail, Bubble Spray, Healing Shower, Time Stop, and a little bit of Death Reborn Revolution thrown into the mix.

Everyone will probably be hurt if Berthier decided to open with Dark Water, but likely not KO'd. If Dark water was cast, have either Mercury or Venus use a multi-target healing item while Berthier is Stopped. Either way, Berthier will fall by the third use of Saturn's tech.

#### BOSS FIGHT

NAME	TECHNIQUE						
Calaveras	Dark Whip: Whip lash/Multiple						
	WhirlwindCut: Slash attack/Multiple						
XP	¥	HP	ATK	DEF	SPD	DROP	
2725	7000	14000	88	16	12	Yaga Soup	
STRATEGY			RECOMMENDED - LV 19				

The same strategy used for Berthier will apply here. You might want to save Moon a turn by keeping her in normal form, but other than that, Saturn is your ace in the hole. Don't be intimidated by Calaveras' high HP and keep up what's worked so far.

#### BOSS FIGHT

NAME	TECHNIQUE						
Petz	Dark Thunder: Lightning bolts/Multiple						
	Stone Sludge: Stone/Multiple						
	Sonic Wave: Sleep/Single						
XP	¥	HP	ATK	DEF	SPD	DROP	
2925	20000	14000	90	32	130	Life Can	
STRATEGY			RECOMMENDED - LV 20				

Same as the last. She has three attacks she can open with, and Stone Sludge may disrupt your plans. Just cure Stone if it's inflicted and carry on.

- A cutscene will play after the last boss. If you've gotten the two items from here, walk north into the mirror with the glittering glyph reflecting in it. Say "Yes" and you'll be taken into another cutscene back on the ground. Soon after, you'll be launched into a bygone era.

#### [10-C42] Chapter 4: Hostility and Friendship - Past

##### OBJECTIVES

1. Head to the Earth Palace at the North Pole and witness the king's meeting.
2. Go to Sage Beryl's Manor at the North Pole and speak with Sage Beryl.
- 3a. (Optional) Explore Turkey, Nepal, and Canada.
- 3b. (Optional) Explore Switzerland and defeat the Dragon.
4. Go to the Moon and speak with Queen Serenity, then witness Serenity and Endymion's conversation.
5. Return to the Moon.
6. Return to the Moon once more, going beneath its surface to rescue Sailor Moon.

\*\*\*\*\*

SHOPS

+++++

• Sariel Village (Past) •

- DX Lunch - ¥1500
- S.Blossom - ¥500
- Cologne - ¥3300
- Toilette - ¥5800
- All-Cure - ¥600
- Anklet - ¥800
- Manicure - ¥1000
- F.Cream - ¥1000

ENEMIES

+++++++

-----  
NAME | TECHNIQUE

-----  
Akumuda | Illusion: Selfishness/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
9 | 50 | 40 | 36 | 20 | 10 | R.BallPack  
-----

-----  
NAME | TECHNIQUE

-----  
Dogba | ~~~~~  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
22 | 480 | 87 | 43 | 25 | 34 | Orange J.  
-----

(Found in Zaksen Keep)  
-----

-----  
NAME | TECHNIQUE

-----  
Giwaku | Toxic Mist: Numb/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
11 | 250 | 48 | 35 | 20 | 17 | Ointment  
-----

-----  
NAME | TECHNIQUE

-----  
Tiren | ~~~~~  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
10 | 500 | 20 | 30 | 5 | 15 | ~~~~~  
-----

(Found aboard the Ark of Venus)  
-----

- Guess what? More cutscenes! When they're over, you'll be asked to make a team of five, with Moon and Chibi Moon both required. Before I make a recommendation, let's discuss the team we've taken so far.

Mercury, Pluto, Saturn, and Venus are the four most useful Soldiers in the game. Pluto can stop all enemies infinitely; Mercury can cut their damage to nothing; Saturn destroys everything; and Venus boosts everyone's Attack. However, this team's one weak link (Pardon the pun.) is its lack of useful Link Techs. Moreover, there will come a time when you'll be required to use the other Sailor Soldiers.

Therefore it would be best to bring along those you haven't used much, in this case Mars, Jupiter, Uranus, and Neptune. Personally, I chose to bring Mars and Neptune. Saturn tagged along for now so bosses won't last an eternity.

Should you choose to take this team, rearrange your Cluster like so:

```

Moon      Mars
          Saturn
Neptune   Chibi Moon

```

Replace one of Neptune's generic accessories (It doesn't matter which.) with her new AquaBrace. Also, trade Moon's Tiara with one of Chibi Moon's Anklets.

You can return to Radina's house at any time to switch your party again.

- Feel free to explore Sariel. Though the village is unchanged from your trip in the present, NPCs have new things to say and the shop has new stock. If you get stuck, visit Radina in the Temple of Venus for hints.
- Lastly, create your missing Link Techs for all of the Sailor Soldiers.

Save at the inn and buy at least 10 Colognes before moving on.

- When you're done, take the east exit. The path is unchanged from Chapter 2, but here are some quick directions: east until you hit a wall, follow the winding path south as it turns east and north, then take the northeast path at the big fork. A cutscene will occur, followed by a boss.

#### BOSS FIGHT

NAME		TECHNIQUE					
Rubeus		WhirlwindCut: Slash attack/Multiple					
		Illusion: Selfishness/Multiple					
		Sonic Wave: Sleep/Single					
XP	¥	HP	ATK	DEF	SPD	DROP	
1800	5000	25000	80	51	75	Yaga Soup	

STRATEGY RECOMMENDED - LV 20

Had you brought an entire team of under-leveled Soldiers, you would've been severely unmatched. Thankfully, Saturn should be able to ease the fight a little both by tanking and using Death Reborn Revolution.



Without Mercury, though, Rubeus will hit like a truck, and Illusion will be the biggest annoyance of this fight. Try to get F.Creams on Mars and Chibi Moon as soon as you can. Someone should also use one of your precious Perfumes, or maybe just a single Manicure on Saturn only if you're nervous about using an uncommon item.

After that, just have everyone use Link Techs except for Saturn, who like always should be repeating Death Reborn Revolution. Try to restore and revive when you can. Moon and Chibi Moon will both make good item-using healers. Don't be afraid to use Toilette.

If this takes you a few tries, switch in the higher-leveled team and try again, but should you emerge victorious, this will catch Mars and Neptune a bit up to speed.

{PERFECT GAME NOTE: Rubeus just dropped the last Yaga Soup in the game.}

- After this fight, head northeast into the cave and step onto the green disc.

{PERFECT GAME NOTE: This is your last chance to pick up the Tpz.Tiara, Red Rose, and MoonShard on the Ark if you didn't do so already.}

- Enter the control room to see a cutscene. You can now travel to any of the foreign countries visited in Chapter 2, as well as two new areas. You need to witness 4 events in this era to continue. While they can be viewed in any order, for now we're stopping by the North Pole.

Turn the Ark directly northwest of Rias. Stop when you see a snowy island with a square black castle on it. This is the North Pole. Press the A Button when hovering over it (And you see its name label.) to land.

\*\*\*\*\*

[C42-B] NORTH POLE REGION

---

ENEMIES

+++++++

-----  
NAME | TECHNIQUE

-----  
Snow Dancer | Tempest: Wind storm/Multiple

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP

-----  
410 | 1200 | 3000 | 80 | 45 | 92 | ~~~~~~

-----  
NAME | TECHNIQUE

-----  
U-Tahime | Illusion: Selfishness/Multiple  
WhirlwindCut: Slash attack/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
450	1000	2700	80	47	88	~~~~~

#### TREASURES

+++++++

- Life Can
- DX Lunch
- All-Cure
- SugarStar
- AmbrTiara

- The wide open area you land in is devoid of monsters. Heading east and out of this valley will launch you straight into enemy territory. But that's a good thing; sorry to say, but the story's about to screech to a halt. It's high time we gained some levels.

We want everyone to be at least LV 27, including your reserves at Radina's house. You'll just have to trade your girls around incrementally.

This is your first time really exploring the pros of each Sailor Soldier, so let's examine your options.

- \* I'm sure you're familiar with the power of Death Reborn Revolution.
- \* Use Bubble Spray to reduce each enemy's Attack.
- \* Manicures and Healing Shower can both make fights go faster.
- \* Crescent Thunder and Bubble Thunder do great damage.
- \* The damaging Triple Techs (Stardust Stream Hit, Fire Thunder Shaking, Dead World Submerge) are all very strong.
- \* Jupiter in and of herself is powerful. Try Sparkling Wide Pressure.
- \* Same as above applies to Mars. Try Burning Mandala to great effect.
- \* R'bow WMoon Heart Ache is also pretty good.
- \* If you don't mind potentially buying lots of Cologne, Time Stop helps.
- \* Or just defend until the enemy runs out of EP. It's tedious but very safe.

Stay close to the landing zone so you can rush back to the Ark. When your HP or item stock run low, head back to Sariel and stay at the inn.

At minimum, I would recommend getting only Saturn and Mercury to LV 27. The others can wait, but you will eventually need to raise their levels.

- Once you're finished, choose a team of your liking (There are no story bosses for quite some time, so party composition isn't important yet.) and return to the North Pole.

- Head east and away from the landing zone until you hit a wall. You'll then be forced southeast. Follow the winding path.

When you see a pool of water, stick to its left side along a small path to find a chest containing a LIFE CAN.

{PERFECT GAME NOTE: This is potentially the last Life Can in the game.}

- Take 3 steps down from the chest, then turn east and continue generally in that direction around the pools. You'll eventually see another wall of ice.

At this point, turn south between two pools and head west as soon as you're able.

The path will slope southwest and you'll find treasure waiting at the end of it: a DX LUNCH.

- Now head south until an eastern path presents itself. Continue in that general direction for a while until you hit another wall of ice. Head north at this point to find a path between two pools. In the middle of them is a chest holding an ALL-CURE.
- Return south from here, going left around the wall as you continue. You'll eventually find a chest holding a SUGARSTAR within it.

{PERFECT GAME NOTE: This is the second and final SugarStar in the game.}

- Head west of the SugarStar until you're stopped by another pool. Follow the path as it slopes southwest until you can go straight south again. You'll hit another wall of ice. At this point, turn east.
- Continue east until you hit another wall, then turn north. To your right is the last chest in this area, Uranus' AMBRTIARA. When you get a chance, replace her Tiara with this.
- Head back the way you came until you come across the path north again. Follow it until you come to a fork in the road. Go left and continue all the way north until you hit a wall.
- From here, follow the path as it slopes southeast. Stop when you see the ice wall curving to the north. Follow that curve into a path we ignored earlier. The path curls northeast into the first inhabited area in this region.

\*\*\*\*\*

[C42-C] SAGE BERYL'S MANOR

TREASURES

+++++++

- Perfume
- HolyWater
- Perfume
- WhiteRose
- Firamisu

- There are no enemies in this area. Turn directly north when able to find a chest in the northwest corner: PERFUME.
- Now turn south and head east past the manor stairs to find a save point. By all means, use it!
- Go to the manor stairs and attempt to enter. A cutscene ensues, followed by Usagi being free to explore inside. This is the first and last time you'll be in the manor.

- Take the doorway on the left to enter the west wing. Continue west down the hall and up the stairs. Once upstairs, turn east and open the chest at the end of the hallway to find HOLYWATER.

{PERFECT GAME NOTE: This is potentially the final HolyWater in the game. Time Tree dropped the other.}

- Retrace your steps. Once back in the entrance hall, take the door on the opposite side to enter the east wing. Head straight north to the top floor. The door here has curtains on either side, and at the end of the hall is a save point if you need it.
- Enter the room and go to the northwest corner; here is a chest containing another PERFUME.
- Head east from here to trigger a cutscene. When it's over, head south away from the terrace, stopping to pick up a WHITEROSE and FIRAMISU from the chests.

{PERFECT GAME NOTE: That's the only Firamisu in the game. Similarly, that was one of two WhiteRoses.}

- Exit the manor to witness another cutscene. It's time to go to the next area. Head through the southwest path back to the wilds.
- Continue following the path away from the Manor. When it opens up south, head back up the sloping path northwest. When it straightens out directly west, continue in that direction until you're stopped by a pool.
- From there, head generally south for a while, going around minor obstacles as you come across them, until you hit another ice wall. Turn west from here to find a town.

\*\*\*\*\*

#### [C42-D] THE EARTH KINGDOM

---

##### SHOPS

+++++

• Earth Kingdom •

DX Lunch - ¥1500  
Lipstick - ¥500  
LifeSyrup - ¥400  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

##### TREASURES

++++++

□ HolyWater\*

Life Can\*

\* Only obtainable using walk through walls cheat (Requires 2 controllers)

- Stop by the inn to rest and save if you need it. The shop has nothing special, but pick up any necessities you think you may need.
- Attempt to enter the castle north of the town. A cutscene will play out, then you'll be able to explore. The only necessary event is continuing straight north to witness another cutscene. And as with the Sage's Manor, this is the only time you'll be in this area.

Now, you may notice the two chests flanking the king's throne. Near as I can tell, there's no way to actually obtain them without cheating. But when there's a will, there's a way. To open the chests, you'll need 2 controllers.

Head back south past the two attendants. Take a left to enter a wide hall with a save point in it. Save and soft reset. During the prologue, enter the Debug Mode Cheat: [11-DEB]

This may take you a few tries, but as soon as you hear some form of voice clip, the debug functions activate. Head back to the throne room and press controller 2's START Button to turn on walk-through-walls. Step onto the platform and press the START Button again.

All that's left is to open the chests: HOLYWATER on the left and a LIFE CAN on the right. Press controller 2's START Button again and step off the platform, then press it one last time to turn off walk-through-walls. With your goods in hand, go and save again, then soft reset to deactivate Debug Mode.

Remember that if you want these chests, this is your only time to get them.

{PERFECT GAME NOTE: Should you choose to pick these up, they're the actual last Life Can and HolyWater in the game.}

- When you're finished here, exit the way you came.
- Leave the town through the southeast exit and turn north as soon as you're able. Follow the path generally north until you see another ice wall.
- From here, follow the path as it slopes northwest. You'll eventually find the green disc that takes you back to the Ark.

\*\*\*\*\*

[C42-E] SIDE QUESTING

TREASURES

+++++++

Red Pupil

- If Mercury and Saturn aren't on your team already, return to Rias and add

them. Ensure that Saturn is, as always, in the center of the Cluster formation.

- Alright, now that you've leveled up, here are some fun things to do in the world of the past.

Region directions:

- Keines - Just west of Rias
- Medis - West of Keines
- Yaga - Southeast of Rias
- N.Pole - Northwest of Rias

I. Visit the Underground Village in Canada, including Nephrite's Temple. To get out of the trees in Canada, go directly south from the center of the green disc. To find the Underground Village, go to the Protection Tree in the middle of Medis and head straight south until you hit some trees. Turn west and into the trees to find the spot Jupiter camped at in Chapter 2.

II. Visit Krita Yuga in Nepal.

Remember, Krita Yuga is beyond the caves between Yaga and Lhasa.

III. Speak to residents of every village; everyone has something new to say.

IV. Collect any of the hidden Puzzle Pieces that you missed.

{PERFECT GAME NOTE: Chapter 4 is the last opportunity to collect the hidden Puzzle Pieces.}

V. Farm LifeWater from W.Cenicientas in Switzerland, and LifeCrepes from Avogadoras in Nepal. (Note that LifeCrepes are significantly rarer than LifeWater.)

VI. Farm Puzzle Pieces and increase LAP from the weak enemies of Chapter 2, which still roam around each region.

VII. Go on a shopping spree. Use the quick links below to see each inventory.

- Yaga Village (Past) ... [15-IYP]
- Krita Yuga ..... [15-IKR]
- Lhasa Village (Past) .. [15-ILP]
- Medis Village (Past) .. [15-IEP]
- Mishy Village (Past) .. [15-IIP]
- Underground Village ... [15-IUN]
- Keines Village (Past) . [15-IKP]
- Andeng Village (Past) . [15-IAP]

{PERFECT GAME NOTE: This is the last Chapter where you can buy the following:

- \* S.Blossom (Sariel)
- \* RiasTopaz (Rias)
- \* IceShards (Keines, Andeng)
- \* LhasaDrop (Lhasa)
- \* Red Berry (Medis)
- \* BlueBerry (Mishy)
- \* HolyBerry (Medis, Mishy)}

However, the only gainful venture is for the second Red Pupil. Head to Keines to start looking for it. You will need Saturn and Mercury on your team to take on this foe. Rearrange your Cluster formation like so:

Moon            Chibi Moon  
                Saturn  
Mercury        [fifth Soldier]

- From the landing point, follow the winding path west and into Keines proper. Speak with the locals if you wish, but your goal is to save at the inn.
- Head back east into the wilds. Go north at the split, following the path as it winds east to a wall. Turn south at this point. Follow the path as it turns east and north.
- Soon, you'll come to an east/north split; east is Andeng, so enter if you want to know the local buzz. However, I'm choosing to continue north.
- You'll be forced to turn west. Follow the path into a clearing, where you can head north. Ignore the cave on your left; instead, go east.
- Follow the path as it winds north and west, then enter the cave you eventually see above you.
- Go north and down the stairs for a small cutscene. This turns into an...

#### OPTIONAL BOSS FIGHT

-----							
NAME	TECHNIQUE						
-----							
Dragon	Tempest: Wind storm/Multiple						
-----							
XP	¥	HP	ATK	DEF	SPD	DROP	
4520	10	30976	200	164	194	Perfume	
-----							
STRATEGY	RECOMMENDED - LV 27						
-----							

Yes, I do expect you to fight this thing and win. Have everyone but Mercury defend on the first round; she should debuff with Bubble Spray. On your next turn, have Moon and Chibi Moon double transform with their HolyGrails. Saturn should begin using Death Reborn Revolution. Have Mercury use a Perfume on the team, and the spare teammate can act as you see fit.

From this turn forward, you'll be repeating a familiar strategy for the Super Soldiers and Saturn: R'bow WMoon Heart Ache and Death Reborn Revolution. Mercury can either heal with items or use Link Techs with the spare teammate if they have anything good. You'll probably have to use Cologne or Toilette to heal up in this fight. The Dragon will fall eventually, however.

- Another cutscene later, it's time for a rematch.

#### OPTIONAL BOSS FIGHT

-----	
NAME	TECHNIQUE
-----	
Esmeraude	WhirlwindCut: Slash attack/Multiple
	Illusion: Selfishness/Multiple
	Toxic Mist: Numb/Multiple

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
2600 | 5500 | 30743 | 200 | 168 | 194 | Red Pupil  
-----

STRATEGY RECOMMENDED - LV 27  
-----

Just as nasty as the Dragon with even more attacks. Once again, Bubble Spray will make this fight a bit fairer. From this point on, you use the same tactics as you did in the last battle. The only difference is the added annoyance of curing status effects. You'll soon receive your second RED PUPIL.

- One last short cutscene wraps up this side quest. Give your new Red Pupil to either Jupiter or Uranus when you can, it doesn't matter which. Cure Numb if necessary. The residents of both villages have new things to say since you've slain the Dragon, so stop by if you want. Otherwise, save and return to the Ark. Once aboard, press the Y Button.

\*\*\*\*\*

[C42-F] SILVER MILLENNIUM - 1

SHOPS

+++++

• Silver Millennium •

M.Pudding - ¥1000

Moon Drop - ¥300

MoonShard - ¥1000

DX Lunch - ¥1500

Cologne - ¥3300

LifeSyrup - ¥400

Manicure - ¥1000

F.Cream - ¥1000

TREASURES

++++++

RbowPlume

R.Ribbon

Red Rose

Dia.Brace

- After a short cutscene, you'll be able to freely roam about.

- To get to the shop, head directly north, passing the first 2 branches going to the right, but take the third. Enter the building closest to you.

{PERFECT GAME NOTE: This is the only time you're able to buy M.Puddings, Moon Drops, and MoonShards. However, you have some MoonShards already and there will be chests later on holding the other two items.}

- At any rate, your main goal is to enter the Moon Castle on the north side of the city.



- Once inside, head to the northwest corner of the first floor and enter the room. Walk up the stairs and a cutscene will ensue. After, re-enter the room and walk up to the queen.

First, head left of her and behind the curtain. Take 2 steps north and press the A Button to find Chibi Moon's RBOWPLUME. Replace her Tiara with this. Head back to the queen and head right of her. Take another 2 steps north and press the A Button again to find the R.RIBBON.

Despite its name, the R.Ribbon is not Chibi Moon's; anyone can equip it to guard against all bad status and increase their Evade to 255. Give it to someone who needs it.

- Leave the room and turn right, heading up the stairs you see. Enter the door with the curtains on the side.
- Ignore the door above you for now and turn west. You'll see a smaller door; enter this and head north. You'll soon see two treasures on the left: a RED ROSE and Moon's DIA.BRACE. Replace one of her Bracelets with this. Exit.
- Return to the big door I told you to pass up; head inside and go north. Witness a cutscene, then get ready to exit the Castle. This is the last time you'll be able to do anything here, so buy what you need, use the inn, and ensure that you have all the treasures.
- Back on the world map, press the Y Button again.

\*\*\*\*\*

[C42-G] SILVER MILLENNIUM - 2

TREASURES

+++++++

MoonShard

- Head north from the landing zone and onto the next screen. There's a chest holding a MOONSHARD on your left. Continue north for a cutscene. You'll be taken back to Sariel for another cutscene. When it's over, it's time to pick a new team.

Again, I recommend the good old standby of Saturn, but the other three are up to you. Don't forget to place her in the center of the Cluster.

- Exit Turkey and press the Y Button once on the world map. Use the save point and head north. Continue in that direction, going around obstacles as you come across them, until you hit the wall of the old Castle.
- Turn left and down onto the glyph to be transported into the next dungeon.

\*\*\*\*\*

[C42-H] BENEATH THE MOON

ENEMIES

+++++++

```

-----
NAME           | TECHNIQUE
-----
Castor         | Illusion: Selfishness/Multiple
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
 1550 | 1200 |  8000 | 95 | 55 | 95 | AlarmClk.
-----

```

```

-----
NAME           | TECHNIQUE
-----
Pollux         | ~~~~~
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
 1500 |   10 |  7500 | 97 | 53 | 92 | Hammer
-----

```

TREASURES

+++++++

- Moon Drop
- All-Cure
- RbwChoker
- M.Pudding
- RoseCrystal

- Head south for a short introduction cutscene to a...

BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Black Lady     | WhirlwindCut: Slash attack/Multiple
                | Illusion: Selfishness/Multiple
                | Toxic Mist: Numb/Multiple
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
15000 | 4000 | 32000 | 145 | 52 | 121 | Anklet
-----

```

STRATEGY RECOMMENDED - LV 28

Don't question it. If you have any weaker teammates up front, be sure to toss an F.Cream on them. Otherwise, use the good standby buffs and debuffs, heal as needed, and Death Reborn Revolution will save the day.

- Well, that was weird. Continue heading south until you hit a wall. Go left a few steps and resume going south. You'll find a chest containing a MOON DROP.

- Turn west and follow the winding path. When you reach a fork, head north to

collect an ALL-CURE from a chest.

- Turn east until you see a treasure chest above you. This contains Chibi Moon's RBWCHOKER. Replace one of her Anklets with this.
- Head back west and return to the fork that took you to these chests. This time, head west. A short cutscene will play. Collect the M.PUDDING from the chest you see and resume heading west until you see a door. There are no save points nearby, so you may want to head back above ground and use the one at the entrance to the ruins.
- Go into the door to see a cutscene. You'll eventually end up in another battle.

#### BOSS FIGHT

NAME	TECHNIQUE
Sin I	WhirlwindCut: Slash attack/Multiple Illusion: Selfishness/Multiple Toxic Mist: Numb/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
20000	11800	30000	105	65	95	RiasTopaz

STRATEGY RECOMMENDED - LV 28

A bit more Defense than Black Lady, but overall less powerful. This time, I recommend boosting everyone's Defense with F.Creams, and perhaps using one of your Perfumes. DX Lunches or R.BallPacks are useful for healing here. Otherwise, your main tactic remains the same: Death Reborn Revolution and your other strongest attacks.

{PERFECT GAME NOTE: Sin I just dropped the last RiasTopaz in the game.}

- A cutscene later, you receive the ROSECRYSTAL and Chapter 4 ends. Choose to save and move on.

---

#### [10-CH5] Chapter 5: After the Battle

##### OBJECTIVES

1. Investigate the Tsukino residence.
2. Head to the Hikawa Shrine.
3. Go to the future.
4. Split into two teams.
5. Sailor Moon's team: Infiltrate the Fortress of Shadows to rescue Shingo.
6. Sailor Chibi Moon's team: Defeat the Witches 5 and retake the Crystal Palace.
7. Split into two teams again. Sailor Moon's team: Investigate the Tower of Space-Time again to defeat Apsu.
- 8a. Split into two teams one last time. Sailor Moon's team: Return to the Crystal Palace basement and destroy the God of Ruin. Or...
- 8b. Sailor Chibi Moon's team: Rescue Sailor Moon's team and destroy the God of Ruin.

[CH5-A] JUBAN DISTRICT - 9

SHOPS

+++++

• AM 24 PM •

- Orange J. - ¥80
- Apple J. - ¥110
- Rice Ball - ¥150
- R.BallPack - ¥1000
- Box Lunch - ¥500
- Bandage - ¥200
- Nakayoshi - ¥400
- Hammer - ¥300

• Clocks •

- Watch - ¥500
- AlarmClk. - ¥200

• OSA-P •

- Ear Clips - ¥500
- Earrings - ¥600
- Necklace - ¥700
- Bracelet - ¥700
- Choker - ¥500
- Tiara - ¥800
- Anklet - ¥800

• ToyDox •

- VideoGame - ¥9800
- Toy Model - ¥800
- Doll - ¥1200

• Otafukuya •

- Lipstick - ¥500
- Cologne - ¥3300
- Toilette - ¥5800
- LifeSyrup - ¥400
- Ointment - ¥200
- All-Cure - ¥600
- Manicure - ¥1000
- F.Cream - ¥1000

• Books •

- Nakayoshi - ¥400
- "Girls" - ¥390

- We start off with, you guessed it, a set of cutscenes. You'll end up with a pre-assigned team of Moon, Chibi Moon, Pluto, and Saturn. Arrange the Cluster like so:

```

[blank]   Chibi Moon
          Pluto
Saturn    Moon

```

This looks weird, but there's a method to my madness. Anyhow, leave Maison

Apartments.

- Head directly west through the shopping district to get to the road with the Tsukino residence on it. Continue west past the Traveler and head into Usagi's house.
- Been a while since you've been here, huh? Go east and up the stairs.
- Enter the room on the south side to see a cutscene. We're starting off this Chapter with a...

#### BOSS FIGHT

```
-----  
NAME           | TECHNIQUE  
-----  
Kishar         | Illusion: Selfishness/Multiple  
-----  
XP      | ¥      | HP      | ATK | DEF | SPD | DROP  
-----  
20000 | 5000 | 15000 | 87 | 10 | 110 | LifeWater  
-----  
STRATEGY                                RECOMMENDED - LV 27  
-----
```

With Chibi Moon removed from the party, your formation was rearranged. The order I recommended earlier will ensure Saturn is placed in the center of the Cluster.

Go ahead and use Time Stop if you really want, but it's not necessary. Saturn will probably dish out 9999 damage each use of Death Reborn Revolution, ending the fight in 2 turns. Kishar mostly exists as free EXP for Moon.

- After the fight is another cutscene. Moon will be alone, and you'll be tasked with returning to the Hikawa Shrine. Exit the Tsukino residence.

{PERFECT GAME NOTE: This is your last chance to buy the following items:

- \* Orange J. (AM 24 PM)
- \* Apple J. (AM 24 PM)
- \* Rice Ball (AM 24 PM)
- \* Box Lunch (AM 24 PM)
- \* Bandage (AM 24 PM)
- \* Nakayoshi (AM 24 PM, Books)
- \* Watch (Clocks)
- \* Ear Clips (OSA-P)
- \* Necklace (OSA-P)
- \* Choker (OSA-P)
- \* Tiara (OSA-P)
- \* VideoGame (ToyDox)
- \* Toy Model (ToyDox)
- \* Doll (ToyDox)
- \* Lipstick (Otafukuya)
- \* Ointment (Otafukuya)
- \* "Girls" (Books)

I think it's especially important to pick up a few more Box Lunches before moving on, even for casual players.}

{PERFECT GAME NOTE: This is also your last chance to sell any of your Collector's Items.}

- Head all the way east until you almost reach the Maison Apartments area. Turn north when you can.
- Continue north for some time, going left around ToyDox, until you hit a red brick building. Turn west from here until you can go north again. When you hit a wall, go east until you reach the next screen.
- Continue east until you see the stairs leading up to the shrine. Enter Rei's room.
- Head one last time to the fire room and a lengthy series of cutscenes will play out. You'll then be tasked with dividing the Sailor Soldiers into two teams. Aren't you glad you leveled everyone up?

You will want to split your two primary debuffers (Mercury and Pluto) between the two teams. Furthermore, I say whatever team doesn't get Saturn should get Pluto; without her raw destructive power, you could use a method of truly debilitating bosses.

I personally went with this:

- A. Moon, Mercury, Venus, Neptune, Saturn
- B. Chibi Moon, Mars, Jupiter, Uranus, Pluto

This way the B Team gets all the strength they can get. This has a good mix of Link Techs, too.

- Another cutscene will play out, and you'll be in the final dungeon.

\*\*\*\*\*

[CH5-B] THE FORTRESS OF SHADOWS

---

SHOPS

+++++

- Traveling Merchant (Fortress of Shadows) •
- R.BallPack - ¥1000
- DX Lunch - ¥1500
- Cologne - ¥3300
- Toilette - ¥5800
- LifeSyrup - ¥400
- All-Cure - ¥600
- Manicure - ¥1000
- F.Cream - ¥1000

ENEMIES

++++++

NAME	TECHNIQUE
Doorknobder	~~~~~

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
 6400 |  2000 |   5000 | 110 |  44 |  75 | DX Lunch
-----

```

```

-----
NAME          | TECHNIQUE
-----
F-Combater    | WhirlwindCut: Slash attack/Multiple
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
 7300 |  2000 |   7600 |  92 |  40 | 112 | Perfume
-----

```

```

-----
NAME          | TECHNIQUE
-----
Glycina      | Illusion: Selfishness/Multiple
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
13543 |  4000 |   9000 | 115 |  42 |  90 | Toilette
-----

```

```

-----
NAME          | TECHNIQUE
-----
Snow Kaguya   | Tempest: Wind storm/Multiple
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
12738 |  4500 |   8500 |  97 |  43 |  89 | Cologne
-----

```

```

-----
NAME          | TECHNIQUE
-----
U-Bara       | Fascination: Enchantment/Multiple
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP
-----
 8500 |  3000 |   4000 |  97 |  45 |  98 | R.BallPack
-----

```

- After all of those cutscenes, for the love of all that is holy, use the save point on the left!

While in the menu, rearrange the Cluster formation like so:

```

Mercury  Moon
         Saturn
Neptune  Venus

```

- Head north and into the Fortress proper. You'll come to a three-way split; go left to find a traveling merchant. Otherwise, go north to reach a teleport station.

- In the Fortress are enemies called Glycinathat give a load of XP and also drop the expensive Toilette. If you have low level Soldiers, consider seeking these ivy foes to grind a little.

Similarly, F-Combaters readily drop Perfumes. I heavily recommend farming at least 12 of them, even on a casual playthrough.

- At any rate, head south and down the stairs. On the next screen, continue south and follow the linear path as it turns east and north. You'll be interrupted by a cutscene. Head up the stairs when it's over.
- How fun! Another cutscene! Continue north when it finishes.
- Head north to find yet another cutscene. Anyone order another boss rush?

#### BOSS FIGHT

NAME	TECHNIQUE
Nergal III	Hell Firebird: Phoenix blaze/Multiple Dark Fire: Fireballs/Multiple Fascination: Enchantment/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
32750	35000	30765	167	67	131	Perfume

NAME	TECHNIQUE
Marduk II	Hell Dragon: Electrocution/Multiple Dark Thunder: Lightning bolts/Multiple Fascination: Enchantment/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
32750	42000	32098	168	65	131	MoonShard

STRATEGY RECOMMENDED - LV 30

Full disclosure, I was a few levels higher than the recommended. I imagine you will be, too. Start things off with a Bubble Spray on Marduk, then toss Healing Shower on your team. On the next round, Bubble Spray Nergal and use an F.Cream on Venus. Begin wailing away with Death Reborn Revolution in earnest.

#### BOSS FIGHT

NAME	TECHNIQUE
Nabu III	Hell Freezing: Blizzard/Multiple Dark Water: Frost strike/Multiple Fascination: Enchantment/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
33735	35000	34750	170	69	131	~~~~~

NAME	TECHNIQUE
------	-----------



Ishtar II | Hell Shower: Beam shower/Multiple  
| Dark Whip: Whip lash/Multiple  
| Fascination: Enchantment/Multiple

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
32750 | 4000 | 32654 | 164 | 70 | 131 | Moon Drop  
-----

STRATEGY RECOMMENDED - LV 30  
-----

This time around Ishtar is no laughing matter. Despite this, you can repeat the same strategy as the last pair.

{PERFECT GAME NOTE: Ishtar II drops the final Moon Drop in the game.}

#### BOSS FIGHT

-----  
NAME | TECHNIQUE  
-----

Sin II | Hell Halation: Shadow energy/Multiple  
| Evil Surge: Malefic aura/Multiple  
Stone Sludge: Stone/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
45432 | 35000 | 44321 | 172 | 70 | 134 | Manicure  
-----

STRATEGY RECOMMENDED - LV 31  
-----

Same as the last, but with only one target. F.Cream Venus, Healing Shower the team, Bubble Spray Sin, Death Reborn Revolution and Link Techs to triumph.

- A short cutscene later, the girls exit the Fortress of Shadows.

\*\*\*\*\*

#### [CH5-C] CRYSTAL TOKYO

---

#### SHOPS

+++++

#### • Canna West (Accessories) •

C.Drop - ¥300  
C.Cologne - ¥300  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

#### • Canna East (Convenience Store) •

C.Drop - ¥300  
C.Burger - ¥1000  
R.BallPack - ¥1000  
Cologne - ¥3300  
Hammer - ¥300  
AlarmClk. - ¥200

Manicure - ¥1000  
F.Cream - ¥1000

• Canna Southeast (Fast Food) •

C.Shake - ¥500  
C.Fries - ¥500  
C.Burger - ¥1000

• Coffee Noah (Pharmacy) •

C.Drop - ¥300  
C.Cologne - ¥300  
LifeSyrup - ¥400  
All-Cure - ¥1000  
Manicure - ¥1000  
F.Cream - ¥1000

ENEMIES

+++++++

-----  
NAME | TECHNIQUE  
-----  
Chagama | Stone Sludge: Stone/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
6900 | 1500 | 7000 | 105 | 50 | 75 | LifeWater  
-----

-----  
NAME | TECHNIQUE  
-----  
Daruma | Fascination: Enchantment/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
6200 | 1000 | 6300 | 107 | 52 | 70 | LifeWater  
-----

-----  
NAME | TECHNIQUE  
-----  
U-Henshu | WhirlwindCut: Slash attack/Multiple  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
6300 | 1500 | 7500 | 105 | 47 | 72 | Cologne  
-----

(Note: If Chibi Moon is under LV 35, you may encounter Ryuaxes and Jamanens instead.)

- A very short cutscene plays out. Before you start exploring town, change your formation to Victory and rearrange it like so.

Jupiter

Mars

Chibi Moon

Pluto

## Uranus

Also, outfit Jupiter/Uranus (Whoever doesn't have the Red Pupil.) and Mars with Tiaras in their third accessory slot.

- You must now head to the Five Crystal Points in the four corners and center of the city. You might want to do some shopping first, though. There are save points in all of the shops if you need one.
- From Canna West, go west until you hit a wall. Turn north until you hit another wall. Turn east from here and approach the first Crystal Point for a boss.

### BOSS FIGHT

NAME	TECHNIQUE
Eudial	Fire Buster: Blaze attack/Multiple Sonic Wave: Sleep/Single

XP	¥	HP	ATK	DEF	SPD	DROP
28356	5000	25000	169	58	136	Toilette

STRATEGY RECOMMENDED - LV 30

Yes, this is doable at LV 30. On round 1, have Chibi Moon throw an F.Cream on Pluto, Pluto use Time Stop, and everyone else defend. Round 2, Chibi Moon should toss a Cologne while Pluto defends. The others can either begin attacking with Fire Thunder Shaking or use Manicures on themselves; it depends on whether or not you farmed Perfumes in the Fortress of Shadows.

Round 3 should consist of Chibi Moon either throwing a Perfume if you have enough, or finding something else to do. Pluto should repeat Time Stop while the other Soldiers use their Triple Tech. Every other turn, Pluto will have to either attack or defend because she's out of EP.

This method is pricy, but it's the best way to defeat Eudial at low levels.

- Head back to a shop to save, then return to the Crystal Point Eudial was at. From there, go straight east for some time to find the next Crystal Point. (If you hit a wall, you've gone too far; the Point is just to the left of the northeastern-most corner.) Walk up to it for a fight.

### BOSS FIGHT

NAME	TECHNIQUE
Mimete	Fascination: Enchantment/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
28087	8000	20453	161	65	138	WhiteRose

STRATEGY RECOMMENDED - LV 32

Mimete isn't nearly as dangerous as Eudial. You won't need Time Stop this time

around unless too many teammates are inflicted with Enchantment and you need a moment to heal them.

Still, Cologne and Fire Thunder Shaking hasn't steered you wrong thus far. Why stop now?

{PERFECT GAME NOTE: Mimete dropped the second and final WhiteRose in the game.}

- Continue to the northeast corner of the city and then turn south. Continue until you see a partially cut-off 1010 CEWJER shop sign; from here, head west to find Canna Southeast; enter and save.
- Exit the shop and head back east to find a Crystal Point you had passed up earlier. Approach it to find the next of the Witches 5.

#### BOSS FIGHT

NAME	TECHNIQUE					
Viluy	WhirlwindCut: Slash attack/Multiple Illusion: Selfishness/Multiple					
XP	¥	HP	ATK	DEF	SPD	DROP
28553	7520	27460	170	60	140	DX Lunch

STRATEGY RECOMMENDED - LV 34

Her WhirlwindCut is dangerous. I recommend opening with Time Stop so the three damage dealers can slather on some F.Cream. If you have enough Perfume, use one in this fight. Otherwise, keep on using Fire Thunder Shaking. Viluy can be tough, but if you keep everyone's HP up, you will prevail.

- Head back west, stopping by Canna Southeast if you need, and continue west until you see the next Crystal Point below you. Approach it and...

#### BOSS FIGHT

NAME	TECHNIQUE					
Tellu	WhirlwindCut: Slash attack/Multiple Illusion: Selfishness/Multiple					
XP	¥	HP	ATK	DEF	SPD	DROP
29543	9000	28000	168	62	140	Perfume

STRATEGY RECOMMENDED - LV 35

Basically Viluy with slightly different stats. You can use the exact same strategy, too.

- Go east again. When you see a green crystal fence, turn south to find the final Crystal Point. Approach it and...

BOSS FIGHT

---

NAME	TECHNIQUE
Cyprine	WhirlwindCut: Slash attack/Multiple Illusion: Selfishness/Multiple

---

XP	¥	HP	ATK	DEF	SPD	DROP
25000	4000	25765	171	60	142	MoonShard

---

---

NAME	TECHNIQUE
Ptilol	Illusion: Selfishness/Multiple

---

XP	¥	HP	ATK	DEF	SPD	DROP
25000	4000	27000	171	60	142	Perfume

---

STRATEGY RECOMMENDED - LV 36

---

You might be intimidated by the two of them, but remember that Fire Thunder Shaking hits multiple targets. Repeat the same tactics you've been using and you should emerge victorious.

{PERFECT GAME NOTE: Cyprine just dropped the last MoonShard in the game.}

- You've broken the seal on the Crystal Palace! Time to enter. Head directly north, going around the green fences as necessary, and into the Palace proper.

\*\*\*\*\*

[CH5-D] THE CRYSTAL PALACE - 1

---

TREASURES

+++++++

- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*
- Angel Pin\*

\* Only if the Puzzle is complete

- As soon as you enter, head east and then north into the door furthest from the stairs. Continue north to find the Puzzle Room.

- Enter the menu and check the status of your Puzzle; in order to receive your reward, you need to have gotten at least 4 of the 8 hidden Puzzle Pieces from Chapter 2, 7 of which were obtainable again in Chapter 4.

If your Puzzle is complete, talk to the man in pink to receive 10 ANGEL PINS. These accessories give a massive boost to a character's stats, and you receive enough for one per Sailor Soldier.

I recommend keeping the Red Pupils and R.Ribbon on those who have them, however. Sacrifice one of their gemstone accessories to make way for both the Angel Pin and the other accoutrement.

- Exit this room and head west down the hallway. Stop when you see a doorway below you; enter.
- Head down the stairs, and on the next screen, use the save point. Return the way you came.
- Continue making your way west down the hall until you can turn south. Keep south until you see another triad of doors leading back to the main hall. Take one of them.
- Once in the main hall, head east and up the stairs. You'll be periodically stopped by short cutscenes as you head north. Once in the throne room, a longer cutscene will present itself, followed by another boss.

#### BOSS FIGHT

```

-----
NAME           | TECHNIQUE
-----
Anshar         | WhirlwindCut: Slash attack/Multiple
-----
XP    | ¥    | HP    | ATK | DEF | SPD | DROP
-----
55432 | 50000 | 35000 | 115 | 75 | 120 | ~~~~~~
-----
STRATEGY                                RECOMMENDED - LV 37
-----

```

I'm sure you're very tired of this strategy by now. Slather F.Creams on the damaging trio, Time Stop with Pluto, Chibi Moon toss a Perfume (Or start to use Manicures on the damaging trio.) Fire Thunder Shaking, Time Stop, Chibi Moon using a Cologne every turn, repeat.

- Another cutscene ensues. You'll be taken back to the Door of Space and Time.

\*\*\*\*\*

#### [CH5-E] TOWER OF SPACE-TIME - 2

---

#### SHOPS

+++++

- Traveling Merchant (Tower of Space-Time) •

R.BallPack - ¥1000

DX Lunch - ¥1500

Cologne - ¥3300  
Toilette - ¥5800  
LifeSyrup - ¥400  
All-Cure - ¥600  
Manicure - ¥1000  
F.Cream - ¥1000

Local Enemies:

Campanula

XP: 160 ¥: 2,000  
Tech: Sonic Wave - Attempts to put one ally to Sleep  
HP: 900 ATK: 55 DEF: 23 SPD: 58  
Drops: N/A

Dahlia

XP: 152 ¥: 3,000  
Tech: N/A  
HP: 800 ATK: 55 DEF: 20 SPD: 55  
Drops: N/A

F-Combater

XP: 7,300 ¥: 2,000  
Tech: WhirlwindCut - Slash attack on all allies  
HP: 7,600 ATK: 92 DEF: 40 SPD: 112  
Drops: Perfume  
(NOTE - Found only in final room)

U-Ikasaman

XP: 160 ¥: 10  
Tech: Illusion - Attempts to inflict Selfishness on all allies  
HP: 720 ATK: 65 DEF: 25 SPD: 58  
Drops: N/A  
(NOTE - Found only in the corridor of rainbow light)

- At the Door is another cutscene, then it's time to split up again. Chibi Moon's journey home isn't playable, so you're really more picking a team for Sailor Moon.

I'm sure you're well acquainted with everyone's strengths and weaknesses by this time. I recommend the following team:

Moon            Mars  
                Saturn  
Mercury        Uranus

While it lacks Time Stop--I mean Pluto, it's a good, balanced team with a nice selection of Link Techs. You also get access to Bubble Spray, Death Reborn Revolution, two more hard hitters, and a Triple Tech: Stardust Stream Hit.

However, you can take along anyone you like. Try out unique combinations! I bet you haven't gotten a chance to try Dead World Submerge yet.

- After the cutscene, set your formation back to Cluster and arrange it how I outlined above, if you're using my suggested team. Head directly north (The save point down south is gone now.) and try to enter the door for a short cutscene. Enter the Tower when it's done.

- Continue north along the corridor of rainbow light to be stopped by another cutscene. Head north again for one last cutscene before you regain control.

By the way, the enemies in here haven't changed. If you didn't farm Puzzle Pieces in Chapter 4, now is a good time.

{PERFECT GAME NOTE: If somehow you missed any of the chests when you were here last, this is your last chance to pick them up.}

- This place has the exact same gimmick as last time: find the correct warping points. Southwest of the chest on the left is the portal that still leads to the traveling merchant. Take it.

{PERFECT GAME NOTE: Believe it or not, this merchant is your last chance to buy Toilette and DX Lunches.}

- Directly north of the chest in this room is a portal that teleports you all the way to the room of purple pillars. In here, head all the way north until you hit a pillar, then turn east and into the teal nebula on the floor.
- Head north and around the hole in the ground and use the save point when you see it. Stand on the south side of the save point and head directly east from it to be teleported into the next room.
- This room is special; it's where you fought the Time Tree in Chapter 2. If you walk 10 steps north, you'll end up initiating a cutscene. But in the rest of this room you can find F-Combaters, which drop Perfume. This is the final source of Perfume in the game, so I suggest trying to get at least 3 before moving on.
- When you're ready, take those fateful 10 steps north to trigger the cutscene and fight a boss.

#### BOSS FIGHT

NAME	TECHNIQUE
Apsu	Toxic Mist: Numb/Multiple Hell Halation: Shadow energy/Multiple Dark Sun: Dark wave attack/Multiple

XP	¥	HP	ATK	DEF	SPD	DROP
4464	18928	72000	177	90	140	~~~~~

STRATEGY RECOMMENDED - LV 40

As usual, Mercury should open with Bubble Spray and Uranus tossing a Perfume. After that, let loose with your strongest attacks. Moon, Mercury, and Mars should be using Stardust Stream Hit, Uranus should leave Moon's EP alone and use Space Sword Blaster when she's not busy using Cologne, and Saturn, as always, should be on Death Reborn Revolution. Heal as necessary and you'll soon win.



- A series of cutscenes will land you back in the Crystal Palace.

\*\*\*\*\*

[CH5-F] THE CRYSTAL PALACE - 2

---

TREASURES

+++++++

C.Cologne

C.Drop

- Yet another series of cutscenes later, and you'll be able to wander about the throne room. Pick up the chests on the left and right to obtain C.COLOGNE and a C.DROP. Exit and head south on the next screen. The screen after that leads to the entrance hall. (By the way, if you haven't picked up your Angel Pins yet, stop by the Puzzle Room and talk to the man in pink.)

- Head south for a while. Eventually, you'll reach the exit. At the exit, you'll be prompted to make a team after a short cutscene.

Once outside, you'll want to get everyone to LV 45. It'll be a bit of work, but necessary for the final confrontation.

- When you're finished, head back into the Palace and go toward the Puzzle Room. Head west down the hall and down the stairs twice to the save point. Before continuing, ensure Chibi Moon has the accessories you want on her. Don't forget to equip an Angel Pin on everyone!

- Head down the stairs next to the save point and head east a little to trigger another cutscene. At the end, you'll be prompted to switch characters one last time. If you have at least 12 Toilettes, I recommend these teams:

Cluster:

Moon           Mercury

                  Uranus

Neptune       Pluto

Chibi Moon, Mars, Jupiter, Venus, Saturn

(You won't get a say in the B Team's formation)

When using this team, make sure Uranus has these accessories equipped:

AmEarring

Red Pupil

Angel Pin

And Mercury should have these:

S.Earring

Angel Pin

Anklet

Otherwise, use the same teams as last time:

Cluster:

Moon           Mars

                  Saturn

Mercury Uranus

Chibi Moon, Jupiter, Venus, Neptune, Pluto

If you feel you might need some extra healing, you could instead swap Uranus and Jupiter.

After this, you'll no longer be shown the cutscene when exiting the Palace, but Chibi Moon won't be an available party member anymore.

- When you're ready, head through the door in the basement for another cutscene, followed by the...

#### FINAL BOSS FIGHT

```
-----  
NAME           | TECHNIQUE  
-----  
God of Ruin I | FinDe Siecle: Cataclysm/Multiple  
                | Hell Halation: Shadow energy/Multiple  
                | Sonic Wave: Sleep/Single  
-----
```

```
-----  
XP      | ¥      | HP      | ATK | DEF | SPD | DROP  
-----  
    0 |    0 | 120000 | 187 | 100 | 148 | ~~~~~~  
-----
```

STRATEGY RECOMMENDED - LV 45

Despite being the final boss, you can still reduce her Attack and even freeze her with Time Stop. If she opens with FinDe Siecle, she'll probably wipe you out. Just reset and try again.

The main strategy I recommend revolves around Dead World Submerge. In Uranus' hands, it's a deadly force. On round 1, have Moon and Neptune boost Pluto and Uranus' Defenses with F.Creams, while Mercury uses Bubble Spray.

Round 2 should feature Moon starting to use Healing Spray to avoid that nasty Sleep status. Mercury can use a Perfume while the other Sailor Soldiers begin using Dead World Submerge. Mercury will be using Toilette every turn from here on out to keep Uranus alive, while Moon can keep using Healing Spray until everyone has Status Guard on.

Uranus should be doing 9000 damage per turn, while the others do about 1200 each. If you repeat these tactics every round, you'll emerge victorious.

Otherwise, use the strongest attacks you have available. Make sure to use a Perfume as soon as you can, and break out the F.Cream to boost your Soldiers with weaker Defense. Just hang in there; love and justice will prevail!

Once the God of Ruin is down, congratulations! Enjoy the ending. However, should you fail...

- A short cutscene will ensue.

#### FINAL BOSS FIGHT

```
-----  
NAME           | TECHNIQUE  
-----
```

God of Ruin II | FinDe Siecle: Cataclysm/Multiple  
| Hell Halation: Shadow energy/Multiple  
| Sonic Wave: Sleep/Single

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP  
-----  
0 | 0 | 80000 | 97 | 15 | 80 | ~~~~~

-----  
STRATEGY RECOMMENDED - LV 45  
-----

A significantly easier fight. The team will be assigned to a random order in the formation, but it won't matter. Her Defense is so low that you could slaughter her with physical attacks. Play around a little and see what attacks you like best. There'll be no need to buff or debuff at all, just restore EP with Cologne as you see fit.

The ending for fighting the weaker God of Ruin is different. It's worth it to see both, in my opinion.

- Regardless of what ending you got, I hope you sincerely enjoyed Sailor Moon: Another Story! See you again...

The Moonlight is a Messenger of Love.

=====  
[11-CHT] In-game Cheat Codes  
=====

[11-EAS] Easy Mode

Press and hold the X Button on Controller 1 at the title screen. You'll hear a chime. Each Sailor Soldier will start the game at LV 16.

-----  
[11-VES] Very Easy Mode

During the prologue scroll, hold down the A Button on Controller 2. Enter the following on Controller 1's Control Pad:

- Up x2
- Down x2
- Left x2
- Right

Sailor Moon will say, "Onegai! Ginzuishou!" ("I beg you! Silver Crystal!") All Sailor Soldiers will start the game at LV 99 with maximum stats.

-----  
[11-DEB] Debug Mode

During the prologue scroll, hold down the R Button on Controller 1. Then quickly enter the following:

- Down x5
- Right x5
- Up x5
- Left x5
- Up, Down, Left, Right
- B Button

- A Button

You'll hear a random voice clip, and the following commands will be enabled on Controller 2.

1. Map Select: Press the R Button at the title screen. 000 will display in the upper left-hand corner of the screen. The A Button raises the third digit, the B Button raises the second, and the Y Button raises the first. Note that not all possible values are valid, and invalid values will lead to a crash.
2. Debug Display: Press the R Button during gameplay. The top of the screen will show your coordinates, plus other unknown info. Pressing the R Button again will close it. Contact me if you learn what the info is.
3. Event Flag Editor: Press the Y Button during gameplay. Digits will display in the upper left-hand corner of the screen. Use the Control Pad to scroll through the four numbers on the left. This can also open in tandem with the Debug Display, if the Display is opened first. Press the Y Button again to close the Editor.
4. Walk Through Walls: Press the START Button. This will allow you to pass through walls and solid objects. Press the START Button again to disable it.

=====  
=====

[12-TEC] Tech List

=====

[12-BAS] Basic Techs

Sailor Moon

NAME	EP	TARGET	EFFECT
Moon Tiara Action	1	Single	Toss glowing tiara-discus at enemy
Moon Healing Escalation	2	Single	Silver Crystal restores HP 50%
Moon Spiral Heart Attack	3	Single	Heart of light slams into enemy
R'bow Moon Heart Ache	6	Multi	(Super Form) Imploding dome of light

Sailor Mercury

NAME	EP	TARGET	EFFECT
Bubble Spray	2	Single	Fog reduces enemy Attack by 20%
Bubble Spray Freezing	3	Single	Frozen fog slams into enemy
Shine Aqua Illusion	4	Single	Frigid water blade crushes enemy
Mercury Aqua Mirage	4	Multi	Torrent floods the battlefield

Sailor Mars

NAME	EP	TARGET	EFFECT
Fire Soul	2	Single	Sacred flame burns enemy
Fire Soul Bird	4	Multi	Phoenix blazes across enemies
Burning Mandala	6	Multi	Eight rings of fire singe enemies
Mars Snake Fire	6	Single	Burning serpent strangles enemy

#### Sailor Jupiter

NAME	EP	TARGET	EFFECT
Supreme Thunder	1	Multi	Electric shock on enemies
Supreme ThunderDragon	3	Single	Lightning dragon swoops down on enemy
Sparkling Wide Pressure	4	Single	Thunderclap zaps into enemy
Coconut Cyclone	6	Multi	Wrath of the heavens descends on foes

#### Sailor Venus

NAME	EP	TARGET	EFFECT
Crescent Beam	2	Single	Pierce enemy with beam of light
Crescent Beam Shower	4	Multi	Countless beams rain down on enemies
Venus Love Me Chain	3	Single	Encircle enemy in chain of light
Venus Wink Chain Sword	6	Single	Holy Sword becomes deadly light chain

#### Sailor Chibi Moon

NAME	EP	TARGET	EFFECT
Pink Sugar Heart Attack	4	Single	Weak heart of light attacks enemy
Pink Sugar Heart Ache	6	Multi	(Super Form) Imploding dome of light

#### Sailor Uranus

NAME	EP	TARGET	EFFECT
World Shaking	3	Multi	Earth-smashing wind attack slams foes
Space Sword Blaster	4	Single	Gale caused by Space Sword blasts foe

## Sailor Neptune

---

NAME	EP	TARGET	EFFECT
Deep Submerge	3	Multi	Ocean force slams all enemies
Submarine Reflection	4	Multi	Deep Aqua Mirror reflects sea at foes

---

## Sailor Pluto

---

NAME	EP	TARGET	EFFECT
Dead Scream	3	Single	Underworld cries damage enemy
Chronos Typhoon	4	Single	Garnet Orb creates vortex of death
Time Stop	12	Multi	Stop foes for use turn & 2 more turns

---

## Sailor Saturn

---

NAME	EP	TARGET	EFFECT
Death Reborn Revolution	2	Multi	Return all to nothing and maim enemies

---

## [12-LQG] Link Tech Quick Guide

Here's a list of which Link Tech combos are valid. Assume a Soldier can pair with anyone unless an exception is noted.

### DUAL TECHS

#### Moon:

- Additional Dual Tech with Chibi Moon while both are in Super forms  
(Not recorded to Link Tech list)

#### Mercury:

- No Dual Tech with Uranus or Saturn

#### Mars:

- No Dual Tech with Uranus, Neptune, or Saturn

#### Jupiter:

- No Dual Tech with Neptune, Pluto, or Saturn

#### Venus:

- No Dual Tech with Uranus, Neptune, or Pluto

#### Uranus, Neptune, & Pluto:

- No Dual Tech with Saturn

### TRIPLE TECHS

Moon + Mercury + Mars

Moon + Chibi Moon + Venus

Moon + Chibi Moon + Saturn

Mars + Jupiter + Uranus

Uranus + Neptune + Pluto

There are 36 Link Techs in the game. After discovering all of them, your list should be completed with 8 pages, the eighth consisting solely of Dead World Submerge and four blank slots.

---

[12-LIN] Link Techs

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Healing Spray | 2 | Single | Sailor Moon/Sailor Mercury  
-----

EFFECT  
-----

Fog and healing light protects against negative status ailments  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Spiral Fire | 2 | Multi | Sailor Moon/Sailor Mars  
-----

EFFECT  
-----

Flames and holy light  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Healing Pressure | 2 | Multi | Sailor Moon/Sailor Jupiter  
-----

EFFECT  
-----

Gentle electricity pulses restore HP of allies  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Healing Shower | 2 | Multi | Sailor Moon/Sailor Venus  
-----

EFFECT  
-----

Rain of purity increases ATK of allies  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

-----  
Healing Heart Attack | 2 | Single | Sailor Moon/Sailor Chibi Moon  
-----

EFFECT

-----  
Power of two Silver Crystals combines for miracle resurrection from KO  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

R'bow WMoon Heart Ache | 2 | Multi | Super Sailor Moon/Super Sailor Chibi Moon  
(Note: Not recorded in Link Techs menu)  
-----

EFFECT

-----  
Pure light implodes over enemies  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Spiral Shaking | 2 | Single | Sailor Moon/Sailor Uranus  
-----

EFFECT

-----  
Earth-smashing wind shatters heart of light over enemies  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Spiral Reflection | 2 | Single | Sailor Moon/Sailor Neptune  
-----

EFFECT

-----  
Reflect the ocean and heart of light  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Spiral Scream | 2 | Multi | Sailor Moon/Sailor Pluto  
-----

EFFECT

-----  
Holy light and underworld winds  
-----

-----  
NAME | EP | TARGET | LINKED SOLDIERS  
-----

Spiral Revolution | 2 | Single | Sailor Moon/Sailor Saturn  
-----

EFFECT

-----  
Power of rebirth combines with the Silver Crystal to resurrect from KO  
-----  
-----



NAME | EP | TARGET | LINKED SOLDIERS

Shine Soul | 2 | Single | Sailor Mercury/Sailor Mars

EFFECT

Water cancels the fire in a pathetic attack

NAME | EP | TARGET | LINKED SOLDIERS

Bubble Thunder | 2 | Single | Sailor Mercury/Sailor Jupiter

EFFECT

Conducted lightning bolt

NAME | EP | TARGET | LINKED SOLDIERS

Bubble Chain | 2 | Single | Sailor Mercury/Sailor Venus

EFFECT

Chain weakly pushes the bubbles

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Illusion | 2 | Single | Sailor Mercury/Sailor Chibi Moon

EFFECT

Water bearing pink light restores HP of allies

NAME | EP | TARGET | LINKED SOLDIERS

Shine Submerge | 2 | Multi | Sailor Mercury/Sailor Neptune

EFFECT

Deluge enemies in twice the water

NAME | EP | TARGET | LINKED SOLDIERS

Bubble Scream | 2 | Multi | Sailor Mercury/Sailor Pluto

EFFECT

Weak tempest of bubbles

NAME | EP | TARGET | LINKED SOLDIERS

Fire Dragon | 2 | Single | Sailor Mars/Sailor Jupiter

EFFECT

Dragon made of lightning and fire

NAME | EP | TARGET | LINKED SOLDIERS

LoveMe Bird | 2 | Multi | Sailor Mars/Sailor Venus

EFFECT

Phoenix of light swoops down on enemies

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Soul | 2 | Multi | Sailor Mars/Sailor Chibi Moon

EFFECT

Sacred flame and pink light

NAME | EP | TARGET | LINKED SOLDIERS

Fire Scream | 2 | Single | Sailor Mars/Sailor Pluto

EFFECT

Flaming wind of the underworld

NAME | EP | TARGET | LINKED SOLDIERS

Crescent Thunder | 2 | Single | Sailor Jupiter/Sailor Venus

EFFECT

Power of lightning and light

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Thunder | 2 | Single | Sailor Jupiter/Sailor Chibi Moon

EFFECT

Pink lightning strikes enemy

NAME | EP | TARGET | LINKED SOLDIERS

Thunder Shaking | 2 | Single | Sailor Jupiter/Sailor Uranus

EFFECT

Lightning bolt and earth-smashing wind

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Chain | 2 | Single | Sailor Venus/Sailor Chibi Moon

EFFECT

Two hearts are chain linked together

NAME | EP | TARGET | LINKED SOLDIERS

Crescent Revolution | 2 | Multi | Sailor Venus/Sailor Saturn

EFFECT

Light of death falls upon enemies

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Blaster | 2 | Single | Sailor Chibi Moon/Sailor Uranus

EFFECT

Flurry of pink hearts

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Reflection | 2 | Single | Sailor Chibi Moon/Sailor Neptune

EFFECT

Reflect pink light at the enemy

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Typhoon | 2 | Multi | Sailor Chibi Moon/Sailor Pluto

EFFECT

Typhoon of pink hearts

NAME | EP | TARGET | LINKED SOLDIERS

Pink Sugar Revolution | 2 | Multi | Sailor Chibi Moon/Sailor Saturn

EFFECT

Pink light and power of rebirth restores HP of allies

NAME | EP | TARGET | LINKED SOLDIERS

Deep Shaking | 2 | Multi | Sailor Uranus/Sailor Neptune

EFFECT

Power of the sky and sea

NAME | EP | TARGET | LINKED SOLDIERS

Dead Shaking | 2 | Multi | Sailor Uranus/Sailor Pluto

EFFECT

Windstorm of the underworld that smashes the earth

NAME | EP | TARGET | LINKED SOLDIERS

Deep Scream | 2 | Multi | Sailor Neptune/Sailor Pluto

EFFECT

Flow of sea and space-time

NAME | EP | TARGET | LINKED SOLDIERS

Stardust Stream Hit | 3 | Multi | Sailor Moon/Sailor Mercury/Sailor Mars

EFFECT

Tiara carries the bubbles and flames in a wide arc

NAME | EP | TARGET | LINKED SOLDIERS

R'bow Heart Shower | 3 | Multi | Sailor Moon/Sailor Venus/Sailor ChibiMoon

EFFECT

Rain of rainbows restores HP of allies

NAME	EP	TARGET	LINKED SOLDIERS
R'bow Heart Revolution	3	Multi	Sailor Moon/SailorChibiMoon/Sailor Saturn

EFFECT

Rainbow-hued HP restoration

NAME	EP	TARGET	LINKED SOLDIERS
Fire Thunder Shaking	3	Multi	Sailor Mars/Sailor Jupiter/Sailor Uranus

EFFECT

Three elemental calamities fall upon enemies

NAME	EP	TARGET	LINKED SOLDIERS
Dead World Submerge	3	Multi	Sailor Uranus/Sailor Neptune/Sailor Pluto

EFFECT

Powers of the Outer Solar System combine

[12-FOR] Formation Techs

- All Formation Techs are multi-target.
- Only the Soldier in Position A can execute the formation's tech.
- Sailor Planet Attack is an exception to the above, but can only be performed with this party: Moon, Mercury, Mars, Jupiter, Venus.

NAME	EP
Sailor Chute Attack	5
Sailor Arrow Attack	6
SailorVictory Attack	8
SailorCluster Attack	10
Sailor Planet Attack	12

[13-SEP] Status Effect Primer

[13-HSW] How Status Effects Work

1. Defensive and impairing statuses do not stack if you use the same one more than once in a row. e.g., despite the numbers that appear, having Mercury use Bubble Spray twice in a row will be no stronger than using it once.

2. Different buff or debuff types can be combined. For example, Defense Up can be combined with Status Guard, Stop and Attack Down can both be active at once, etc.

---

[13-SAG] Status Effect Glossary

NAME	EFFECT	SET	CURE
Attack Up	ATK increased	Manicure Perfume Healing Shower	Battle ends
Defense Up	DEF increased	F. Cream	Battle ends
Status Guard	Can't get bad status	Healing Spray	Battle ends
Attack Down	ATK decreased	Bubble Spray	Battle ends
Stop	Can't act	Time Stop	3 turns pass
Numb	HP are lost each turn	Toxic Mist	Schwartz BlueBerry All-Cure
Enchantment	Attack other allies	Fascination	Ointment All-Cure Battle ends
Selfishness	Confuse friend and foe	Illusion	VioltRose C.Cologne All-Cure Battle ends
Sleep	Asleep, can't act	Sonic Wave	AlarmClk. Paper Fan All-Cure Battle ends
Stone	Petrified, can't act	Stone Sludge	Hammer Red Berry All-Cure
Low HP	Near KO	Damage	Healing items/techs
KO	Incapacitated	Damage	Healing Heart Attack Spiral Revolution LifeSyrup LifeWater LifeCrepe Red Rose Life Can HolyBerry Battle ends

---

[14-ITM] Full Item List

=====  
[14-ACC] Accessories

```

-----
NAME      | STATS                | OBTAINED
-----
Bracelet  | ATK + 5              | Sold - Juban: OSA-P; Keines (Pr); Lhasa (Pr);
          |                       | Medis (Pr/Pa); Mishy (Pr/Pa);
          |                       | Rias (Pr/Pa); Sariel (Pr);
          |                       | Earth Kingdom; Krita Yuga;
          |                       | Underground Village;
          |                       | Crystal Tokyo: Canna W
-----

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-----
NAME      | STATS                | OBTAINED
-----
Choker    | DEF + 3              | Sold - Juban: OSA-P; Andeng (Pr)
-----

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-----
NAME      | STATS                | OBTAINED
-----
Earrings  | DEF + 4              | Sold - Juban: OSA-P; Keines (Pr); Yaga (Pr);
          |                       | Lhasa (Pr); Medis (Pr/Pa);
          |                       | Mishy (Pr/Pa); Rias (Pr/Pa);
          |                       | Earth Kingdom; Krita Yuga;
          |                       | Underground Village;
          |                       | Crystal Tokyo: Canna W
          |                       | Drop - Kaolinite
-----

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```

-----
NAME      | STATS                | OBTAINED
-----
Necklace  | DEF + 5              | Sold - Juban: OSAP; Andeng (Pr)
-----

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-----
NAME      | STATS                | OBTAINED
-----
Tiara     | DEF + 8              | Sold - Juban: OSA-P; Andeng (Pr); Yaga (Pr)
-----

```

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-----
NAME      | STATS                | OBTAINED
-----
Watch     | SPD + 3              | Sold - Juban: Clocks
-----

```

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-----
NAME      | STATS                | OBTAINED
-----
Ear Clips | SPD + 5              | Sold - Juban: OSA-P; Andeng (Pr)
-----

```

```

-----
NAME      | STATS                | OBTAINED
-----
Anklet    | SPD + 9              | Sold - Juban: OSA-P; Keines (Pr);
          |                       | Medis (Pr/Pa); Mishy (Pr/Pa);
-----

```

		Rias (Pr); Sariel (Pr/Pa);
		Earth Kingdom; Krita Yuga;
		Underground Village;
		Crystal Tokyo: Canna W
		Drop - Black Lady

---

NAME	STATS	OBTAINED
Red Pupil	ATK + 24    SPD + 19	Box - Tower of Space-Time
		Drop - Esmeraude

---

NAME	STATS	OBTAINED
R.Ribbon	EP + 1    DEF + 4	Find - Moon Castle
	EVA +255	

---

NAME	STATS	OBTAINED
Angel Pin	HP + 12    EP + 12	Gift - Complete puzzle, speak to pink man in
	ATK + 15    DEF + 17	Crystal Palace (x10)
	SPD + 15    EVA + 15	

---

NAME	STATS	OBTAINED
Dia.Tiara	HP + 5    EP + 3	Box - Mt. Fuji Cave
	ATK + 5    DEF + 10	
	SPD + 3    EVA + 7	
	For Sailor Moon	

---

NAME	STATS	OBTAINED
Dia.Brace	HP + 5    EP + 5	Box - Moon Castle
	ATK + 10    DEF + 5	
	SPD + 2    EVA + 4	
	For Sailor Moon	

---

NAME	STATS	OBTAINED
SaphrRing	HP + 6    EP + 4	Box - Switzerland Caves
	ATK + 10    DEF + 3	
	SPD + 6    EVA + 6	
	For Sailor Mercury	

---

NAME	STATS	OBTAINED
S.Earring	HP + 2    EP + 1	Box - Switzerland Caves



| ATK + 1 DEF + 10 |  
| SPD + 10 EVA + 4 |  
| For Sailor Mercury |

---

---

NAME | STATS | OBTAINED

---

RubyBrace | HP + 3 EP + 2 | Box - Yaga Ruins  
| ATK + 3 DEF + 5 |  
| SPD + 10 EVA + 2 |  
| For Sailor Mars |

---

---

NAME | STATS | OBTAINED

---

RubyTiara | HP + 2 EP + 4 | Box - Yaga Ruins  
| ATK + 2 DEF + 10 |  
| SPD + 3 EVA + 6 |  
| For Sailor Mars |

---

---

NAME | STATS | OBTAINED

---

E.Earring | HP + 2 EP + 4 | Box - Mishy Manor  
| ATK + 4 DEF + 2 |  
| SPD + 10 EVA + 1 |  
| For Sailor Jupiter |

---

---

NAME | STATS | OBTAINED

---

EmrldRing | HP + 1 EP + 4 | Box - Underground Ruins  
| ATK + 8 DEF + 15 |  
| SPD + 12 EVA + 3 |  
| For Sailor Jupiter |

---

---

NAME | STATS | OBTAINED

---

Tpz.Brace | HP + 1 EP + 2 | Box - Light Stone Cave  
| ATK + 10 DEF + 7 |  
| SPD + 2 EVA + 3 |  
| For Sailor Venus |

---

---

NAME | STATS | OBTAINED

---

Tpz.Tiara | HP + 7 EP + 3 | Box - Ark of Venus  
| ATK + 2 DEF + 10 |  
| SPD + 5 EVA + 7 |  
| For Sailor Venus |

---

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NAME	STATS	OBTAINED
RbowPlume	HP + 5 EP + 3	Find - Moon Castle
	ATK + 5 DEF + 10	
	SPD + 6 EVA + 4	
	For Sailor ChibiMoon	

NAME	STATS	OBTAINED
RbwChoker	HP + 1 EP + 3	Box - Beneath the Moon
	ATK + 10 DEF + 5	
	SPD + 4 EVA + 2	
	For Sailor ChibiMoon	

NAME	STATS	OBTAINED
AmEarring	HP + 5 EP + 3	Box - Mt. Fuji Forest
	ATK + 3 DEF + 5	
	SPD + 10 EVA + 12	
	For Sailor Uranus	

NAME	STATS	OBTAINED
AmbrTiara	HP + 4 EP + 2	Box - North Pole Region
	ATK + 2 DEF + 10	
	SPD + 2 EVA + 5	
	For Sailor Uranus	

NAME	STATS	OBTAINED
AqEarring	HP + 3 EP + 3	Find - Mt. Fuji Forest
	ATK + 8 DEF + 10	
	SPD + 7 EVA + 7	
	For Sailor Neptune	

NAME	STATS	OBTAINED
AquaBrace	HP + 2 EP + 4	Box - Black Moon UFO
	ATK + 10 DEF + 6	
	SPD + 2 EVA + 3	
	For Sailor Neptune	

NAME	STATS	OBTAINED
GarnetPin	HP + 8 ATK + 8	Box - Tower of Space-Time
	DEF + 8 SPD + 10	
	EVA + 7	
	For Sailor Pluto	

NAME	STATS	OBTAINED
G.Earring	HP + 2    ATK + 1 DEF + 10   SPD + 2 EVA + 2	Box - Tower of Space-Time For Sailor Pluto

NAME	STATS	OBTAINED
Amulet	HP + 10    EP + 2 ATK + 8    DEF + 12 SPD + 7    EVA + 10	Box - Tomoe Research Labs For Sailor Saturn

NAME	STATS	OBTAINED
RuinTiara	HP + 10    EP + 2 ATK + 15   DEF + 2 SPD + 10   EVA + 2	Box - Tomoe Research Labs For Sailor Saturn

[14-ITR] Usable Items - Restoration

Certain items can only be used while in battle, and others can only be used outside of it. Check the "MENU" and "FGHT" indicators to see when an item is usable.

NAME	MENU	FGHT	TARGET	EFFECT
Candy	Yes	No	Single	Restores 5 HP

OBTAINED

Drop - Sentinel A; Sentinel B

NAME	MENU	FGHT	TARGET	EFFECT
Orange J.	Yes	No	Single	Restores 10 HP

OBTAINED

Sold - Juban District: AM 24 PM

Drop - GameCen; Garoben; Dogba; Furaiki; Super Beryl I

NAME	MENU	FGHT	TARGET	EFFECT
------	------	------	--------	--------

Apple J. | Yes | No | Single | Restores 15 HP

OBTAINED

Sold - Juban: AM 24 PM

NAME | MENU | FGHT | TARGET | EFFECT

Rice Ball | Yes | Yes | Single | Restores 30 HP

OBTAINED

Find - Initial inventory (x5)

Sold - Juban: AM 24 PM; Keines (Pr); Andeng (Pr); Yaga (Pr); Lhasa (Pr);  
Medis (Pr); Mishy (Pr); Rias (Pr); Sariel (Pr)

NAME | MENU | FGHT | TARGET | EFFECT

Chocolate | Yes | No | Single | Restores 50 HP

OBTAINED

Sold - Keines (Pr); Andeng (Pr); Krita Yuga

NAME | MENU | FGHT | TARGET | EFFECT

Bandage | Yes | No | Single | Restores 50 HP

OBTAINED

Sold - Juban: AM 24 PM

Drop - Green Cyrene; Pharmakon

NAME | MENU | FGHT | TARGET | EFFECT

"Girls" | Yes | No | Single | Restores 60 HP

OBTAINED

Sold - Juban: Books

NAME | MENU | FGHT | TARGET | EFFECT

Moon Drop | Yes | No | Single | Restores 60 HP

OBTAINED

Box - Beneath the Moon

Sold - Silver Millennium

Drop - Ishtar II

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

LhasaDrop | Yes | No | Single | Restores 80 HP  
-----

OBTAINED  
-----

Sold - Lhasa (Pr/Pa)  
Drop - RuinRaiderB  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Firamisu | Yes | No | Single | Restores 80 HP  
-----

OBTAINED  
-----

Box - Sage Beryl's Manor  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Jam Roll | Yes | No | Single | Restores 80 HP  
-----

OBTAINED  
-----

Box - Mt. Fuji Forest  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

HolyWater | Yes | No | Single | Restores 80 HP  
-----

OBTAINED  
-----

Box - Sage Beryl's Manor; Earth Palace (Walk-thru-walls cheat)  
Drop - Time Tree  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

C.Drop | Yes | No | Single | Restores 80 HP  
-----

OBTAINED  
-----

Box - Crystal Palace  
Sold - Crystal Tokyo: Canna W; Crystal Tokyo: Canna E;  
Crystal Tokyo: Coffee Noah  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Box Lunch | Yes | Yes | Single | Restores 100 HP  
-----

-----  
OBTAINED  
-----

Sold - Juban: AM 24 PM; Yaga (Pa); Lhasa (Pr/Pa); Medis (Pr); Rias (Pr);  
Sariel (Pr); Underground Village  
Drop - Dumbbull  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

C.Parfait | Yes | No | Single | Restores 100 HP  
-----

OBTAINED  
-----

Box - Tower of Space-Time  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

C.Shake | Yes | No | Single | Restores 100 HP  
-----

OBTAINED  
-----

Sold - Crystal Tokyo: Canna SE  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

C.Fries | Yes | No | Single | Restores 100 HP  
-----

OBTAINED  
-----

Sold - Crystal Tokyo: Canna SE  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

MoonShard | Yes | No | Single | Restores 120 HP  
-----

OBTAINED  
-----

Box - Ark of Venus, Silver Millennium (Ruins)

Sold - Silver Millennium

Drop - Berthier, Cyprine, Marduk II, Nabu I, Nergal I  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

RiasTopaz | Yes | No | Single | Restores 120 HP  
-----

OBTAINED  
-----

Gift - Rias (Pa)

Sold - Rias (Pa)

Drop - Radina, Sin I  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

M.Pudding | Yes | No | Single | Restore 120 HP  
-----

OBTAINED  
-----

Box - Beneath the Moon  
Sold - Silver Millennium  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Toy Model | Yes | No | Single | Restores 150 HP  
-----

OBTAINED  
-----

Sold - Juban: ToyDox  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Doll | Yes | No | Single | Restores 200 HP  
-----

OBTAINED  
-----

Sold - Juban: ToyDox  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

C.Burger | Yes | No | Single | Restores 200 HP  
-----

OBTAINED  
-----

Box - Tower of Space-Time  
Sold - Crystal Tokyo: Canna E; Crystal Tokyo: Canna SE  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

DX Juice | Yes | Yes | Single | Restores all HP  
-----

OBTAINED  
-----

Box - Mt. Fuji Forest  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

DX Cake | Yes | No | Single | Restores all HP  
-----

OBTAINED  
-----

-----  
Box - Tower of Space-Time  
Drop - DD Girls 3  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

VideoGame | Yes | No | Single | Restores all HP  
-----

OBTAINED  
-----

Sold - Juban: ToyDox  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

R.BallPack | No | Yes | Multi | Restores 300 HP  
-----

OBTAINED  
-----

Box - Harumi; Mugen; Mt. Fuji Forest  
Find - Initial inventory (x3)  
Sold - Juban: AM 24 PM; Andeng (Pa); Yaga (Pa); Rias (Pa); Underground Village;  
Crystal Tokyo: Canna E; Traveling Merchants  
Drop - Akumuda; U-Bara; U-Ndokai  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Yaga Soup | Yes | No | Multi | Restores all HP  
-----

OBTAINED  
-----

Sold - Yaga (Pr)  
Drop - Calaveras; DD Girls 5; Rubeus  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

DX Lunch | No | Yes | Multi | Restores all HP  
-----

OBTAINED  
-----

Box - Ark of Venus; North Pole  
Sold - Keines (Pa); Medis (Pa); Mishy (Pa); Rias (Pa); Sariel (Pa);  
Earth Kingdom; Krita Yuga; Traveling Merchants  
Drop - Doorknobder; Viluy  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Nakayoshi | No | Yes | Single | Restores 2 EP  
-----

OBTAINED  
-----



Box - Harumi  
Sold - Juban: AM 24 PM; Juban: Books  
Drop - Ishtar I

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Lipstick | No | Yes | Single | Restores 3 EP  
-----

OBTAINED

-----  
Gift - Rias  
Sold - Juban: Otafukuya; Yaga (Pr/Pa); Lhasa (Pr/Pa); Earth Kingdom; Krita Yuga  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
IceShards | No | Yes | Single | Restores 4 EP  
-----

OBTAINED

-----  
Sold - Keines (Pr/Pa); Andeng (Pr/Pa)  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
S.Blossom | No | Yes | Single | Restores 4 EP  
-----

OBTAINED

-----  
Gift - Rias  
Sold - Sariel (Pr/Pa)  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
MedisHerb | No | Yes | Multi | Restores 3 EP  
-----

OBTAINED

-----  
Find - Mishy Manor  
Sold - Medis (Pr/Pa)  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Cologne | No | Yes | Multi | Restores all EP  
-----

OBTAINED

-----  
Box - Light Stone Cave; Mugen; Mt. Fuji Forest  
Gift - Rias  
Sold - Juban: Otafukuya, Andeng (Pa); Rias (Pa); Sariel (Pa);  
Silver Millennium; Crystal Tokyo: Canna E; Traveling Merchants  
Drop - RuinRaiderA; Snow Kaguya; U-Henshu

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Toilette | No | Yes | Multi | Restores all HP and EP  
-----

OBTAINED  
-----

Box - Ark of Venus; Tomoe Research Labs; Black Moon UFO

Sold - Juban: Otafukuya; Keines (Pa); Yaga (Pa); Lhasa (Pr/Pa); Rias (Pa);  
Sariel (Pa); Unerground Village; Traveling Merchants

Drop - Eudial; Glycina  
-----

[14-ITS] Usable Items - Status

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

LifeSyrup | No | Yes | Single | Revive and restore 30 HP  
-----

OBTAINED  
-----

Sold - Juban: Otafukuya; Andeng (Pa); Yaga (Pa); Lhasa (Pa); Rias (Pr/Pa);  
Traveling Merchants; Earth Kingdom; Silver Millennium;  
Underground Village; Crystal Tokyo: Coffee Noah  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

LifeWater | No | Yes | Single | Revive and restore 200 HP  
-----

OBTAINED  
-----

Box - Mt. Fuji Cave

Find - Initial inventory (x5)

Drop - Cenicienta; Chagama; Daruma; DD Girls 1; Kishar; M-Combater;  
W.Cenicienta  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

LifeCrepe | No | Yes | Single | Revive and restore 300 HP  
-----

OBTAINED  
-----

Box - Harumi; Tower of Space-Time

Drop - Avogadora  
-----

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Red Rose | No | Yes | Single | Revive and restore all HP  
-----

OBTAINED  
-----

Box - Ark of Venus; Tomoe Research Labs; Moon Castle

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
HolyBerry | No | Yes | Multi | Revive and restore 100 HP

-----  
OBTAINED

-----  
Box - Tower of Space-Time

Sold - Medis (Pr/Pa); Mishy (Pr/Pa)

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Life Can | No | Yes | Multi | Revive and restore all HP

-----  
OBTAINED

-----  
Box - North Pole; Earth Palace (Walk-thru-walls cheat)

Drop - Nergal II, Petz

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Schwartz | Yes | No | Single | Cures Numb

-----  
OBTAINED

-----  
Sold - Keines (Pr); Andeng (Pr)

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Hammer | Yes | Yes | Single | Cures Stone

-----  
OBTAINED

-----  
Box - Mt. Fuji Cave

Sold - Juban: AM 24 PM; Crystal Tokyo: Canna E

Drop - Pollux; Shakokai

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Red Berry | Yes | Yes | Single | Cures Stone

-----  
OBTAINED

-----  
Box - Mishy Manor

Sold - Medis (Pr/Pa); Mishy (Pr/Ma)

-----  
-----  
NAME | MENU | FGHT | TARGET | EFFECT

-----  
Ointment | No | Yes | Single | Cures Enchantment  
-----

OBTAINED  
-----

Box - Tomoe Research Labs  
Sold - Juban: Otafukuya; Keines (Past)  
Drop - Atsugessho; Blizzar; Doburin; Giwaku; High Priest; Maerd; Osoji  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

BlueBerry | No | Yes | Single | Cures Enchantment  
-----

OBTAINED  
-----

Box - Mishy Manor  
Sold - Mishy (Pr/Pa)  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

VioltRose | Yes | No | Single | Cures Selfishness  
-----

OBTAINED  
-----

Box - Mt. Fuji Forest  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

C.Cologne | No | Yes | Single | Cures Selfishness  
-----

OBTAINED  
-----

Box - Crystal Palace  
Sold - Crystal Tokyo: Canna W; Crystal Tokyo: Coffee Noah  
Drop - Octave  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

AlarmClk. | No | Yes | Single | Cures Sleep  
-----

OBTAINED  
-----

Sold - Juban: Clocks; Crystal Tokyo: Canna E  
Drop - Castor; Cyrene; Henchman A; U-Choten  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Paper Fan | No | Yes | Single | Cures Sleep  
-----

OBTAINED  
-----

-----  
Box - Tomoe Research Labs  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

All-Cure | Yes | Yes | Single | Cures all status ailments  
-----

OBTAINED  
-----

Box - Light Stone Cave; North Pole; Beneath the Moon  
Sold - Juban: Otafukuya; Keines (Pr/Pa); Andeng (Pa); Yaga (Pr/Pa);  
Lhasa (Pr/Pa); Medis (Pr/Pa); Mishy (Pr/Pa); Rias (Pr); Sariel (Pr/Pa);  
Traveling Merchants; Earth Kingdom; Underground Village;  
Crystal Tokyo: Coffe Noah  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Manicure | No | Yes | Single | ATK +5 for one battle  
-----

OBTAINED  
-----

Box - Mt. Fuji Cave  
Gift - Rias (Pr)  
Sold - Juban: Otafukuya; Yaga (Pa); Lhasa (Pa); Sariel (Pa);  
Traveling Merchants; Silver Millennium; Crystal Tokyo: Canna E;  
Crystal Tokyo: Coffee Noah  
Drop - Steering, Sin II, Super Beryl II  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

Perfume | No | Yes | Multi | ATK +15 for one battle  
-----

OBTAINED  
-----

Box - Tower of Space Time; Sage Beryl's Manor  
Drop - Dragon; F-Combater; Koan; Nergal III; Ptilol; Queen Beryl; Tellu  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

F.Cream | No | Yes | Single | DEF +3 for one battle  
-----

OBTAINED  
-----

Box - Tower of Space-Time  
Sold - Juban: Otafukuya; Yaga (Pa); Lhasa (Pa); Sariel (Pa);  
Traveling Merchants; Silver Millennium; Crystal Tokyo: Canna E;  
Crystal Tokyo: Coffee Noah  
-----

-----  
NAME | MENU | FGHT | TARGET | EFFECT  
-----

SugarStar | No | Yes | Single | Permanent ATK +10

OBTAINED

Box - North Pole

Drop - DD Girls 4

NAME | MENU | FGHT | TARGET | EFFECT

WhiteRose | No | Yes | Single | Permanent DEF +10

OBTAINED

Box - Sage Beryl's Manor

Drop - Mimete

NAME | MENU | FGHT | TARGET | EFFECT

HolyGrail1 | No | Yes | Single | Transform Sailor Moon into Super Sailor Moon

OBTAINED

Find - Initial inventory (x1)

NAME | MENU | FGHT | TARGET | EFFECT

HolyGrail2 | No | Yes | Single | Transform Chibi Moon into Super Chibi Moon

OBTAINED

Find - Initial inventory (x1)

[14-RAR] Rare Items

NAME | DESCRIPTION | OBTAINED

Space Sword | Sailor Uranus' talisman. | Find - Initial inventory

Aqua Mirror | Sailor Neptune's talisman. | Find - Initial inventory

Garnet Orb | Sailor Pluto's talisman. | Find - Initial inventory

DisguisePen | Transform into numerous disguises. | Find - Initial inventory

Time Key | Opens the Door of Space and Time. | Find - Initial inventory

Diary | Keeps records of the adventure. | Find - Initial inventory

DarkZoisite | Represents Zoisite's dark heart. | Gift - Ch. 1 end

DarkJadeite | Represents Jadeite's dark heart. | Gift - Ch. 1 end

DarkNephrit | Represents Nephrite's dark heart. | Gift - Ch. 1 end  
-----  
DarkKunzite | Represents Kunzite's dark heart. | Gift - Ch. 1 end  
-----  
Hailspring | Moss lauded as a miracle cure. | Find - Ch. 2/Mercury  
-----  
LiteZoisite | Represents Zoisite's light heart. | Gift - Ch. 2/Mercury end  
-----  
SacredToken | Holy Hindu coin. | Gift - Ch. 2/Mars  
-----  
LiteJadeite | Represents Jadeite's light heart. | Gift - Ch. 2/Mars end  
-----  
TreePendant | Guides you through Marine Forest. | Gift - Ch. 2/Jupiter start  
-----  
LiteNephrit | Represents Nephrite's light heart. | Gift - Ch. 2/Jupiter end  
-----  
LiteKunzite | Represents Kunzite's light heart. | Find - Ch. 2/Venus start  
-----  
Moon Book | Has a lot of info on the Moon. | Sold - Juban: Books  
-----  
RoseCrystal | Crystal of the Prince of Earth. | Gift - Ch. 4 end  
-----  
Antique Doll | Sell at the Collector's Pawn Shop. | Box - Juban: OSA-P  
-----  
Studio Coat | Sell at the Collector's Pawn Shop. | Find - Harumi  
-----  
Studio Cap | Sell at the Collector's Pawn Shop. | Box - Harumi  
-----  
Premium Tix | Sell at the Collector's Pawn Shop. | Find - Mishy Manor  
-----  
Couture Doll | Sell at the Collector's Pawn Shop. | Find - Mt. Fuji Forest  
-----  
Orig.Card | Sell at the Collector's Pawn Shop. | Box - Tower of Space-Time  
-----  
DX Plate | Sell at the Collector's Pawn Shop. | Box - Tower of Space-Time  
-----  
PlayingCard | Sell at the Collector's Pawn Shop. | Box - Tower of Space-Time  
-----  
=====

=====  
[15-SHP] Shop List Compilation  
=====

[15-IJA] Juban District: AM 24 PM

Orange J. - ¥80  
Apple J. - ¥110  
Rice Ball - ¥150  
R.BallPack - ¥1000  
Box Lunch - ¥500  
Bandage - ¥200  
Nakayoshi - ¥400  
Hammer - ¥300

-----  
[15-IJC] Juban District: Clocks

Watch - ¥500  
AlarmClk. - ¥200

-----  
[15-IJP] Juban District: OSA-P

Ear Clips - ¥500  
Earrings - ¥600  
Necklace - ¥700  
Bracelet - ¥700  
Choker - ¥500  
Tiara - ¥800  
Anklet - ¥800

---

[15-IJT] Juban District: ToyDox

VideoGame - ¥9800  
Toy Model - ¥800  
Doll - ¥1200

---

[15-IJO] Juban District: Otafukuya

Lipstick - ¥500  
Cologne - ¥3300  
Toilette - ¥5800  
LifeSyrup - ¥400  
Ointment - ¥200  
All-Cure - ¥600  
Manicure - ¥1000  
F.Cream - ¥1000

---

[15-IJB] Juban District: Books

Nakayoshi - ¥400  
"Girls" - ¥390

---

[15-IKE] Keines Village (Present)

Rice Ball - ¥150  
Chocolate - ¥200  
IceShards - ¥500  
Schwartz - ¥200  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-IAN] Andeng Village (Present)

Rice Ball - ¥150  
Chocolate - ¥200  
IceShards - ¥500  
Schwartz - ¥200  
Ear Clips - ¥500  
Necklace - ¥700  
Choker - ¥500  
Tiara - ¥800

---

[15-IYA] Yaga Village (Present)

Rice Ball - ¥150  
Yaga Soup - ¥500  
Lipstick - ¥500  
All-Cure - ¥600  
Earrings - ¥600



Bracelet - ¥700  
Tiara - ¥800

---

[15-ILH] Lhasa Village (Present)

Rice Ball - ¥150  
LhasaDrop - ¥300  
Box Lunch - ¥500  
Lipstick - ¥500  
Toilette - ¥5800  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700

---

[15-IME] Medis Village (Present)

Rice Ball - ¥150  
Box Lunch - ¥500  
MedisHerb - ¥600  
HolyBerry - ¥10000  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-IMV] Mishy Village (Present)

Rice Ball - ¥150  
Red Berry - ¥300  
BlueBerry - ¥200  
HolyBerry - ¥10000  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-IRI] Rias Village (Present)

Rice Ball - ¥150  
Box Lunch - ¥500  
LifeSyrup - ¥400  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-ISA] Sariel Village (Present)

Rice Ball - ¥150  
Box Lunch - ¥500  
S.Blossom - ¥500  
All-Cure - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-TAO] Traveling Merchants

R.BallPack - ¥1000  
DX Lunch - ¥1500  
Cologne - ¥3300

Toilette - ¥5800  
LifeSyrup - ¥400  
All-Cure - ¥600  
Manicure - ¥1000  
F.Cream - ¥1000

---

[15-ISP] Sariel Village (Past)

DX Lunch - ¥1500  
S.Blossom - ¥500  
Cologne - ¥3300  
Toilette - ¥5800  
All-Cure - ¥600  
Anklet - ¥800  
Manicure - ¥1000  
F.Cream - ¥1000

---

[15-IRP] Rias Village (Past)

RiasTopaz - ¥1000  
DX Lunch - ¥1500  
R.BallPack - ¥1000  
LifeSyrup - ¥400  
Cologne - ¥3300  
Toilette - ¥5800  
Earrings - ¥600  
Bracelet - ¥700

---

[15-IEK] Earth Kingdom

DX Lunch - ¥1500  
Lipstick - ¥500  
LifeSyrup - ¥400  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-ISM] Silver Millennium

M.Pudding - ¥1000  
Moon Drop - ¥300  
MoonShard - ¥1000  
DX Lunch - ¥1500  
Cologne - ¥3300  
LifeSyrup - ¥400  
Manicure - ¥1000  
F.Cream - ¥1000

---

[15-IKP] Keines Village (Past)

DX Lunch - ¥1500  
Toilette - ¥5800  
IceShards - ¥500  
Ointment - ¥200  
All-Cure - ¥600

---

[15-IAP] Andeng Village (Past)

R.BallPack - ¥1000

IceShards - ¥500  
LifeSyrup - ¥400  
All-Cure - ¥600  
Cologne - ¥3300

---

[15-IYP] Yaga Village (Past)

Box Lunch - ¥500  
R.BallPack - ¥1000  
Lipstick - ¥500  
Toilette - ¥5800  
LifeSyrup - ¥400  
All-Cure - ¥600  
Manicure - ¥1000  
F.Cream - ¥1000

---

[15-ILP] Lhasa Village (Past)

Lipstick - ¥500  
LhasaDrop - ¥350  
Box Lunch - ¥500  
Toilette - ¥5800  
LifeSyrup - ¥400  
All-Cure - ¥600  
Manicure - ¥1000  
F.Cream - ¥1000

---

[15-IKR] Krita Yuga

Chocolate - ¥200  
DX Lunch - ¥1500  
Lipstick - ¥500  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-IEP] Medis Village (Past)

DX Lunch - ¥1500  
MedisHerb - ¥600  
All-Cure - ¥600  
Red Berry - ¥300  
HolyBerry - ¥10000  
  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-IIP] Mishy Village (Past)

DX Lunch - ¥1500  
Red Berry - ¥300  
BlueBerry - ¥200  
HolyBerry - ¥10000  
All-Cure - ¥600  
Earrings - ¥600  
Bracelet - ¥700  
Anklet - ¥800

---

[15-IUN] Underground Village

- R.BallPack - ¥1000
- Box Lunch - ¥500
- Toilette - ¥5800
- LifeSyrup - ¥400
- All-Cure - ¥600
- Earrings - ¥600
- Bracelet - ¥700
- Anklet - ¥800

[15-ICW] Crystal Tokyo: Canna West (Accessories)

- C.Drop - ¥300
- C.Cologne - ¥300
- Earrings - ¥600
- Bracelet - ¥700
- Anklet - ¥800

[15-ICE] Crystal Tokyo: Canna East (Convenience Store)

- C.Drop - ¥300
- C.Burger - ¥1000
- R.BallPack - ¥1000
- Cologne - ¥3300
- Hammer - ¥300
- AlarmClk. - ¥200
- Manicure - ¥1000
- F.Cream - ¥1000

[15-ICS] Crystal Tokyo: Canna Southeast (Fast Food)

- C.Shake - ¥500
- C.Fries - ¥500
- C.Burger - ¥1000

[15-ICC] Crystal Tokyo: Coffee Noah (Pharmacy)

- C.Drop - ¥300
- C.Cologne - ¥300
- LifeSyrup - ¥400
- All-Cure - ¥1000
- Manicure - ¥1000
- F.Cream - ¥1000

[16-BES] Bestiary

=====

[16-MON] Dark Kingdom's Monsters

NAME	TECHNIQUE							ORIGIN
Blizzar	~~~~~~							Episode 38
XP	¥	HP	ATK	DEF	SPD	DROP	FOUND	
50	8	20	22	11	25	Ointment	Switzerland Region	
							Switzerland Caves	

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Castor         | Illusion: Selfishness/Multiple         | Episode 21
-----
XP   | ¥     | HP     | ATK | DEF | SPD | DROP | FOUND
-----
 1550 | 1200 |  8000 |  95 |  55 |  95 | AlarmClk. | Beneath the Moon
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Cyrene         | ~~~~~~| Episode 6
-----
XP   | ¥     | HP     | ATK | DEF | SPD | DROP | FOUND
-----
  13 |   15 |   45 |  35 |  28 |  29 | AlarmClk. | Krita Yuga
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
GameCen        | ~~~~~~| Episode 25
-----
XP   | ¥     | HP     | ATK | DEF | SPD | DROP | FOUND
-----
  9  |   50 |   28 |  31 |  17 |  20 | Orange J. | Nepal Region
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Garoben        | ~~~~~~| Episode 8
-----
XP   | ¥     | HP     | ATK | DEF | SPD | DROP | FOUND
-----
  1  |  120 |   42 |   6 |   3 |  20 | Orange J. | Juban District
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Jumeau         | ~~~~~~| Episode 18
-----
XP   | ¥     | HP     | ATK | DEF | SPD | DROP | FOUND
-----
  1  |  150 |   42 |   4 |   4 |   9 | ~~~~~~| Juban District
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Pollux         | ~~~~~~| Episode 21
-----
XP   | ¥     | HP     | ATK | DEF | SPD | DROP | FOUND
-----
 1500 |   10 |  7500 |  97 |  53 |  92 | Hammer   | Beneath the Moon
-----

```

NAME	TECHNIQUE	ORIGIN					
Shakokai	Stone Sludge: Stone/Multiple	Episode 37					
XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
18	80	60	40	13	35	Hammer	Switzerland Caves

NAME	TECHNIQUE	ORIGIN					
Tesnni	~~~~~	Episode 14					
XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
1	200	36	6	3	25	~~~~~	Juban District

[16-DRO] Black Moon's Droids

NAME	TECHNIQUE	ORIGIN					
Akumuda	Illusion: Selfishness/Multiple	Episode 69					
XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
9	50	40	36	20	10	R.BallPack	Turkey Region

NAME	TECHNIQUE	ORIGIN					
Atsugessho	Toxic Mist: Numb/Multiple	Episode 61					
XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
8	500	50	34	16	10	Ointment	Canada Region
							Underground Ruins

NAME	TECHNIQUE	ORIGIN					
Avogadora	~~~~~	Episode 66					
XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
10	700	35	32	16	22	LifeCrepe	Nepal Region

NAME	TECHNIQUE	ORIGIN
Dogba	~~~~~	Episode 79

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
  22 |   480 |   87 |  43 |  25 |  34 | Orange J. | Zaksen Keep
-----

```

```

-----
NAME      | TECHNIQUE      | ORIGIN
-----
Dumbbull  | ~~~~~~ | Episode 63
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
  25 |   300 |  101 |  52 |  31 |  38 | Box Lunch | Protection Tree
-----

```

```

-----
NAME      | TECHNIQUE      | ORIGIN
-----
Furaiki   | ~~~~~~ | Episode 64
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
  8 |   300 |   55 |  33 |  16 |  19 | Orange J. | Canada Region
  |     |     |     |     |     |     |           | Underground Ruins
-----

```

```

-----
NAME      | TECHNIQUE      | ORIGIN
-----
Giwaku    | Toxic Mist: Numb/Multiple | Episode 80
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
  11 |   250 |   48 |  35 |  20 |  17 | Ointment  | Turkey Region
-----

```

```

-----
NAME      | TECHNIQUE      | ORIGIN
-----
Jamanen   | Stone Sludge: Stone/Multiple | Episode 65
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
 250 |   400 |  920 |  75 |  25 |  52 | ~~~~~~ | Black Moon UFO
-----

```

```

-----
NAME      | TECHNIQUE      | ORIGIN
-----
Ryuax     | Sonic Wave: Sleep/Single | Episode 82
-----

```

```

-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
 200 |   500 | 1100 |  77 |  20 |  66 | ~~~~~~ | Black Moon UFO
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Chagama        | Stone Sludge: Stone/Multiple           | Episode 104
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 6900 | 1500 | 7000 | 105 | 50 | 75 | LifeWater | Crystal Tokyo
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Daruma         | Fascination: Enchantment/Multiple      | Episode 105
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 6200 | 1000 | 6300 | 107 | 52 | 70 | LifeWater | Crystal Tokyo
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Doburin        | Stone Sludge: Stone/Multiple           | Episode 97
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
   8 | 500 | 200 | 17 | 9 | 25 | Ointment | Harumi District
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Doorknobder    | ~~~~~~ | Episode 109
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 6400 | 2000 | 5000 | 110 | 44 | 75 | DX Lunch | Fortress of Shadows
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Mikuji         | Sonic Wave: Sleep/Single               | Episode 90
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 23 | 750 | 70 | 37 | 22 | 23 | ~~~~~~ | Protection Tree
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Octave         | Illusion: Selfishness/Multiple         | Episode 93
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 13 | 40 | 40 | 34 | 29 | 28 | C.Cologne | Krita Yuga
-----

```



```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Osoji         | Toxic Mist: Numb/Multiple              | Episode 94
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
  15 |  200 |  380 |  41 |  16 |  20 | Ointment | Mt. Fuji Forest
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Sentinel A    | ~~~~~~| Episode 124
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
   6 |  300 |  250 |  39 |  15 |  23 | Candy   | Tomoe Research Labs
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Steering      | ~~~~~~| Episode 92
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
   4 |  100 |   50 |  29 |  12 |  20 | Manicure | Mugen District
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Tiren         | ~~~~~~| Episode 98
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
  10 |  500 |   20 |  30 |   5 |  15 | ~~~~~~| Ark of Venus
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
U-Bara       | Fascination: Enchantment/Multiple     | Episode 116
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 8500 | 3000 | 4000 |  97 |  45 |  98 | R.BallPack| Fortress of Shadows
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
U-Choten     | Sonic Wave: Sleep/Single              | Episode 119
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
  20 |  300 |   45 |  43 |  15 |  44 | AlarmClk. | Switzerland Caves
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
U-Henshu      | WhirlwindCut: Slash attack/Multiple   | Episode 113
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 6300 | 1500 | 7500 | 105 | 47 | 72 | Cologne | Crystal Tokyo
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
U-Ikasaman    | Illusion: Selfishness/Multiple        | Episode 118
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 160 | 10 | 720 | 65 | 25 | 58 | ~~~~~ | Tower of Space-Time
      |   |   |   |   |   |   | ~~~~~ | (Rainbow corridor only)
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
U-Ndokai      | ~~~~~ | Episode 117
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 17 | 1200 | 420 | 43 | 11 | 28 | R.BallPack | Fuji Forest
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
U-Tahime      | Illusion: Selfishness/Multiple        | Episode 114
              | WhirlwindCut: Slash attack/Multiple   |
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 450 | 1000 | 2700 | 80 | 47 | 88 | ~~~~~ | North Pole Region
-----

```

[16-OTF] Other Foes

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Brown Jakoku  | ~~~~~ | SM:AS original creature
-----
XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 15 | 750 | 55 | 31 | 17 | 24 | ~~~~~ | Underground Ruins
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Campanula     | Sonic Wave: Sleep/Single              | Sailor Moon R The Movie
-----

```

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
160	2000	900	55	23	58	~~~~~	Tower of Space-Time

NAME	TECHNIQUE	ORIGIN
Dahlian	Sonic Wave: Sleep/Single	Sailor Moon R The Movie

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
160	2000	900	55	23	58	~~~~~	Tower of Space-Time

NAME	TECHNIQUE	ORIGIN
F-Combater	WhirlwindCut: Slash attack/Multiple	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
7300	2000	7600	92	40	112	Perfume	Fortress of Shadows

NAME	TECHNIQUE	ORIGIN
Glycina	Illusion: Selfishness/Multiple	Sailor Moon R The Movie

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
13543	4000	9000	115	42	90	Toilette	Fortress of Shadows

NAME	TECHNIQUE	ORIGIN
RuinRaiderA	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
16	250	47	35	25	26	Cologne	Nepal Caves

NAME	TECHNIQUE	ORIGIN
RuinRaiderB	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
15	300	40	33	27	22	LhasaDrop	Nepal Caves

NAME	TECHNIQUE	ORIGIN
Sentinel B	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
7	500	370	39	15	23	Candy	Tomoe Research Labs

NAME	TECHNIQUE	ORIGIN
Snow Dancer	Tempest: Wind storm/Multiple	Sailor Moon S The Movie

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
410	1200	3000	80	45	92	~~~~~	North Pole Region

NAME	TECHNIQUE	ORIGIN
Snow Kaguya	Tempest: Wind storm/Multiple	Sailor Moon S The Movie

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
12738	4500	8500	97	43	89	Cologne	Fortress of Shadows

NAME	TECHNIQUE	ORIGIN
W.Cenicienta	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
9	200	25	24	10	28	LifeWater	Switzerland Region

NAME	TECHNIQUE	ORIGIN

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND

[16-BOS] Bosses

NAME	TECHNIQUE	ORIGIN
Abomination	~~~~~	Episode 106

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
65	12000	1600	43	10	28	~~~~~	Tomoe Research Labs

NAME	TECHNIQUE	ORIGIN

-----  
Anshar | WhirlwindCut: Slash attack/Multiple | SM:AS original creature  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

55432 | 50000 | 35000 | 115 | 75 | 120 | ~~~~~~ | Crystal Palace  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Apsu | Toxic Mist: Numb/Multiple | SM:AS original creature  
| Hell Halation: Shadow energy/Multiple |  
Dark Sun: Dark wave attack/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

4464 | 18928 | 72000 | 177 | 90 | 140 | ~~~~~~ | Tower of Space-Time Pt2  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Berthier | Dark Water: Ice attack/Multiple | Episode 60  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

2125 | 6000 | 9000 | 85 | 31 | 92 | MoonShard | Black Moon UFO  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Black Lady | WhirlwindCut: Slash attack/Multiple | Episode 85  
| Illusion: Selfishness/Multiple |  
Toxic Mist: Numb/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

15000 | 4000 | 32000 | 145 | 52 | 121 | Anklet | Beneath the Moon  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Boxi | ~~~~~~ | Episode 26  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

70 | 980 | 10 | 1 | 40 | 70 | ~~~~~~ | Mugen Academy  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Calaveras | Dark Whip: Whip lash/Multiple | Episode 60  
WhirlwindCut: Slash attack/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

2725 | 7000 | 14000 | 88 | 16 | 12 | Yaga Soup | Black Moon UFO

-----  
NAME | TECHNIQUE | ORIGIN  
-----  
Cenicienta | ~~~~~~ | Episodes 101 and 102  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----  
3 | 500 | 21 | 3 | 0 | 5 | LifeWater | OSA-P Jewelry Store  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----  
Cyprine | WhirlwindCut: Slash attack/Multiple | Episode 123  
Illusion: Selfishness/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----  
25000 | 4000 | 25765 | 171 | 60 | 142 | MoonShard | Crystal Tokyo  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----  
DD Girls 1 | Stone Sludge: Stone/Multiple | Episode 45  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----  
89 | 5000 | 1600 | 60 | 18 | 25 | LifeWater | Mt. Fuji Cave  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----  
DD Girls 2 | Fascination: Enchantment/Multiple | Episode 45  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----  
104 | 6500 | 1720 | 59 | 17 | 33 | ~~~~~~ | Mt. Fuji Cave  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----  
DD Girls 3 | Tempest: Wind storm/Multiple | Episode 45  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----  
104 | 6500 | 1600 | 54 | 17 | 70 | DX Cake | Mt. Fuji Cave  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----  
DD Girls 4 | WhirlwindCut: Slash attack/Multiple | Episode 45  
-----

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
99	7200	1780	55	19	37	SugarStar	Mt. Fuji Cave

NAME	TECHNIQUE	ORIGIN
DD Girls 5	Illusion: Selfishness/Multiple WhirlwindCut: Slash attack/Multiple	Episode 45

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
110	10000	2400	59	18	72	Yaga Soup	Mt. Fuji Cave

NAME	TECHNIQUE	ORIGIN
Destroyer A	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
3	10	1	0	0	2	~~~~~	Takra Kuhp Temple

NAME	TECHNIQUE	ORIGIN
Destroyer B	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
3	10	1	0	0	1	~~~~~	Takra Kuhp Temple

NAME	TECHNIQUE	ORIGIN
Dragon	Tempest: Wind storm/Multiple	Episode 84

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
4520	10	30976	200	164	194	Perfume	Switzerland Caves (Past)

NAME	TECHNIQUE	ORIGIN
Esmeraude	WhirlwindCut: Slash attack/Multiple Illusion: Selfishness/Multiple Toxic Mist: Numb/Multiple	Episode 60

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
2600	5500	30743	200	168	194	Red Pupil	Switzerland Caves (Past)

NAME	TECHNIQUE	ORIGIN
------	-----------	--------

-----  
Eudial | Fire Buster: Blaze attack/Multiple | Episode 102  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

28356 | 5000 | 25000 | 169 | 58 | 136 | Toilette | Crystal Tokyo  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Germatoid | Fascination: Enchantment/Multiple | Episode 124  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

65 | 13000 | 1000 | 48 | 10 | 10 | ~~~~~~ | Tomoe Research Labs  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

God of Ruin I | FinDe Siecle: Cataclysm/Multiple | SM:AS original creature  
| Hell Halation: Shadow energy/Multiple |  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

0 | 0 | 120000 | 187 | 100 | 148 | ~~~~~~ | Crystal Palace (Moon)  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

God of Ruin II | FinDe Siecle: Cataclysm/Multiple | SM:AS original creature  
| Hell Halation: Shadow energy/Multiple |  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

0 | 0 | 80000 | 97 | 15 | 80 | ~~~~~~ | Crystal Palace (C.Moon)  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Green Cyrene | Sonic Wave: Sleep/Single | SM:AS original creature  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

5 | 2500 | 200 | 12 | 3 | 23 | Bandage | Shingo's Room  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Henchman A | ~~~~~~ | SM:AS original creature  
-----



XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
5	6	25	37	22	29	AlarmClk.	Kunzite's Temple

NAME	TECHNIQUE	ORIGIN
Henchman B	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
7	300	20	31	17	24	~~~~~	Kunzite's Temple

NAME	TECHNIQUE	ORIGIN
Henchman C	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
120	300	400	50	23	34	~~~~~	Kunzite's Temple

NAME	TECHNIQUE	ORIGIN
High Priest	Toxic Mist: Numb/Multiple	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
100	300	250	33	20	20	Ointment	Takra Kuhp Temple

NAME	TECHNIQUE	ORIGIN
Ishtar I	Sonic Wave: Sleep/Single	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
50	700	300	1	25	70	Nakayoshi	Ark of Venus

NAME	TECHNIQUE	ORIGIN
Ishtar II	Hell Shower: Beam shower/Multiple Dark Whip: Whip lash/Multiple Fascination: Enchantment/Multiple	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
32750	4000	32654	164	70	131	Moon Drop	Fortress of Shadows

NAME	TECHNIQUE	ORIGIN
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-----
Jakoku          | Toxic Mist: Numb/Multiple          | Episode 75
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
    5 |   100 |   200 | 22 |  9 | 20 | ~~~~~~ | Juban Middle School
-----

-----
NAME          | TECHNIQUE                          | ORIGIN
-----
Kaolinite     | Sonic Wave: Sleep/Single           | Episode 90
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
    65 | 10000 |   650 | 38 | 16 | 12 | Earrings | Tomoe Research Labs
-----

-----
NAME          | TECHNIQUE                          | ORIGIN
-----
Kishar        | Illusion: Selfishness/Multiple     | SM:AS original creature
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
20000 |  5000 | 15000 | 87 | 10 | 110 | LifeWater | Shingo's Room Pt. 2
-----

-----
NAME          | TECHNIQUE                          | ORIGIN
-----
Koan          | Dark Fire: Fireballs/Multiple     | Episode 60
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
  1925 |  4000 |   8000 | 80 | 30 | 75 | Perfume  | Black Moon UFO
-----

-----
NAME          | TECHNIQUE                          | ORIGIN
-----
M-Combater    | ~~~~~~ | SM:AS original creature
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
    26 |   400 |    50 |  5 |  1 |  3 | LifeWater | Tokyo Station
-----

-----
NAME          | TECHNIQUE                          | ORIGIN
-----
Maerd         | Toxic Mist: Numb/Multiple          | Episode 11
-----
XP      | ¥      | HP      | ATK | DEF | SPD | DROP      | FOUND
-----
    5 |   500 |   180 | 20 | 12 | 32 | Ointment  | Juban Middle School
-----

-----
NAME          | TECHNIQUE                          | ORIGIN
-----

```

Marduk I | ~~~~~ | SM:AS original creature

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND

300 | 3000 | 530 | 45 | 30 | 35 | ~~~~~ | Medis Village

NAME | TECHNIQUE | ORIGIN

Marduk II | Hell Dragon: Electrocution/Multiple | SM:AS original creature  
| Dark Thunder: Lightning bolts/Multiple |  
| Fascination: Enchantment/Multiple |

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND

32750 | 42000 | 32098 | 168 | 65 | 131 | MoonShard | Fortress of Shadows

NAME | TECHNIQUE | ORIGIN

Mimete | Fascination: Enchantment/Multiple | Episode 110

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND

28087 | 8000 | 20453 | 161 | 65 | 138 | WhiteRose | Crystal Tokyo

NAME | TECHNIQUE | ORIGIN

Mistress 9 | Sonic Wave: Sleep/Single | Episode 123

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND

65 | 12000 | 500 | 38 | 10 | 13 | ~~~~~ | Tomoe Research Labs

NAME | TECHNIQUE | ORIGIN

Nabu I | Toxic Mist: Numb/Multiple | SM:AS original creature  
| Tempest: Wind storm/Multiple |

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND

30 | 10 | 150 | 45 | 30 | 30 | MoonShard | Switzerland Caves

NAME | TECHNIQUE | ORIGIN

Nabu II | Toxic Mist: Numb/Multiple | SM:AS original creature  
| Tempest: Wind storm/Multiple |

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND

270 | 2500 | 220 | 61 | 40 | 45 | ~~~~~ | Switzerland Caves

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-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Nabu III      | Hell Freezing: Blizzard/Multiple       | SM:AS original creature
              | Dark Water: Frost strike/Multiple      |
              | Fascination: Enchantment/Multiple      |
-----

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```

XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
33735 | 35000 | 34750 | 170 | 69 | 131 | ~~~~~~ | Fortress of Shadows
-----

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-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Nergal I      | Illusion: Selfishness/Multiple         | SM:AS original creature
              | WhirlwindCut: Slash attack/Multiple    |
-----

```

```

XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 300 |  900 |   300 |  55 |  34 |  42 | MoonShard | Krita Yuga Temple
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Nergal II     | WhirlwindCut: Slash attack/Multiple     | SM:AS original creature
-----

```

```

XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 300 | 5000 | 1500 |  65 |  25 |  54 | Life Can | Door of Space and Time
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Nergal III    | Hell Firebird: Phoenix blaze/Multiple  | SM:AS original creature
              | Dark Fire: Fireballs/Multiple          |
              | Fascination: Enchantment/Multiple      |
-----

```

```

XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
32750 | 35000 | 30765 | 167 | 67 | 131 | Perfume | Fortress of Shadows
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----
Petz          | Dark Thunder: Lightning bolts/Multiple | Episode 60
              | Stone Sludge: Stone/Multiple           |
              | Sonic Wave: Sleep/Single               |
-----

```

```

XP   | ¥   | HP   | ATK | DEF | SPD | DROP | FOUND
-----
 2925 | 20000 | 14000 |  90 |  32 | 130 | Life Can | Black Moon UFO
-----

```

```

-----
NAME           | TECHNIQUE                               | ORIGIN
-----

```

-----  
Pharmakon | ~~~~~ | Episode 78  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

3 | 200 | 50 | 9 | 3 | 12 | Bandage | Juban Hospital  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Ptilol | Illusion: Selfishness/Multiple | Episode 123  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

25000 | 4000 | 27000 | 171 | 60 | 142 | Perfume | Crystal Tokyo  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Queen Beryl | Toxic Mist: Numb/Multiple | Episode 1  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

120 | 5000 | 2200 | 50 | 17 | 40 | Perfume | Mt. Fuji Cave  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Radina | Toxic Mist: Numb/Multiple | SM:AS original creature  
-----

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

100 | 300 | 400 | 47 | 30 | 34 | RiasTopaz | Zaksen Keep  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Rubeus | WhirlwindCut: Slash attack/Multiple | Episode 60  
| Illusion: Selfishness/Multiple |  
Sonic Wave: Sleep/Single

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

1800 | 5000 | 25000 | 80 | 51 | 75 | Yaga Soup | Turkey Region (Past)  
-----

-----  
NAME | TECHNIQUE | ORIGIN  
-----

Sin I | WhirlwindCut: Slash attack/Multiple | SM:AS original creature  
| Illusion: Selfishness/Multiple |  
Toxic Mist: Numb/Multiple

XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

20000 | 11800 | 30000 | 105 | 65 | 95 | RiasTopaz | Beneath the Moon  
-----

NAME	TECHNIQUE	ORIGIN
Sin II	Hell Halation: Shadow energy/Multiple Evil Surge: Malefic aura/Multiple Stone Sludge: Stone/Multiple	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
45432	35000	44321	172	70	134	Manicure	Fortress of Shadows

NAME	TECHNIQUE	ORIGIN
Super Beryl I	Evil Surge: Malefic aura/Multiple WhirlwindCut: Slash attack/Multiple	Episode 46

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
1	1	8000000	255	255	255	Orange J.	Mt. Fuji Cave

NAME	TECHNIQUE	ORIGIN
Super Beryl II	Evil Surge: Malefic aura/Multiple WhirlwindCut: Slash attack/Multiple	Episode 46

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
30000	1000	5000	56	15	55	Manicure	Mt. Fuji Cave

NAME	TECHNIQUE	ORIGIN
Tellu	WhirlwindCut: Slash attack/Multiple Illusion: Selfishness/Multiple	Episode 120

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
29543	9000	28000	168	62	140	Perfume	Crystal Tokyo

NAME	TECHNIQUE	ORIGIN
Time Tree	~~~~~	SM:AS original creature

XP	¥	HP	ATK	DEF	SPD	DROP	FOUND
1200	10	2500	75	30	40	HolyWater	Tower of Space-Time Pt1

NAME	TECHNIQUE	ORIGIN
------	-----------	--------

Viluy | WhirlwindCut: Slash attack/Multiple | Episode 122  
| Illusion: Selfishness/Multiple |

-----  
XP | ¥ | HP | ATK | DEF | SPD | DROP | FOUND  
-----

28553 | 7520 | 27460 | 170 | 60 | 140 | DX Lunch | Crystal Tokyo  
-----

=====  
[17-CDT] Credits  
=====

- Kerfluff!  
Provided information about Link Techs and enemy techs.  
<https://kerfluff.wordpress.com/>
  - RPG Classics' Sailor Moon: Another Story Shrine  
Provided enemy stats. <http://shrines.rpgclassics.com/snes/smas/>
  - pkt\_paladin  
Provided treasure locations.
  - MEGaze  
Provided translation of Luck's function from the official Japanese guide.
  - Osrevad.com  
Created the ASCII art of a SNES controller I used for the "Controls"  
section. <http://osrevad.westopia.net/index.php>
  - Network Science  
The ASCII art generator that made the cool logo at the top of the guide.  
<http://www.network-science.de/ascii>
- =====

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