Phantasy Star Online ADSL Quest Walkthrough

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Phantasy Star Online - ADSL (Easter 2001) Quest Walkthru     Version 1.2


PSO Characters:                                      ⓣ 2001 Vulpes Mundi
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___/ Table of Contents     _____

 --- SECTION I - FAQ Information
A.   Revision History
B.   About this FAQ
 --- SECTION II - The Quest
C.   Getting Started
D.   Mine 2 (floor 1)
E.   Mine 1 (floor 2)
F.   De Rol Le
G.   Rewards
 --- SECTION III - End of an Era
H.   Closure


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_____/ I.    FAQ Information   \___
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___/ A.   Revision History   _____

1.   FAQ VERSIONS AND EDITS - newest to oldest
date completed          version

April 18, 2001   -    1.2
     Added permission for Neoseeker to post the walkthru and added more
answers to the questions during the battle with De Rol Le.

April 17, 2001   -    1.1
     Added permission for Phantasy Star Network to post the walkthru and
a note at the bottom of section II, part D (if you're having trouble,
please be sure to read it).

April 15, 2001   -    1.0
     Done.  That was quick.  =^.^=

April 14, 2001   -    0.1
     Officially began working on the FAQ.  *yawns*

2.   FUTURE PLANS
     PSO.  PSO.  And more PSO.
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___/ B.   About this FAQ    _____

1.   THE GYST OF IT
     This document is intended to offer useful information to help while
playing through the ADSL Quest for Phantasy Star Online.  It doesn't get
any deeper than that.

2.   COPYRIGHT NOTICE
     This document was compiled (typed up) in its entirety by the
author, Vulpes Mundi.  As the author, Vulpes Mundi holds all rights and
priviledges to this document.  As the viewer, you have the right to view
this document for your own personal use granted you do NOT alter it,
take credit for it, give it to other people (please send them to the FAQ
online), send it in to any publications, or attempt to financially gain
from it.  Also note that this FAQ should appear ONLY on GameFAQs, PSO
World, Phantasy Star Network, Neoseeker, and the author's personal
website.  *insert Robocop*  "Thank you for your cooperation."

NOTE: If you wish to post this FAQ on your website please feel free to
send me an Email request.  Odds are that if I haven't already given you
permission to do so, it's because I don't know about your website.  My
apologies, but I usually stick to my regular haunts unless I'm
introduced to something different by someone.  Just so you know.

3.   WARNING, or DANGER, WILL ROBINSON, DANGER
     This FAQ is intended for the purpose of reference.  There is
information included within that will definately spoil contents of the
game, including story, for those that have not already completed it and
wish to do so.  In viewing this FAQ you comply with this and agree not
to hold the author, GameFAQs, PSO World, Phantasy Star Network, or
Neoseeker responsible for any spoilers viewed in using this document.

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                                       _____
_____/ II.   The Quest          \___

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___/ C.   Getting Started    _____

     WHAT YOU'LL NEED

1.   The quest - you can download it directly to your DC VMU or memory
card from PSO World (www.tomeeboy.com/pso/), Booyaka (www.booyaka.com/),
and a few other sites.  There's three portions to download for the
quest.  Keep in mind that all three portions must be on the same VMU or
memory card.

2.   Japanese language setting - from the PSO title screen select
Options > Language > Japanese.

3.   The map - it should've been available with this walkthru.  It will
be indispensible in helping you figure out what to do.  If you couldn't
find it with the walkthru, you can download it directly from my website
at the following link: http://www.furnation.com/etl/PSO_ADSL_map.gif

     Once you have all of the above, start up your game and go to the
guild counter.  When you are given some options choose the last item on
the list (Download Quest).  You will then be presented with another set
of choices, the amount depending on how many quests you have downloaded
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on the VMU or memory card. If the ADSL Quest is the only quest you've
downloaded, then it should be the only quest on the list. If there's
more than one quest on the list, they `should` appear in the order they
were downloaded. Find the one that is the ADSL Quest (the Japanese
characters will be on the top-center of the map). It starts out with a
scientist guy talking to you. He'll give you an item then mention a
couple other items highlighted in red, one of which is labeled ADSL in
plain english. Once you see that, it's time to head down to Ragol and
begin.


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 ___/ D.   Mine 2 (floor 1)   _____
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ENTRANCE - see map

     You find yourself entering a room with two locked doors, one on the
east wall and one on the south, and a computer console in the southwest
corner. Not much to do here but view the console (red computer on the
map). You'll be presented with a scenario where a couple of guys are
speaking in Japanese. After this event is done the doors will be
unlocked, allowing you to move on. It's time for a little espionage.

MISSION - catch the crooks in the act

     Here's where the quest can get time consuming. If you take a look
at your in-game auto-map you'll notice colored arrows representing three
guards standing around at various areas of the map. Your target is the
guard represented by the blue arrow. Now looking at the map image
(PSO_ADSL_map.gif), you'll see a number of colored camera points at
various locations. You need to get it so that the blue arrow is
situated where these cameras can spy on that guard. If he's not in the
right spot, talk to any of the guards and select the first choice to get
them to relocate. Once you manage to get him to the right spots, go to
the corresponding viewscreen and eavesdrop on what's going on. You'll
need to do this for the orange, yellow, and green locations (in any
order), for now.

     After you've spyed on the blue arrow guard all three times, locate
him and talk to him. He'll give you a chance to respond. Select the
second choice and he'll attack you. Waste him and you'll get an item on
the quest board. It doesn't seem to serve any real purpose.

     Now head to the second half of the map. In the center you'll be
interrupted by two familiar fellows talking to each other. After
they're gone you're going to have to spy on the blue arrow guy again.
Same deal as last time, except now your targets are the teal, cyan, and
blue points (in any order) on the map image.

     Once you've spied all three times, again locate the blue arrow
guard and talk to him. He'll give you two sets of responses, the first
of which is inconsequential. Just select the second option on the
second response to get him to attack. You know the drill. Waste 'em.
You'll receive the `ADSL` on the Quest Board for your trouble. Again,
it doesn't seem to serve any purpose.

     Okay, you've nuked the blue arrow guard twice and now have three
items on the Quest Board. Head back to the beginning of the map where
the purple viewscreen is located on the map image and view one last
scenario with the three guards at the center of the map. After that's
done, open the Quest Board and select the first item on the list. Some

speech will ensue, then the screen will shake, followed by a success
sound effect. The locked door that you saw through the red viewscreen
should now be unlocked, revealing a transporter to the next level. It's
time to move on, buckaroo. Congrats.

NOTE: You MUST spy on the blue arrow guard three times before each fight
with him (six times - a total of eight scenarios to view). If you see a
scenario where nobody talks, DO NOT COUNT that scenario. There is
talking during all the real scenarios. If you miss even one scenario
the door to the next floor will NOT unlock. And don't bother
backstepping through the door, as the transporter won't appear unless
the door is unlocked.


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___/ E.   Mine 1 (floor 2)   _____
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     This is pretty simple. Fight your way through the map like you
would any other typical area. The catch, however, is that you'll have
to be on the lookout (so to speak) for a little bot in the center of
certain rooms. There's three in all, and they will each ask you a
question. You need to answer correctly in order to unlock the doors and
proceed. It's really simple, though, as the questions and answers are
always the same. Just look for rooms where there `should` be enemies
that are mysteriously absent. The bot may (or may not, as they
sometimes are invisible) be in the center of the room. Just look for
arrows to highlight it when you approach.

Question 1: answer choice two ("X" for false)
Question 2: answer choice three ("24")
Question 3: answer choice two (?)

     Be aware that halfway through the map you'll be confronted by two
familiar fellows. They're tired of you meddling in their business and
they intend to take you out. Like they stand a chance. Systematically
waste them and move on like nothing happened. =^.^=

     At the end of the map you'll find a typical transporter. This
leads to a battle with De Rol Le. Make sure you're prepared before you
use it.


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___/ F.   De Rol Le          _____
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     The battle with De Rol Le is no different than any other time save
one thing. During the battle, you're going to be asked trivia questions
if you don't kill it fast enough. It's usually a cakewalk, though,
particularly if you have a really high leveled character and/or a super
weapon such as the Spread Needle. Keep in mind that if you die during
the battle, you'll automatically fail the quest and be sent back to
Pioneer 2, forever losing the weapon you were carrying. Make sure you
carry a few scape dolls to be safe and are truly prepared for this
battle. And don't, whatever you do, get any of the questions wrong.
Otherwise quit right there and start over later.

Question 4: answer choice two (?)
Question 5: answer choice three (?)
Question 6: answer choice one (?)
~repeat answers two, three, one, two, three, one, ad nauseum

Thanks go to Andrew Fee for pointing out that the answer sequence loops.

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  ___/ G.   Rewards          _____

     So you've properly followed the walkthru and defeated De Rol Le.
What was all this for?  Well the payment from the guild counter was just
a website URL.  Not exactly the best of rewards.  But that's okay,
because there's more to it than that.  Check your inventory and you may
notice a weapon you didn't have before.  If you have the ability to
equip it, do so and see what you got.  If not, just quit and save your
progress, set the language option back to your preferred setting, and
continue to see what you got.  Following is a list of what you can get.

Normal mode:      Chain Sawd
Hard mode:        Flame Visit
Very-Hard Mode:   Sting Tip

     Congratulations.  You've just gotten a legitimate rare.  Way to go.
Keep in mind you can only get one item per difficulty level for each
character.  Once you've earned it, there's no need to try again on that
difficulty.  And if you should answer a trivia question wrong, stop
right there and quit.  Don't even bother to finish the quest.  You will
not be rewarded a prize if you get even one question wrong.


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_____/ III.  End of an Era     \___

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  ___/ H.   Closure          _____

1.   Phantasy Star Online is an awesome game.  Granted it's not perfect
(what is?), it's loaded with things to find.  Add to that the online
capability which allows you to meet and interact with people around the
world, and you've got the makings for something truly special.  I've
made a few friends through the game, and solidified friendships with
others.  I'd particularly like to thank Wyatt for being there through it
all and putting up with my craziness.  It's been a wild ride.  I can't
wait for version 2 and the sequel for even more of this.  Let the
insanity continue. =^.^= *coughs* Ahem.  Anyway, I hope this document
has been helpful for whoever has read through it.  Good journey.  Take
care out there.

                                       -Vulpes Mundi, April 15, 2001
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Phantasy Star Online is づ 2000 Sega / Sonic Team
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