

Monster Summoner (Import) FAQ/Walkthrough

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Monster Summoner

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1. Introduction

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In a world where humans just started to exist, all sorts of plants and creatures have been around. Humans now make use of magic to summon forth such creatures and are known as "Monster Summoners" or "Summoner" for short.

In this world exists 3 big cities in which The Three Sages live. They possess great knowledge on summoning magic and these are the places you will visit. Overcoming the trials they put forth will earn you the name of "Lord of Summoners" and great respect in the world.

A RTS RPG featuring:

- Play the character of Case to become the Lord of Summoners
- Summon the right monsters to battle it out on the battlefields.
- 100+ monsters to summon from.

Developer: Ertain

Release Date: 15th July 2004

Price: 5000 Yen

First of all, please note that your computer will have to be able to view Japanese to use this guide. There's a few options depending on the operating system that your PC is using. The best option would be to open this guide in an internet browser that supports Shift-JIS Japanese such as Firefox or IE (with Japanese support installed).

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2. Version History

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19/7 - v1.01

- Walkthrough up to the final round of the tournament.

20/7 - v1.10

- Added "Monster Encyclopaedia" section to help know which monster is which.
- Scanned through walkthrough and added numbers to monster names as "#??" to make it easier to follow strategies.
- Walkthrough now includes dialog with Kals after beating the Summoner Tournament.
- Walkthrough now also has info on defeating the 3 Valkiros at the ruins.

21/7 - v1.11

- "Before, During and After a Battle" section is now just known as "Battles".
- Revised Battles section.
- Updated Monster Encyclopaedia.
- Walkthrough up to the legend.

22/7 - v1.20

- Completed Walkthrough.
- Updated Monster Encyclopaedia.

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3. Controls
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- D-Pad Moving about game.
- Start Pause menu.
- Select View goal.
- A Executing commands and selecting single units.
- B Speed up dialogue, select groups, cancel.
- L Cycle between Generator and Summoner.
- R Go through list in monster encyclopaedia.

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4. Main Menus
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Most of the options on the main menu are self-explanatory really. So, lets explain the less obvious ones.

Random Map

Despite being labelled "Randam Map", what you really get is access to all the maps you've played already only. Selecting this option will present you with the Load File screen. After you load a file, you may select a map and your opponent. You may also press Select and choose the conditions for victory. There are 3 conditions and they are:

Defeat enemy summoner
Defeat enemy summoner and conquer HQ
Defeat enemy summoner and conquer all generators

Pressing B will ask if you want to return to the title screen [Yes/No]

Tutorial

Since you're using this guide, you really shouldn't need this to teach you how to play but, here are a list of the tutorials:

About the Tutorials

About Combat: Moving Monsters

About Combat: Combat

About Combat: Summoning

About Combat: Conquering

About Combat: End Battles (Demo)

Deck Editing: What's a Deck?

Deck Editing: Monster's Levels

Deck Editing: The Meaning of Parameters

Deck Editing: Limitations of a Deck

Deck Editing: The Importance of Editting a Deck

Deck Editing: Storing Multiple Decks

Deck Editing: Helpful Aids

About Races: Methods of Viewing Races

About Races: Regarding the Powers of Different Races

About Races: About Types

About Types of Movements

About Weapons: Types of Attacks

About Weapons: Attack Elements

About Weapons: Attack Elements (

Regarding the Powers of Different Weapons and Movements

About Special Powers: What is a Special Power

About Special Powers: Viewing a Special Power

Indicators of Battle Progress

Tactics: Movement and Attacking

Tactics: Basics of Attacking

Tactics: An Initial Strategy

Tactics: Timing

Tactics: Indicators in Combat

Option

Here you will have the option of the following:

Parameter Indicator Gauge, Numbers

Monster Order Alphabetically, Race, Movement, Attack, Summon Lvl

Text Speed Slow, Normal, Fast

View Opponent's Deck Yes / No

And at the bottom you can reset to default and also exit Options.

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5. Garvey's Tutorial

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This section covers Garvey's small tutorial at the start of the game. If you want to follow it then read this section. Otherwise, you can skip this and go straight to the walkthrough.

Garvey: Case, it looks like you're very hardworking in your training.

Case: Yeah. I'm going on a journey so that I can make use of my abilities and become a Lord of Summoners quick.

Eajin: Yes, Case has been doing his best everyday.

Garvey: Hmm. No matter what happens, you should work towards your target.

I'd like to be able to see some of those abilities sometime.

Case: I want to verify what the basics are again.

Garvey: Oh, you understand things well I see.

The basics never change.
You must never neglect them.

Case: Yes yes, I won't.

Garvey: Alright, lets go over the basics of summoning now.

First, we'll go over the ways of making your monters move.

Move your cursor over the monster and press A. From the menu, select the first option 移動 which means "move". Once you've done so, you will see the cursor change. You're now in movement mode. Move the cursor over to the stone pillar to the right and press A.

To get out of movement mode, press the B button. Once you've done that, we'll be moving onto controlling teams.

Now that a team of monsters have appeared, move your cursor over them. When there are multiple monsters, it makes it hard to give commands so each of your monsters are always part of a team. To give commands to a team, select a single member by using the B button. Pick the first option again to move and send them over to the pillar again. Once they've arrived, exit out of movement mode again and Garvey will move onto about combat.

When enemy monsters are within range, your monsters will attack automatically. Watch the demo.

Once your monster has defeated the enemy, it's now your turn to give out the attack command. To do so, select your single unit using the A button and choose the first option 攻撃. Now move your cursor over the enemy monster and you will find that it turns into swords. Press A again and your monster will go over to fight it.

Now that you know how to issue combat commands with single units, we will learn how to command teams. Do the same as you would if you wanted to move a team. Use the B button to select a monster then pick the first option to move. Point to the enemy and press A to start attacking.

Once you've defeated the monsters, you will go onto learn about summoning.

You summon monsters from a square with a summoning symbol known as a Generator. Summoning monsters will cost you MP (Mental Points) which is

indicated in the top-left of your screen. MP does not recover after you've summoned a monster. Only a fraction of it will return once your monster has been defeated. MP slowly re-generates when you are not summoning monsters at your Generators.

Now move your cursor over the Generator and press A. Select the first option 召喚 to summon. Select a monster and add it to team 2. Team 2 チーム2 is selected by default so all you have to do is press A twice on a monster. Summoning takes time and by selecting your Generator again you will find a red bar at the bottom showing how much longer it'll take. You may also only summon 1 monster at a time at a Generator.

Summon 4 monsters and add them to team 2 to complete this part of the tutorial. Each team has a max limit of 8 monsters. The Generator will stop if the team you selected has already reached its limits or if you don't have enough MP. To cancel a summoning. You may select the Generator at any time and select the only option there 召喚中止. Next, select the first option to confirm.

In the next part of the tutorial, we'll learn about Generators and conquering them.

On each map there will be Generators that belong to you and the enemy. There will also be neutral ones which you may conquer. Each Generator you possess will add 10MP to your maximum MP. Only your summoner and monsters who have the ability to conquer and take over a Generator. You will know if a monster has such an ability if they have a flag in their profile. Try it for yourself. Press A on the summoner and you will see a white flag in one of the blue circles. Do the same again on one of the monsters and you'll see they have one too. This means they can conquer Generators.

Command someone over to the neutral Generator and conquer it. You'll see your cursor change into a red flag.

Now for the enemy's Generator to the left. These kind of Generators must first be destroyed before you can conquer them. So, send over your monsters and your summoner to attack it. Once it's destroyed, your monsters or summoner within range should conquer it.

Generators that are destroyed before being conquered will only have 50% of its original HP. In these cases, you may want to select the second option in the Generator menu, Fix 修復 to repair it. So, try selecting the option now yourself.

Finally, it's the time to put everything you've learned into practice. Fight your way through the enemy monsters and take over that Generator! Afterwards, your master will give you a lecture about Anima...

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6. Battles
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These are the menus that appear just before you start a battle. Along the top of the screen, you will have the following options:

Edit Deck, View Deck, Win Conditions, Start Battle

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EDIT DECK
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Here, you will see you have a total of 4 decks to play with. Each deck

has 5 squares with the Roman numerals 1 to 3. This number refers to the max level of a monster that it can support.

To edit a deck is simple. Select a monster from the list to the left then choose a spot to put it. Use the Left/Right keys to flip through a monster's stats. In the blue circles are its special abilities while the characters in the green bars show what type of attack they use (eg, sword, hand-to-hand). The icon next to the eye shows its element which can be earth, fire, water etc.

Press Start when you are done and select [Yes/No] to finish. If you press B to cancel and there are changes to your deck, it will ask if you want to update keep the changes [Yes/No].

VIEW DECK

This is where you can view info on the monsters that are in you or your opponents deck. Works similarly to the way you use "Edit Deck".

Now to the actual map where the battles take place. Through Garvey's Tutorial, you should have learned the basics of summoning monsters and moving single monsters / teams around. There are 2 commands when issuing commands to a team. The first one as you'll have learned is Move. The second is delete.

SUMMONING MONSTERS

To summon monsters, you make use of a space known as a Generator. Use the A button to select it then choose the first option from the menu. You can then browse through the monsters in your deck and pick one. Afterwards, you use the up/down keys to pick which team they will be in and the left and right keys to queue up how many you want to summon.

Summoning monsters cost MP and this is regenerated slowly when your Generators are not in use. How long it takes to summon a monster will depend on its summoning time. There is a maximum of 8 monsters in each team which means the Generator will stop summoning if you're trying to add monsters to a team that is already full.

COMMANDING YOUR MONSTERS

When you want to give out commands to single monsters only, you use the A button to select them. This will give you the following options:

Move
Team
Special moves
Delete

With the Team command , you can re-assign your monster to a different team. You can give commands to an entire team by using the B button to select one of the members that belong to that team. The only options you'll have then is Move and Delete.

Specials can only be used when the monster's Skill bar is full.

UPGRADING & REPAIRING GENERATORS

Apart from the summoning monsters, you also have the following options in the Generator menu:

Summon
Repair
Upgrade

Note that you only have the Upgrade option after obtaining a pendant from the Gnomes later on in the game.

Choosing Upgrade will allow you to upgrade the either your monsters (first option) or your Generator.

While repairing your Generator is free, to make an upgrade, you must have enough AP. AP is generated during a battle.

For monsters, you can upgrade their weapon which will increase their attack power, their physical defence and magic defence. As for upgrading your Generator, you can upgrade the architecture (or "grade" as the game has it) which will allow you to add weapons to it for defence. This is when the second option becomes available.

After a battle is over, you will be presented with the battle results screen. This will list on the right hand side how many monsters you lost, killed and Generators you possessed. On the left hand side is the same stats for the enemy. This is then followed by the time in minutes and seconds along with your experience points and your grade.

CANCELLING

You can change your mind and cancel while a monster is still being summoned. Just select the Generator with the A button, select the only option there then pick the first option to confirm. You can also do this while you are upgrading or repairing. However, note that you DO NOT get your AP back if you cancel an upgrade.

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7. Walkthrough

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After starting a new game and entering your name, there will be a short prologue at the start. Press A or Start to skip it if you want.

"Anima"

"Those who has a concious but yet has no physical form."

"There were those who could control such Anima freely at will."

"The Anima they controlled were known as Monsters and possessed great power."

"People respected them greatly and called them..."

"The Summoners"

"In this world, there are summoners who are known as the 3 Sages."

"Bal of Median."

"Kals of Shiva"

"Arc of Epa"

"Seeking knowledge and skill, they imposed trials upon the summoners who visits them."

"He who overcomes all trials will be known as the "Lord of Summoners" and will gain popularity amongst the people."

"This is the story of a young man who aims to become a Lord of Summoners."

Now you will come to a question asking if you want to take Garvey's tutorial, [Yes/No]. If you do, read the section above. Otherwise, lets move on.

Case is late meeting up with his friend Lunpeli.

Lunpeli: Hey! You're late.

Don't be late when you're the one calling people out.

Case: Sorry, sorry.
Garvey's speech was really long so...

Lunpeli: You need to be in my position to see how I have to be with you every single day for your training.

Case: I'm really sorry.

But the only ones in this village that are summoners...

Are only Garvey and you, Lunpeli.

Please...

Eajin: Please.

Lunpeli: ...Garvey's your master, isn't he?

Why can't you just ask him?

Case: I told you I can't. He only teaches me.

He won't have any real battles with me.

I'd like to try out some of my abilities a little and go off on a journey.

Eajin: We want to!

Lunpeli: Eajin, stop that!

I've been thinking about this before but...

Why did you have to stick with the monster you summoned?

Case: It's fine, isn't it?

Eajin was the Anima that was assigned to me at the start.

We've been friends ever since then.

...I've told you this before.
Remember it please.

Eajin: Remember!

Lunpeli: OK, OK!
I will!

Case: That's how it should be!
Alright, lets start!

The one who wins the opposition's Generator wins!

For this first battle, Case suggests using #99 Rippy リッピー and #96 Rat Archers ラットアーチャー but you don't have to. All you have to do is take over Lunpeli's Generator.

After beating Lunpeli, we'll learn that Case has always had dreams of taking the trials set by the Three Sages. Lunpeli on the other hand believes his abilities as a summoner isn't very good so he'll be staying to help run their family's store.

Returning to your master, he asks you to deliver something to the village of Craig クレイグ村. So, pick the first option to the top-left corner and go south. This is where you can also have the following choices:

Move, Edit Deck, Save
Status, Options, Tutorial

Case: It feels like it's been a long time since I left Krut.

Eajin: If you're going to go anywhere, you should go to Median.

Case: There's no point saying that. We don't really have any business with that place.

Eajin: I just wanted to get that out.

Case: But one day I'll go on a journey to become a Lord of Summoners.

Then we'll go to Median first.

Eajin: Lets go, lets go! It's a promise!

Arriving at the Village of Craig, it seems someone has been causing havok and destroying the homes. Someone cries out to stop the Summoner Grimrey. So, your objective is to defeat him.

At the start, Grimrey has summoned a bunch of Puchmanders which are strong fire types. So your best offence against them is an earth type such as the #14 Kakashi Golem かかしゴーレム.

After defeating Grimrey, he comes back to his senses again and loses conciousness. He also drops a red stone... Case, Eajin and one of the villagers take him to the village chief's home.

After you deliver the panacea to Frenelson, he also seems to have a favour to ask you. Select the Village of Craig again to talk to the village chief

about it.

It turns out there's been some wild monsters appearing in the Forest of Craig. Now that their summoner Grimrey is injured from the battle, there's no one the villagers can go to so Case is asked to go take care of them. Go south to the red spot to find it.

Eajin: What's wrong with you?
 You don't usually accept to do things like that.

Case: Because I've never been asked so many times like that
 before...

 But it kind of feels like an adventure now huh.

 This time we're taking care of some wild monsters!

Eajin: Ah! Over there!
 They're over there, Case!

Case: Alright! Lets finish them quick and get back!

After defeating them all, you will earn Rock Bird. Return to the village to report to the chief.

Case: I've got rid of the monsters.

 You can relax now.

Racbel: Oh, I'm very grateful.

 Speaking of which, Grimrey is awake.

 It seems he wants to thank you.

 Hey, Grimrey!

Eajin: His mood seems different now...

Grimrey: Thanks Case-kun.

 I lost myself and nearly started attacking the villagers
 back there.

Case: I just done what I should.

 ...By the way, what do you mean you "lost yourself"?

 Could it have anything to do with that red stone?

Grimrey: I don't really know either but...

 I picked up a shining red stone not far from the village.

 Then my head went blank...

 I don't remember anything that happened up until the point
 you woke me up.

 I don't know if you believe me...

Case: I do!

But where did the red stone go?

I wonder if it landed there again...

Rachel: About that...

After hearing Grimrey's story, the villagers have been searching for that red stone.

...But they couldn't find it.
Weird things happen, don't they?

Case: Hmmm... Now I'm curious.

'Lets ask Garvey once we're back.'

Once you return to Garvey's home in Krut...

Garvey: I see. You done well in Craig.

I've heard about that red stone.

It's known as the Jewel of Evil.

Case: ...Jewel... of Evil?

Garvey: Yes. A demonic stone that makes the mind of the one who obtains it go crazy.

It's not known where it originates from.

It appears without people knowing, confuses the human mind and that's its form.

Whether there are many Jewels of Evil...

Or if it's the only one that's going around...

I do not know.

Case, there are many things in this world that is yet unknown.

After asking about the stone, Case finally asks his master if he can set off on his journey in becoming a Lord of Summoners. Now that he managed to take care of the wild monsters and defeat an adult summoner, he believes he has enough power to take care of himself. Garvey is still unsure so he decides to test Case. Defeat Garvey. Taking over his Generator is optional.

Garvey seems to be using ice type monsters, Crispinos. Ice attacks slows down movement. Again, #14 Kakashi Golems will be strong against these attacks.

After defeating Garvey you will gain Crispino. Seeing that Case can really take care of himself now, he lets Case go. However, before he leaves he lets Case know that ever since his father died he has been raising Case like his own son. Garvey wishes Case a safe journey as he leaves saying

that he'll return as a Lord of Summoners.

Leaving the house, Case also says his goodbye to his friend, Lunpeli.

Case: The day I set off is finally here.

I will become a Lord of Summoners and return.

Lunpeli: Take care.

I look forward to the day we can see each other again.

By then, you will be a Lord of Summoners and I will be the old man of my store.

Case: I'll do it before I become an old man.

Eajin: We'll do it~

Lunpeli: Lets stop joking now.

Bye!

Case: Bye!

Eajin: Bye, Lunpeli!

Before you set off, you can drop my Frenelson's place and say farewell to him too. Once you're done, go west to Perolza.

Case: This is called Perolza, Eajin.

It's a town that's built on the road that links Median and Epa together.

That's why it's flourishing with summoners coming and going.

If you're aiming to be a Lord of Summoners then you will pass through here at least once.

Ivy: Hey, are you aiming to be a Lord of Summoners too?

Case: Yeah.

I'm thinking of going to Median first.

Ivy: I'm Ivy. I'm travelling to become a Lord of Summoners.

Or so I say but I just started.

If it's alright with you, how about a match?

Case: I'm Case. Nice to meet you, Ivy.

If we're going to have a match, don't hold back.

Ivy: Of course.

If you're going to take it easy just because I'm a girl, you're going to suffer!

To win, defeat the summoner Ivy. She uses Hobbit monsters from the demon race which means dragon type monsters such as the #99 Rippies and #81 Puchimanders will be weak against their attacks. She also has monsters of the saintly races, Nigerl to heal her monsters.

Defeating Ivy will gain you Hobbit, Witchby and Nigerl.

Ivy: ...I lost.
 But next time we meet, I won't lose.

Case: It'll just be the same next time I think.

Eajin: We think.

Ivy: Geez, this kid makes me so angry!

Case: Who's a kid?! You're just 1 or 2 years older than me!

Ivy: How rude! 1 or 2 years is a big difference.

 Why do you call my name without manners?
 You should be referring to me as Ivy-san!

Case: Ivy!

Eajin: Ivy!

Ivy: You're really annoying!

 If you're going to Median in the south then I'm going
 north...

 ...I'm going to Epa!
 We'll split up here!

Case: Bye! But I heard Arc of the Three Sages isn't there.

 Even if she goes, she can't take the trial.

 Huh?

Eajin: She left since you were teasing her.

So, we are heading south towards Median. Before that, you can give Garvey a little visit again and you'll find that Lunpeli has set off too.

You also have the option of going back to the Village of Craig where you'll find that Grimrey has recovered and he's out to exterminate monsters again. Seems more have gathered in the forest again. Give him a hand to gain Slime, Bulb Cannon and of course, some experience points. Afterwards you'll learn there are more spots like these where wild monsters gather. They're also the spots where you can obtain new monsters and level up your character of course. No one knows where they come from but it's best to exterminate them and return them to Anima form so that they can't hurt people.

White spots will now be places where you can build up your experience and (hopefully) discover new monsters. Red spots will be places where you go to move on with the story while green ones will be optional side stories.

When you're ready, head to Melrock メルロック. Along the way, Eajin complains why they didn't take a carriage. Just as Case explains they don't have much money, an old man comes along and gives them a ride. There's been a theives appearing along the roads of Melrock he warns. Just then, one of them appears. A thief known as Flight who thinks of himself as a genius... Your objective is to defeat him.

Defeat him and you will gain Amazoness and Golem. The old man will also thank you.

Arriving at Melrock, it seems it's a mining town but all seems to quiet. After asking a man nearby, Case finds out some Slimes are preventing the townspeople from mining. Since they don't have a summoner in the town, they can't do anything about it until one from Median comes.

The man jokes that Case could help them exterminate the Slimes since he's a summoner too. Case replies that he'll really do it and goes it to investigate. There, they hear someone deep inside shouting for help. Your objective is to reach the person.

Slimes are weak against monsters using magic attacks such as #28 Crispinos クリスピーノ and #8 Witchbies ウィッチビ.

This mission is sort of timed in a way. Not long after you start, the Slimes will start chasing the old man so you have to fight your way through the left side quick. What I done was summon a group of Crispinos. Worked nicely without losing a single monster.

Once you win, you gain Punyon. You'll find that it wasn't a human crying for help. It was a gnome named Berutsu. It turns out he was gathering material for some nature alchemy but got surrounded by Slimes along the way. He thanks Case by giving him a pendant. A proof of trust. So if any other gnomes happen to meet Case, they will help him.

Leaving the mines, the townspeople is surprised that you really did exterminate the monsters. Being Case, he answers it was a piece of cake. Especially when he's aiming to be a Lord of Summoners.

Returning to the map screen you will now receive a notice saying that you can use "strengthen" with the help of the gnomes.

Head on west to Geyrang.

Case: It seems that Summoner named Alblight...

Has built a fortress here in Geyrang Pass and increased the passing fee.

Eajin: What? We can't let them do that!

Kippel: ...Ummm. Hi.
I'm called Kippel.

About that Alblight...

He's getting all the summoners to go to the fortress.

It seems their belongings are being taken.

Case: It's just as the rumours have it!

Eajin: We can't just stand and watch!

Kippel: Yo- You mustn't!

Some volunteer summoners went there to try and stop Alblight when they found out but...

They coming back without their belongings too.

It seems he has quite some skill.

There's stories that he overcame Bal's trials...

There's no one that can get through Geyrang Pass.

Even I...

Case: How can he do that!
He's misusing the power of summoners!

Kippel: To be honest, some wild monsters appeared at Melrock so...

I was going to Median to get a summoner.

So I can't just dilly dally around here.

I don't really have the determination to get through the pass or can I just go back like this...

What can I do...

Case: I've already taken care of the monsters in Melrock.

Eajin: Taken care of!

Kippel: Haa?! Is that true?

Hmm Hmmm.

...You are?

I see!

Then I must return to Melrock.

Excuse me but I must go.

Eajin: What's with you?
Can you do this just by yourself?

Case: ...In any case, we can't let that Alblight do what he's doing. Lets go and see.

So, head onto the pass.

Alblight: Another victim's here it seems...

Oh?

I see he's brought a monster along.

...He's a summoner huh.
Quite a cheeky kid too.

Lets play with him a little.

Defeat Alblight. Now that you have the help of the gnomes (they are considered monsters too), you may summon them too. With the pendant the gnome gave you, you have an extra option in your Generator now which is "Strengthen" (or "Upgrade") 強化. View the Battles Section for more info.

For this one I had a team of #33 Golems ゴレム and a team of healing #64 Nigels ナイゲル. I had the Golems fighting their way through with the Nigels healing them in the back. While I summoned, I also upgraded the physical attack defence level of my Golems.

You will gain the Hunter Tribe and Night Warrior Rem Tribe.

Alblight: I- I was wrong. I was wrong.

I won't do it again so please let me go!

Case: You saying I should trust you!

I'm sure overcoming Bal's trial was just a lie too!

You're misusing the power of summoners!

Alblight: Pl- Please!

I'll even throw away the Book of the Anima Agreement.

Come on. I'll quit being a summoner!

Eajin: Case, what will you do?

Case:What... should I do...

Alblight: Spare my life!

Case: OK.

Just because you said you'll throw away the book of agreement. I'll let you go.

After all, someone like you can't do anything without the power of a summoner.

Alblight: Th- Thank you!

Eajin: ...He's gone.

Why is it always those kind of guys that are quick at running away.

Now you'll obtain Alblight's Book of Agreement too. Continue west to finally reach Median.

Misty: Welcome!

Case: We've finally arrived at Median.

My heart's pounding.

Eajin: Well, bit early for that!

But anyway, Median's a big town.

Just being here has me all excited.

Case: See!
Even you're like that...

Teodoa: You guys wouldn't be here to take the trial would you?

Case: We are.

Teodoa: Ahahaha!

Case: What are you laughing about?!

Misty: He's right.
That's rude, Teodoa-san!

Teodoa-san's a regular customer of ours but he's got a bad mouth so...

Don't mind him.

Teodoa: Misty-chan, don't be so cruel to me.

I'll apologize.

Sorry sorry.
I'm sorry I laughed.

It's because the monster you brought along didn't seem very strong.

Eajin: Don't make fun of me!

Misty: It's just like I said.

Teodoa: I said I'm sorry...

Oh yeah, did you know?
It seems Arc is back in Epa.

It's been 10 years it seems.

No one knows what he's been doing during that time.

I only heard things from people so I don't know the details.

Misty: Hmmmm.
I wonder why he set off to travel?

Case: I see. Arc's returned huh.
...I wonder how Ivy's doing.

Eajin: Who cares about Ivy.

Lets hurry up and go take Bal's trial.

Teodoa: And...

You might already know this but the Summoner Tournament opens next month in Shiva.

If you're going, you should hurry!

Case: Thanks.

Now that I know about these things, I'll go to the Median's Palace tomorrow.

Case then arrives at the palace and meets Bal. His trial is to overcome his shadow, himself. This time round, you won't be able to see what monsters the opposition is using.

Start summoning quick because Shadow Case will start making his attacks right at the very start. What I used for this battle were mostly #28 Crispinos クリスピーノ and a few #72 Warrior Rems. Since the enemy monsters take a while to walk over, bombing them with Crispino's ice attacks will stall for more time for summoning.

Have all your Crispinos go towards the center where the bridge is once your side is cleared of monsters while you take over the Generator to the left. Destroy the center Generator and take over it. The attacks will soon stop and the enemy monsters will just stand there. Then you can either finish Shadow Case off or take another Generator before going after him.

Defeating Shadow Case will earn you Mini Dragon Soldiers.

After defeating Shadow Case, Bal will explain that within everyone's heart is a shadow which is part of the balance. Such a balance can be tipped towards the shadow when they are filled with things such as desire or fear. Now that Case has proved himself and overcame the trial, he received a talisman as prove he succeeded.

Now it's time for Case to travel to Shiva where a Summoner Tournament will take place. It's going to cost a lot of money to travel by ship over there and he doesn't have that sort of money. Misty suggests they could sneak on but obviously that's a crime. If they were found, they would be thrown overboard. In any case, Case decides to head over to the harbour and see if he can work something out.

If you return to the Village of Krut at this point, you'll find that Case's master has left the house. Wonder where he could have gone.

When you're ready, go to Median again and Case will head to the port.

Case: Please!
I'll do anything!

Sailor: I've already told you again and again.
No means no!

Marks: What's wrong?!
What's all the arguing about!

Sailor: Captain Marks!

This kid's telling us to let him go onboard.

Marks: I see, OK.
Return to your position.

Sailor: Yes sir!

Marks: ...Kid, why do you want to go to Shiva?

Case: To take part in the Summoner Tournament.

Marks: You're a summoner huh...

I was sure that monster next to you was a doll.

Eajin: Everyone always does that and makes fun of me!

Marks: Sorry.
I didn't mean to offend.

I know! If you listen to a favour I have, I'll let you on.
...The thing is, the summoner of this ship is injured.
So, I'll looking for a replacement right now...

Case: If it's OK, please let me do it!

Marks: No no, I don't mean you. Could you introduce someone that's skilled to me?

I don't have a lot of acquaintances in Median...

Case: So I really won't do?

Marks: As someone who is in charge of a ship, I must have someone who's power I can have faith in.

Case: But I overcame Bal's trial.
This talisman is proof.

Marks: What?!
You should have said so earlier!

Then I'll rely on you, kid!
I'm depending on you!

Case: We done it!
Thanks for the offer!

Eajin: Thanks for the offer!

Marks: Oh yeah! You'll need water type monsters to be of use upon the sea.
I'll have a word with my summoner and get you some water

type monsters.

There's also no Generators at sea.

We'll have to let them board the ship beforehand.

Case: OK.

I'll say this first, though. Once I'm at Shiva, I won't continue doing this.

Marks: Ah, I don't mind.

Shiva is my home. I'll work something out once we're in Shiva.

On your way to Shiva, Case and Marks will come along some pirates who attacks them with monsters. Case doesn't have enough monsters at hand to fight back so they'll need to head to shore. While the captain draws their attention, it's up to Case to go ashore and find some Generators so that he can summon more monsters. Your objective is to destroy the pirate ships.

First take your long distance monsters (Half Sea Creatures) in the back over to the high ground to the left. Sneak past the enemy monsters and make your way up then pick them off one after the other. Now you can take hold of the generator behind them. Your Yadocaniras (those red monsters) can take over Generators so you don't have to move your summoner over. At this point, your ship shouldn't have been attacked yet so move the group of Sea Creatures back near the ship for defence.

What I done afterwards was summon more sea creatures before launching my attack on the first ship. Then I done the same for the second.

Defeating the pirate ships will win you Veve and Tentacles.

After a moment's cheer over their victory, one of the crew members reports a hole in the ship. Everyone is made to abandon ship and Case ends up on what appears to be a desert island. Eajin thinks he sees a structure but Case thinks it's just a cliff so they decide to go in for a close look. Go to the Jungle.

Eajin: So it wasn't a cliff after all.
It's certain that it's a structure.

Case: Like I said, it doesn't mean there's people living here.

Eajin: It doesn't have to be that discrete about it.

Case: Eajin, this is an emergency.
We have to be more cautious.

Eajin: Hey, don't you get the feeling we're surrounded?

Case: ...You're right.
Monsters that I don't know about.

I'm sure they're only on this island.

I don't want to but we'll just have to fight.

Lets see, Generators are...

I can only sense them weakly.

Wonder if they'll do...

Eajin: If you don't shape up, we'll get beaten!

Case: ...Alright!
Lets run to that structure!

Your objective is to reach the entrance of ruins.

You have to be very quick on this one. Make your way left right away to the neutral Generator and summon 2 or 3 units that can attack air for defence first. It won't be long before 2 dragons come flying in your direction. Next summon a group of #20 Bulb Cannons so that you can take out the first group of monsters. They're also long range so you'll have to have 1 or 2 #64 Nigerls healing your Bulb Canons.

Once you have your group of Bulb Canons, summon more defence because the wild monsters just keep on coming. They will always come after Case if there's no defence nearby. After the first group is taken care of, move on quick to the next Generator and do the same again with the next group. For defence, I used fire type #9 Veves.

Once you've successfully reached the ruins, you will earn Tropical Man Eater, Raflesia and Flying Dragon Balvaro.

Arriving at the ruins entrance, the monsters stop chasing after Case and Eajin. Case decides to go in and have a look. Now you have another spot to level up at.

Case: Looks like some old ruins.

I wonder if it's some ancient ruins or something.
...I really can't imagine it.

Eajin: We don't know what's here so we have to be careful.

Case: It's alright, it's not dangerous.
You don't have to worry that much...

Eajin: !

C & E: Uwaaaaah!

Eajin: Owwww...
Case, you alive?

Case: Somehow.
Ow! My arm...
Looks like it's alright. It's not broken.

Eajin: Looks like we fell from there.

Case: Since it's an old structure, the floor gave way.

Anyway, there's something here.

Eajin: Hey, look.
There's something written there.

Case: Looks like a stone slab. Most of it's worn away.

Lets see.
...Entities of Anima.

...the incarnation of chaos.
...Tsu...gu...a?

..the emotions of the entity are born...
...destruction and...

...Geto...defeated.
...as long as it exists...

...will be revived.

...It's no good!
The surface are been corroded away.

I don't really get it with it in bits and pieces.

Eajin: Case!
Be- Behind you!

Case: Huh?

Vakilos: Who is thy? For what reason is thy here?

Case: Well er...

The floor broke so we fell down and arrived here...

Vakilos: My name is Valkilos.
The guardian of records.

I must remove thy.

Case: You've got it all wrong!

We- We're leaving right away!

Vakilos: Who is thy? For what reason is thy here?

Case: Like I said, we're leaving!

Vakilos: My name is Valkilos.
The guardian of records.

I must remove thy.

Eajin: Case, it looks like it's useless talking to it.
They're gathering together!

Case: Being here for that long must have made it go weird.

We'll have to fight it.

Your objective is to defeat Valkilos. Things might look bleak at first with all the large army of monsters he has but they don't come after you all at once. First he'll send in the Golems to attack you so have some #72 Warrior Rems and 1 or 2 healers (#64 Nigerls) to heal them. After all the Golems are defeated, Valkilos will come for Case himself with his army of archers. This is where you build groups of long distance monsters such as #9 Veves quick. His attacks are strong and can take out your monsters in one swipe but they don't always hit. Use the Warrior Rems to distract him while your Veves pelt him with fireballs. He'll go down in no time.

Defeating Valkilos will earn you Long Bow Golem.

Case: This thing's tough!

Eajin: Lets get out of here!

Case: Yeah.

It was completely broken!

Eajin: But what was the stone slab?

Case: In any case, lets just think about getting off this island.

Eajin: That's why I said we shouldn't do unnecessary things.

Walking on, Case and Eajin manages to catch sight of some human figures. It turns out that it isn't a deserted island after all. Case and Eajin arrives at the village of Dona and are greeted by the village chief, Hanba. Case explains how they got here and that they're headed for Shiva. The chief says he knows about the place and that they can get there by ship within a week. However, the chief can't risk it because of the pirates that have been targetting ships recently...

Just then, a boy named Kechawa appears saying he'll take them to where the pirates are located. His parents were killed by the pirates and now he wants to avenge them. He says he'll be waiting at the seashore so move to Dona again.

Arriving at the seashore, Case and Kechawa introduces themselves. He explains that the pirates are located in a group of islands called Sudakota. It's likely they'll be hanging around there doing nothing. Their boss is woman known as Gradis, also a summoner.

After you reach the Sudakota Islands, your objective is to destroy all pirate ships. Once again, you're fixed with the previous 2 sea monsters. Your summoner Case is also stuck on the boat with Kechawa.

This time round, I used a mix of Half Sea monsters (the green creatures with underwater guns) and Yadocaniras (red crab-like creatures). As I gained a second Generator, I used the first to upgrade their weapons.

Once you destroy the pirate ships, you earn Turtle Cannon and Gun Captain.

Eajin: The pirates are running away!

Case: Kechawa!
We're going after them!

If we do that then it'll lead us to their hideout!

Kechawa: OK, I got it.

Move onto the pirates' cove. This time you'll be fighting Gradis herself.

Arriving at the cove, Case asks Kechawa to go back since it's dangerous. Kechawa refuses now that he's got so far so Case lets him stay.

Meanwhile, the pirates are panicking over the intruders. Gradis isn't worried at all and is actually looking forward to see who this summoner is. Now you must defeat her.

For this battle, I used #9 Veves to take over the centre HQ first. This I summoned #72 Warrior Rems and 2 #64 Nigerls to go take the Generator to the left side. I also summoned another small group in the centre for defence while I went in to attack Gradis.

After beating Gradis, you earn Lance Dragon and Water Dragon.

Surprised at how strong Case is, Gradis pleads to let the pirates and her go. Kechawa with his hatred for the pirates, wanted to get rid of them instead. Case understands how he feels but tells him that even if they killed the pirates, his parents wouldn't come back. Hatred would only give birth to more hatred. He decides to let them go then return to Dona.

Villager: They're back!

Kechawa's back!
They've defeated the pirates!

Hanba: ...Kechawa, Case.
Welcome back.

Kechawa: ...

Hanba: Hey, Kechawa! Where are you going!

Case: Let him go.

I let Gradis go so he hasn't sorted out his hatred yet...

Eajin: Huh? Isn't that Captain Marks?!

Marks: Kid! You're safe!

I heard from the people of Dona.
You went to defeat Gradis, didn't you?

You push yourself too hard as usual, kid.

Case: Captain Marks!
I'm glad you're safe too.

Eajin: We were worried.

Marks: The whole crew are safe.
Somehow they managed to get back to Shiva.

However, we might to make it for the Summoner Tournament.

At the shore...

Case: Kechawa, this is where we say goodbye.

Kechawa: ...Nii-cha, thanks for everything.

Even though I didn't avenge my parents.
I feel better now.

Case: It's true that those who are gone will not come back.

But it doesn't mean the memories of those people will
disappear too.

You must treasure them.

I'm sure your father and your mother are both alive within
you.

And you also have the villagers.

...I can't really say this well.

Kechawa:Yeah, you're right.
Thank you.

I will wish you a safe journey.

Well, goodbye!

Case: Goodbye!

Now we can go to the town of Shiva.

Arriving at the port, a fight breaks out. Case decides to go have a look to see if there's anything he can do. It seems 2 people are fighting over something and one of them is a summoner. He's calling everyone an enemy and summoning monsters. Nothing seems to get through to him.

Your objective is to defeat the summoner but if all houses are destroyed, you will lose.

This battle's pretty easy. Summon groups of #33 Golems and have 2 #64 NigeRls healers in each group. Once you have 3 Golems ready start sending to the top left corner of the map and let them defend there for a while. Once you have one group ready, start on your next group and send them to the bottom right corner of the map. Now you're ready to send them in for the attack.

Winning this battle will give you Shadow Warrior Shavan, Dragon Rider and Master Cleric.

With that, the summoner Reef returns to his senses and a red stone is found once again. Just as Marks was about to touch it, Case grabs the stone and throws it into the sea without explaining anything. Now it's off to the stadium.

Before that though, you can return to Dona and you'll find Kechawa's doing

well again. The chief also tells Case something he might be interested in. There seems to be a plant monster in the jungle that no one's managed to suppress yet. He doesn't know exactly where it is but it could come in useful. If you now go to the jungle to the east, you'll encounter a Des Flower. Defeat it to add it your collection.

Afterwards, you may also return head on back to Craig. Along the way, you'll meet Albright again in Perolza (where you met Ivy). He's been waiting for Case so that he can take revenge for the other day. 2 groups of #33 Golems and #64 Nigerrls will do the trick again. Defeating him will earn you the Ice Mage. If you then continue on to Craig, Frenelson will hand Case an old map he found that belonged to a summoner long ago. It has the locations of 3 monsters known as The God of Earth Ol Topte, God of the Sun Apron and the Queen of Ice, Reica. Their locations will appear on the map.

Now you can head to the stadium when you're ready.

Marks: Please!
 Please let this kid join!

Receptionist: ...I-already-told-you! The nominations are over.

 Tomorrow onwards will be the the finals.

 Please apply again next year.

Case: We couldn't make it after all...

Marks: And like I said, we were delayed because we were attacked
 by pirates.

 This kid defeated the pirates for me.
 I can verify for you he has the abilities.

Receptionist: But rules are rules. I can not do anything about it in my
 position.

Marks: There's no point discussing this with the likes of you!

 Kid, just wait here a minute.

Receptionist: Wh- Where are you going?

Marks: I'm going to Kals-sama's place!

Inside the lodgings...

Case: Wow, I didn't think I could really take part.

Eajin: True, true.

Marks: That's why I told you to leave it to me.

Case: But it's amazing how you know the Three Sages.

Marks: That's not true.

 Kals-sama just meets anyone that's stays in Shiva.

 He's really someone that understands.

Eajin: Wow.

Marks: Now that you can take part in the final nominations, do your best.

I'll be supporting you at sea.

Case: What?!
You're not going to watch?

Marks: It's a pity but, I have to go out to sea again.

Case: I see...
Thanks for everything up til now.

I will be victorious!

Marks: That's the spirit!

With that, the final nominations take place and the judge, Kals starts the opening ceremony by making a speech. Anyone who comes out victorious will be considered to be someone who has overcome Kals' trial. As an item of proof, they will receive a wand from him. The finals will consist of 4 matches.

Now the first match is Case VS... Flight! Since it's a tournament, you can't view what his monsters are.

Both sides will start off with no Generators. Case will be near enough to one at the start to take over one. Then it's whoever gets to the centre first. What I done was use 2 small groups of #33 Golems with #64 Nigerls to distract his monsters from each side. Then I had another group of flying dragons to go directly for Flight.

Winning the first round will get you Wonder Pierro. As usual, Flight will have a bunch of things to say like he has better ways of fighting...
Cheating ways.

Now that the first round is over, you can return back to your lodgings.

Before that though, you may want to return to Melrock, the mining town. They're having trouble with some wild monsters again and this time they're coming from the outside. Your objective will be to exterminate them before the monsters reach Melrock. You must also not let them damage any houses. It might seem impossible at first because they just keep coming and there are lots of them but, what you need is speed. Winning will get you Angry Kong. I used 2 groups of #74 Flying Dragon Balvaros and finished them quick.

If you decide to go to Melrock to take care of their monster problem, you will encounter some wild monsters on your way back at Geyrang Pass. It's seems they're just appearing out of the Generators by themselves. Anyway, your objective will be to dominate all Generators in the area. For this I used one team of monsters which I had 3x #87 Master Clerics, 1x #32 Ice Mage and 4x #60 Dragon Riders. Winning this round will earn you Unicorn and Case will come to the conclusion that this is how wild monsters are born.

Now you can return the stadium for your 2nd match and your opponent is Danzou.

At first, it appears Danzou isn't summoning anything but in fact, his monsters are invisible. You'll also notice that he has a monster that has a big ring on his back. This monster can cause some SERIOUS damage and will wipe out your groups easily with its lightning strikes. What I used here was groups of #65 Man Eaters which can knock them out of their senses for a few secs. This will allow them to see where the monsters are and also stop the lightning caster from doing too much damage.

Defeating Danzou will earn you Hyudoron, Ambushing Meow-tarou, Crow Goblin, Fire Mage and the lightning caster, Thunder God Dalkas.

Now for the semi-finals. Your opponent will be tomboy Pat Patterson. She participated last year too and got to the semi-finals but lost. Just like Case, she's a 15 year old. Right away she teases Case of being a farmboy since he's from Krut...

You'll have to start summoning quick when fighting Pat. Once she has 2 groups of monsters ready, they come right at you. I used 2 groups with 7 #84 Fire Mages and 1 #32 Ice Mage in each. I then sent them to the top of the first hill as they were being summoned and wiped out her first wave of knights before moving onto the second Generator. I had Case following them right afterwards to take over the Generator. By now, Pat had another wave ready but I already had my group of mages at the top to take them out.

Defeating Pat will give you Dia Knight and Cloud Genie.

Creniman: Case is the winner!

Pat Patterson does not get beyond the semi-finals once again!

Pat: I lost.
...You're stronger than you look.

Case: That's why I said looks have nothing to do with it!

Pat: Well, I'll give you that.
See you.

I need to train right away for next year.

Try to leave and an event will take place in Shiva.

Eajin: Median was a big town too but, Shiva is more lively.

Case: Yeah. There's lots of people gathering here because of the Summoner Tournament.

Besides, over there they have a stadium then over here we have a harbour.

Then there's the Three Sages Palace too...

Eajin: Hey Case!
Keep your eyes in front of you!

"...Doka! Baki! Boko!"

Aaaah, like I said...

?: Oooww...

Lunpeli: Watch were you're going.

Case: So- Sorry.

...Huh? You're Lunpeli!
It's been a while.

Lunpeli: ...Case?!
It's Case right?! You're here!

Eajin, you been well?

Eajin: Yeah.
What are you doing here, Lunpeli?

Lunpeli: I'm working as an apprentice at the Shiva Inn.

After you guys set off, I left the village too.

...I know! Come to my place.

Case: We already have a place to stay.
And right now we...

Lunpeli: What are you talking about?
It's such a coincidence that we met! Come on!

Case: But it's been a tough day.
I want to relax and be ready for tomorrow...

Lunpeli: Don't worry about it.
You can have your luggage delivered over afterwards.

Lets go!

At Lunpeli's Inn...

Lunpeli: What! You serious?! Case is in the tournament?!

Case: It's true. It's the finals tomorrow.

Lunpeli: I know that but I didn't think you would in it...

Eajin: Since he defeated Gradis, he's kind of famous in Shiva now.

Lunpeli: What?! Case was the one who defeated Gradis too!

Wow. Seems you've grown stronger ever since you started
your journey.

Case: You seem to be working hard too.

You're doing what you want to do too.

Lunpeli: Well, kind of.

Oh yeah, because of the increase in the number of people,

there's been robberies.

There's been quite a lot of victims and there's been people who have been badly injured too.

Eajin: Violent huh.

Lunpeli: You should be careful too.

...But you don't have anything for them to steal huh.

And anyway, you would be fine even if you were attacked...

Case: Well, I think I'll work something out.

But I can't let them do such things!

Eajin: Hey, Case.

Could it be Flight's work?

He seems to be in this town too and the time periods match too...

Case: It's true he's in this town but it's not good to jump to conclusions.

Besides, I feel as if Flight isn't as bad a person as you think...

Eajin: I wonder.
He's definitely suspicious though.

?: Hey! Another cup over here please!

Lunpeli: Hai! Just a minute!

I'm sorry, Case.
I'll be right back.

...What's wrong?

Case: Eajin, that's...

Eajin: It's Flight! He's here!

Flight: Aaah?!
What are YOU doing here?

I never noticed you stayed here until today!

Case: Well, I'm not exactly staying here...

Flight: And I heard what you were saying back there...

Are you the one saying that I'm robbing people?!

Eajin: Saying that, it's true isn't it?

Case: Eajin, stop it.

Flight: What?!
 Say that again!

Eajin: I'll say it as many times as I want, you robber!

Flight: Quit messing with me! I've said it too many times already.
 I believe doing things the smart way.

Robbing are only amateur's way of doing things. Don't put me together with 2nd grade idiots!

Case: Flight-san, we're sorry.
 Come on Eajin, you apologize too.

Eajin: I'll never apologize!

Flight: Ha! Thanks to you, the wine's lost its taste.

I don't feel like being here anymore.

Eajin: Hold it! You running away?!

Case: Eajin! I said stop it!

Lunpeli: Case, it is true that that guy's a criminal?

Case: Hmmm, how should I put it? I don't know.

Anyway, tomorrow's the finals.
I'm sorry but I'm going back to my inn to rest.

I'll drop by after the tournament.

Lunpeli: ...I see. OK.
 You must win!

Now you have the option to go back to the ruins or you can move on with the final round of the tournament first.

If you go to the ruins, Case will say he wants to take care of Valkilos in case he becomes a danger and goes loose. Besides, he might be able to set an agreement with him so that he could be summoned. This time round, you'll be fighting 3 of him. This is a very easy battle. All you have to do is summon #26 Cloud Genies and at least 2 #87 Master Clerics, one in 2 seperate teams. Wait for each of the Valkilos to come towards you then get the genies to attack. Winning will get you Valkiros and will turn the ruins into another place where you can gain experience. Case did think of destroying the place since it seems lots of monsters gather there but he can't since it's of historical value.

Once you're done, head for the stadium for your last opponent.

Your final opponent will be Phil, a summoner that has a passion for dragons. For this match, I used the same tactic as I done with Pat. Lots of #84 Fire Mages and a few #32 Ice Mages.

Defeating Phil will give you Spear Dragon Soldier, Metal Dragon, Arc Dragon and Thunder Dragon.

Phil: You defeated my dragons...
That's a big deal for someone your age.

Case: Not at all.
It was pretty close.

Phil: You don't need to be so modest.
Your power is real.
I think you should be proud.

Creniman: The winner is Case!
Applause for the 2 participates who gave us such a wonderful battle!
And so, lets have Kals-sama award our winner the wand...
That is proof of overcoming his trial!

Kals: Case, I hereby announce that you overcame my trial.

Case: Yes sir!
Now there is one more left.

Kals: Hmmm? You're aiming to be a Lord of Summoners.

Case: Yes sir.
I just have to overcome Arc's trial.

Kals: ...I see.
By the way, why do you think I used the Summoner Tournament as a trial?

Case: Isn't it to decide who the true strongest summoner is?

Kals: No.
...The course of trial can not just be anything.
I'm known as one of the Three Sages but I think that in itself has no value.
Even that of a Lord of Summoners.
However, running the Summoner Tournament means gathering people here with me.
When people gather, the town will bustle with life and then all sorts of days will be born.
I think that there is more value in the days that people have than the...
Special subjects that we, the Three Sages or a Lord of the Summoners follow.

Case: Even so, I want to train into a Lord of Summoners.

What's wrong with just wanting to become stronger?

Kals: You maybe right and you maybe wrong.

No one knows what is right.

It's just that there are all sorts of ways of thinking.

But what do you want to do in becoming a Lord of Summoners?

Case: I'll become a Lord of Summoners.

Then I'll...

Kals: ...It doesn't matter.

You are still young. You should find the answer to that yourself.

Creniman: This year's winner is the talented 15 year old, Case.

Lets give him some great round of applause!

Well everyone, let us meet again next year!

Your presenter was Creniman.

At the Shiva Inn...

Lunpeli: Case!
Congratulations on your victory!

It's been a long time since I've seen such an amazing match like that!

You're a lot different from the time you were at the Village of Krut.

Case: I haven't changed that much.
I'm just me!

Anyway, now I can see the Lord of Summoners title within reach.

So happy!

Lunpeli: Ah, oh yeah! About the robber who caused problems in Shiva...

He's been caught.

A guy named Gaston it seems.

Eajin: What!
It wasn't Flight?!

Lunpeli: Yeah!
And do you know who caught him?

Eajin: Just hurry up and tell us.

Lunpeli: It was none other than Flight.

He said something about a robber should have esthetics...

And that he won't forgive those who have no policy...

Case: He can talk, huh.

Eajin: That pitiful Flight he...

Case: So where is Flight?

Lunpeli: Well, he said he'll see you guys if he stayed here so...

He paid for his room a moment ago and left.

Case: And I wanted to apologize as well...

Lunpeli: He didn't look like he did mind.

He did say, "Remember that I'm top class." though...

Case: Just like Flight...

See, Eajin!

Flight really isn't such a bad guy after all.

Eajin: Maybe.

I really don't believe it.

It's Flight you know?

Well, who cares.

The criminal's been caught now after all.

Lunpeli: By the way, Case.

What are you going to do now?

Case: I haven't decided yet.

I feel like I want to hurry to Epa but I also feel like staying in Shiva a little longer.

Lunpeli: I see. Then take your time until you come to a decision.

If you went to meet Franelson a while back, you will now have access to the Magal Volcano where the monster, King of the Sun Apolon dwells. Needless to say, you'll get him too after you win the battle. I chose to come back to this guy later.

If you now go to Shiva again, Case will decide it's time to move onto Epa. To get there, they'll need to cross the Krakam Desert so it's best if they head to the oasis town of Banpania. Fortunately, they find a traveller who's willing to take them along on his caravan. So, they get a good night's sleep and get an early morning's start.

Just as the traveller, Ennahal was explaining why their people choose to

live in the desert, a Bakuen Insect attacks them. Your objective is to defeat all enemies.

This one's easy. All I used was 2 groups of #32 Ice Mages with one group going to each side. Then I had 2 more staying with Case for defence.

Defeating the monsters will give you Sand Sniper, Snake Dragon and Bakuen Insect. Afterwards, Ennahal will also thank you and says he's in your debt. Case says he shouldn't mind since they're travelling together.

Now that you have the fire eating Bakuen Insect, you can go for the King of the Sun if you want.

At first, Case doesn't notice he's the "King of the Sun" since he looks weak and looks like a kid. So they decide to leave but just then, they decide to have a match to see who's the weak one.

This turned out to be quite a long battle. First I summoned a #69 Bakuen Insect and sent him to the corner of the lava pool. Then I immediately summoned 2 #87 Master Clerics to back it up in a seperate team. This was enough defence against the 2 Dragon Riders that come soon afterwards.

Once the 2 Clerics were summoned, I repeated the pattern until I had a team of 8 Clerics and 8 Bakuens. The next thing I done was upgrade the Bakuen's attack while the defence was holding up. Clerics at the back on the high ground and Bakuens at the front line. When the upgrades were finished, I moved on in on the row of Dragon Riders then Apolon decided to come over too. That was when I finished him off. He has lots of HP so it'll take a while to kill him. Just make sure your Bakuens are being healed while they're being attacked by him.

After being defeated, Apolon will ask Case to take him along since there might be some fun things to do.

Ennahal: This is our town, Banpania.
 We welcome you.

Case: What an interesting place.
 Your cultures completely different from other towns.

 The buildings, the clothing...

Ennahal: We've been residents of the desert for many years and
 moons so we've raised our own distinct culture.

 Well? Do you understand now what I was saying earlier on?

Case: ...Tradition and pride huh...

 What a magnificent town you people built in the middle of
 the desert.

 I'm sure it wasn't an easy task...

 The people of Banpania must have worked hard to build it.

 I understand how you want to take care of it now.

Ennahal: It looks like you like it.

Case: Of course!

Townsperson: Ennahal, we're in trouble!
There's a summoner over there that's gone crazy!

Ennahal: What?!

Case: Ennahal-san, lets go!

Ennahal: Who is he!
He doesn't look like someone from this town...

Flight: Ahahahaha!
E- Everything... I will... Destroy everything!

Case: Flight!
What is he...

Flight: E- Everyone shall... die...
They can all... just die!

Ennahal: What is he doing!
He's destroying the town!

Case: There's something wrong with him!
Could it be...

Eajin, what do you think?

Eajin: Who knows? He's a robber.
It's nothing odd that he's doing something like this.

Case: You're saying that again...

Either way, he might be a bad guy but...

But he's not someone who would do such a thing!
Just look at how he was in Shiva!

Eajin: But...

Case: ...He's being controlled by a Jewel of Evil!

Ennahal: ...Jewel of Evil?
What on earth is that?

Case: We have to stop him now!
We'll talk after that.

Flight: Di- Die!

Case: Flight! I'll make you come back to your senses!

Your objective is to defeat Flight but you must also prevent all the houses from being destroyed.

Like the last battle with Apolon, this one was pretty long too. Right at the start, Flight will send some monsters over to start attacking the houses and also take over the Generator to the top. First I summoned a #35 Thunder Dragon and sent it over to the Generator right away. I then

summoned 2 #40 Valkiros and sent them over too. Afterwards I summoned 3 #87 Master Clerics and assigned them one to each monster. While I had them defending, I upgraded the attack power of the Thunder Dragon and the Valkiros. Once I had their attack power at level 2, I summoned another seperate group of Valkiros. I then sent them in at the bottom left corner while I had the first group attacking from the front.

Defeating Flight will give you Mini Taurus, Lightning Mage and Magic Troll.

Flight: ...Ha!
 What on earth...

Eajin: Case, looks like he's awake.

Flight: Y- You guys!
 What are you guys doing here?!

Ennahal: You!
 You don't know what you have done!

 You have completely destroyed our town!

Flight: What is this place?
 What did I do?

Ennahal: Don't play innocent!
 You...

Case: Ennahal-san!
 Leave this to me please.

 There's more to it than this.

Ennahal: Since it's you, I will leave it to you then.

 But it doesn't mean I forgive him.

Case: Flight!
 Do you really have no memory of what you've done!

Flight: Why do I have to answer YOUR questions?!

Case: Just answer me!

Flight: ...What are you so pissed about?

Case: Answer me!

Flight: Damn it! Fine!
 I'll answer you! That's all I have to do, right?!

 Yeah, I don't have a clue about what I done!

 Man, I'm the one who has so many questions I want to ask...

Case: ...Ah, did you pick up a red shining stone?

Flight: A red shining stone?
 I don't have anything like that!

Case: What?!
That can't be...

Flight: Didn't you hear me?
I said I don't have one!

Case: It can't be true!
It just can't be...

Flight: What are you mumbling on about.
If you have nothing else to ask then I'm gone!

Eajin: Case! Case I said!

Flight's going to get away!

Case: What on earth is going on...

Ennahal: What!
You let him get away!

I trusted you and left you to handle it!

Case: I'm sorry.

But ummm, Flight isn't a bad guy.

He was being controlled by the Jewel of Evil...

Ennahal: What is that?
What is this Jewel of Evil?

Case: It's a demonic stone that drives the mind of its owner
crazy.

It was because of that that Flight became like that.

Ennahal: I want to believe you.

So where is that Jewel of Evil?

Case: Well...
I couldn't find it so...

Ennahal: You're saying there isn't one?
I can't believe you would make up stories...

Case: I'm not!

Ennahal: ...I'm sorry.
I shouldn't be suspicious of you.

But you let the one who destroyed our town go.

There is no way we can pardon you for the time being.

I'm sorry but leave the town now please.

Case: ...Yes sir.

Again, if you received a map from Frenelson earlier on, you will now have access to River Odeon where the The God of Earth Ol Topte dwells.

I chose to leave it for now and move onto Hinnom Canyon. There, Case continues to dwell on what was controlling Flight if there wasn't any red stone. He has a bad feeling about it and that it maybe something much more powerful than the Jewel of Evil. Eajin says he's just thinking too much and they change the subject to the canyon. It's so high that they can't see the bottom. Case goes onto say that even deep within the canyon there maybe wild monsters that are lying dormant. He jokes about going down to find them and Eajin really thought he was.

Just then, someone arrives. It's Ivy. Case mutters to himself saying that this couldn't be the bad feeling he was having. Now that they've had the chance to meet again, Ivy wants another match.

This one's easy compared to the last two. Right at at the start, Ivy will send fast moving Bunnies after you so you need to go for something quick. Otherwise you'll be overrun with them. For this match, I used a group of #91 Mini Tauruses first. Then I had #60 Dragon Riders being summoned from the second Generator to the left. Once I had the groups ready, I sent them into the Generator Ivy took over to the right and as they battled, I upgraded the Taurus' attack.

Defeating Ivy this time round will get you Bunny, Snow Fairy, Happy Knight and Valkyrie.

Ivy: I lost again.
And I thought I got stronger as well...

It means you're better than me huh.

Case: You've gotten stronger, Ivy.
If we had a match again, I don't know who would win.

Ivy: My, aren't you being modest?
You've changed...

Case: I was being bad before this.
Maybe I've grown up a little.

Ivy: What are you on about?
Anyway, if you're planning to go to Epa, I suggest you don't.

Case: Don't go to Epa?
Why?
After we pass this place, Epa's the only place there is.

Eajin: Yeah.

Ivy: Turn back!
Right now, Epa's in a terrible situation.
After Arc came back, it's been chaos.

It feels like it's being ruled by force.

Case: It's a town with one of the Three Sages.
I don't believe you!

Ivy: I saw it with these eyes and came back here so it's true.

The leader was Arc in the first place.
I heard that he's changed.

Even the rogues are left to their own now.

Now they're doing whatever they want.

Because of that, the town's full of violence.

Case: Even if what you say is true, I'm still going.

It's the last trial.

Ivy: Last trial?!

...Then that means the youngest person to win the Summoner
Tournament was...

You, wasn't it?

No, that has nothing to do with it!

All the summoners that went to take the trial has never
come back from Arc's place.

You don't know what's there.
You're being reckless!

Case: Then it's all the more that I go.

I must find out the truth.

Ivy: ...I have a bad feeling.
I feel that it's going to be dangerous.

As if something really big is occurring there...

Case: Lets go, Eajin!

Ivy: Wa- Wait. Wait I said!

...I don't know what's going to happen you know!

So, lets move on to Epa to find out what's going on.

Upon arriving, Case meets a man named Perry. He says it's dangerous walking
around outside and asks them to come to his place where he'll explain.
Seeing that he doesn't look like a bad person, Case follows.

At Perry's house, he explains that safety around the Town of Epa is very
bad at the moment. Wandering around outside could mean being targetted by
the rogues. Case explains that he came to see Arc but despite Perry's

warning, he is determined to go.

Arriving at Arc's palace, Case and Eajin finds a room full of red stones. Arc appears and asks if Case came to take his trial. Case answers yes but before they started, he asks Arc where did the other summoners before him disappear to. Arc laughs and answers that he has removed them all from this world. Hearing that made Case flare up. He wonders if he too is being controlled by the Jewel of Evil... Arc answers with a dark laugh and says that these Jewels of Evil was made by him to put the world into chaos.

As the person who appears to be Arc goes onto explain how the stones take advantage of the weaknesses of the human mind, he lets slip something. Realizing he said too much, he decided to reveal his true identity. His real name was Tsuagutoa. He managed to take control of Arc's body when he was going to get rid of him...

With that, he attacks.

This battle was fairly easy. With one Generator, I summoned 1 #35 Thunder Dragon and with the other a group of #91 Mini Tauruses. Once I had 2 groups of them, I attacked the centre Generator first. Once I got hold of it, I summoned 2 #87 Master Clerics to heal my monsters before attacking the Generator on top of the stairs. I continued summoning more Tauruses as I defended then attacked the other Generator to the right. Then finally, I went for the last one to defeat the fake Arc. And while all the fighting was going on, I upgraded the attack power of the Tauruses.

Defeating Tsuagutoa will give you Cypher Beta.

Arc: Looks like I rushed things a little.
 I played around too much.

 It's time for me to be serious.

Garvey: That's as far as you go!

Eajin: Garvey?!

Case: What are you doing here?

Garvey: Case, you came this far.

 I must settle something with this man myself...

Arc: Garvey?!

 ...I know that name.
 It's engraved in this man's memory.

 Then that means...
 You're Case?

 I see now! This is interesting.
 I fought with his son.

Case: What?!

Garvey: Case! Don't listen to him!

 It's a waste of time to explain things now.

We must defeat him first!

Arc: Ha. Useless...
You can't defeat me.

I'll start with the kid first.

Devil Dragon. Kill him!

Case: Uwaaaa!

Garvey:Grgh!
The Devil Dragon is horrifying...

Case, we must retreat...

Case: No! Garvey!
I'll do my best...

Eajin: Case! Hurry and run!
We're going to get killed at this rate.

Garvey: Damn it!
So we have to run away huh...

Case! Close your eyes!

Spark!

Arc: Guorgh! My- My eyes!

They got away huh.

Well, it doesn't matter.
I don't care what of them...

Back at Perry's place...

Case: Garvey, I'm sorry.
Because of me you...

Garvey: Don't worry about it. We couldn't have beat him anyway.

I can't believe that that Devil Dragon really exists...

Case: Hey, what was that about Arc being my father?

Garvey: ...Looks like I must speak the truth.

It's a story when we were young.

The story took place 20 years ago.

Ashe and I went on a journey to become a Lord of Summoners.

Yes, just like you.

We overcame the trials from the Three Sages and became a
Lord of Summoners.

It was then that Ashe became successor to Arc and became one of the Three Sages.

Before long, Ashe married and has a baby son.

That was you, Case.

Case: My father was one of the Three Sages...
And you were...

I'm kind of confused now.

But why did we live in Krut?

Garvey: This story continues.

I told you that the Ashe couple died of an illness...

When you were young.

But that wasn't the truth.

...The wife was murdered.

And by a summoner too!

Case: Wh- What?!

Garvey: ...Ashe was going to take revenge.

Then it was known that the summoner was controlled by a Jewel of Evil.

He was filled with rage.

The reason for losing his wife was all too strange.

His anger had no where to go and so it headed towards the Jewel of Evil.

He set off on a journey to hunt for the Jewel of Evil.

That was the reason why I brought you to Krut and settled there.

I don't know what happened to him after that...

Case: I get to meet my father finally but now it turns out like this...

Garvey: Case.

He is no longer your father.

Case: But...

If I think about what Tsuagutoa said...

I think my father knew about him before he went to look for the Jewel of Evil.

Then he defeated Tsuagutoa.

But, he was injured in battle so he was taken over by Tsuagutoa.

Garvey, can't we do anything to save my father?

Garvey: Now that he's become like this, there is no way to help him.

We must defeat him now before more people are killed.

That is the reason why I came to Epa.

I'm sure that is what he wishes too...

Case: He wouldn't... He wouldn't ask for something like that!

Garvey: However...

It's getting harder to defeat him.

I didn't think that Devel Dragon really existed...

Case: Devil Dragon?
What is that?

Garvey: ...Legend has it...

...Dragons of light and dark.
At the summit, the two powers clashed.

...The Crystal Dragon which ruled over purity and light.

...The Devil Dragon that ruled destruction and darkness.

...The darkness that expands and engulves everything.

...And the light that shines upon everything and purifies.

...That's it!

The Devil Dragon exists.
I'm sure the Crystal Dragon exists too.

If we can get the power of the Crystal Dragon then...

We maybe able to defeat the Devil Dragon.

Then we may even be able to save him!

With the power of purification.

Case: The King of Dragons, Crystal Dragon...

The power of purification...

That's it!
Lets take a risk at it!

Garvey: ...To the northwest of here, there is a mountain known as Kiri on an island called Rangel.

According to the legend, it is there that the Crystal Dragon lies dormant.

But we don't know if it's true or not.

First we get a boat in the Town of Havik north of here.

Case: Alright, lets go see.
Then I'll save father!

Garvey: ...I see. I leave the rest to you.

I'm a little tired after all that talking.
Let me rest...

I'll be waiting for your return...

Case: I will retrieve the Crystal Dragon and return!

Perry-san, take care of Garvey.

Perry: Leave Garvey-san to me.

I wish you luck.

So, lets head to Hivik for a boat.

At Hivik, Case is still confused over how his father is still alive. And he's even one of the Three Sages too. Either way though, they must concentrate on finding the Crystal Dragon on Rangel.

Asking a man there, it turns out he has no boats left to spare. Another man just got one and is also heading there. It turns out to be no other than the dragon lover, Phil. He's also heading over there to find this rare and powerful dragon. Phil had gone to some ancient ruin and there he found out about it. Seeing that they have the same target, he decides to let Case on and go together.

Head on over to the island to the west.

Upon arriving there, Case and Phil finds a large number of dragons roaming the land. It seems they're wild monsters. Just then, an Ice Dragon comes along and tells them to leave. Rangel Island was no place for humans. Case then explains to it that they came to see Crystal Dragon. Surprised that they know about him, Case goes onto plead that he needs to speak with it. Seeing how desperate Case is, the Ice Dragon decides to guide them but only one summoner may come along. Case wasn't going to give up because of his reasons while Phil didn't want to give up a chance of a lifetime. So they decide to have a match to settle it.

Since it's a fair match this time, you'll be able to see what monsters he uses. For this match I summoned #11 Bunnies to take over the Generators in the middle. They move faster and are stronger than the Lance Dragons that Phil uses. Meanwhile, I summoned groups of #7 Valkyries to follow on. As they battled, I used one Generator to summon a #35 Thunder Dragon while I upgated the Valkyrie's attack power on another. As I approached the final

Generators, I upgraded the Thunder Dragon's attack power and finally went for Phil.

Defeating him this time round will give you Wyvan and Fire Dragon.

Phil: I lost.
I'll withdraw quietly now.

It maybe more appropriate for you.

Case: I very sorry, Phil-san.

Phil: My power just couldn't match yours.

That means I'm still inexperienced.

Do your best. I'll wait for you in the boat.

Ice Dragon: It's decided then.
Come with me.

I will guide you to our king, the Crystal Dragon.

Case: Alright! Lets go!

There will now be 3 events available...

A) At Hinnom Canyon, Case will sense some powerful Anima below the Canyon. This time he decides to go down and he's not joking. There he meets Feagore who will follow one who has power.

I used 2 #40 Valkiros, 1 #35 Thunder Dragon and 2 #87 Master Clerics. I took care of one side of mages first then went to the other so that they can't come attack my Generators later on. Then as I approached Feagore, I summoned #11 Bunnies to take over the destroyed Generators.

Defeat him to get Hamelin and Feagore.

B) At Banpania, a summoner named Reef explains to Ennahal about the Jewel of Evil incident so he is no longer angry with Case anymore. He believes in him now. It turns out Reef was the guy you helped at the port in Shiva. Knowing that Case won the tournament there, he decides to have a friendly match with him now he's back to himself again.

You don't get any monsters for this one. Just experience.

Easy battle. On the right hand Generator, I summoned #35 Thunder Dragon first then followed by 1 #40 Valkiros. At the same time I summoned 2 Valkiros to a seperate team on the left hand Generator. Once that was done I summoned 1 #87 Master Cleric for each team before going onto attack from each side.

C) And guess who you meet again in Shiva? It's Pat again. It's been a while since the tournament finished and now the stadium is open to all summoners to allow them to train. Pat sees Case again and decides to have a match with him since it's been a while.

Another easy battle. I overran Pat with... #11 Bunnies! I summoned 2 groups of Bunnies, one from each Generator. Then I had them move in to the centre from each side. Afterwards, I summoned 2 #87 Master Clerics

to heal them followed by a #35 Thunder Dragon.

Beating Pat won't get you any new monsters. Instead, Case will find out that besides the tournament in Shiva that's held by one of the Three Sages, there are many others that take place. Case suggests that she too should go off on a journey and she replies that she will. First she wants to win the tournament.

Once you defeat her, you will fight Danzou again when you return to Shiva. This time round, I used the same tactic as I did in event B. After I had Clerics going, I summoned #7 Valkyries because their attacks are 4x more effective against magic type monsters.

Defeating Danzou will give you Phoenix.

Once you're ready, meet Crystal Dragon at the Sacred Mountain of Kiri.

C. Dragon: You came, human boy.

 For what reason did you come to see me?

Case: ...I want you to lend me your power.

 There's someone I want to save... There's someone I must defeat!

C. Dragon: And that is?

Case: ...My father.

 But he's being controlled by someone named Tsuagutoa...

C. Dragon: Tsuagutoa?!

 So the time for his resurrection has come.

Case: You know Tsuagutoa?!

C. Dragon: Yes. I know him well.

 That was in the time long ago when we had our bodies.

 The time that you humans call the Ancient Era.

Case: What do you mean? That the Ancients are Anima?

C. Dragon: That is correct.

 Over the long years and many moons, our souls became Anima.

 No different from you humans.

Case: So in the end we become Anime too...?

C. Dragon: That's right.

 ...Let us continue.

 At the time, we had more knowledge and much greater power than we do now.

Even magic was created by us.

During that era, summoning magic did not exist.

We ruled this world just like it was ours.

There was no one that doubted that our rule would continue into the future.

But a change occurred.

Among use appeared those who seemed to be out of control.

Case: You mean...

C. Dragon: Yes.

It is as you think. It was the work of Tsuagutoa.

He is the Anima that absorbs evil and hatred.

Those that were controlled by Tsuagutoa caused chaos.

The world was on a path to destruction.

In the end, Tsuagutoa absorbed a great amount of negative emotions and appeared as an entity.

We rallied a final battle against Tsuagutoa.

It was an intense battle.

There were many sacrifices but we managed to gain victory.

However, Tsuagutoa wasn't completely destroyed.

Originally, he was born from nothing.

As long as negative emotions existed, he will not disappear.

Now he about to be resurrected in this era.

If he is to completely be ressurected, the humans will not be able to do anything with their power.

Case: But he's not complete yet...

C. Dragon: That is correct.

You maybe able to defeat him now.

Case: Then you'll lend me your power, right!

C. Dragon: If it is to defeat Tsuagutoa then that I shall.

But whether you have the qualities is another story.

Proof it to me.

For this battle, I summoned a #35 Thunder Dragon first and sent him near the trees to defend against the oncoming Veves. Next I summoned a #40 Valkiros along with 1 #87 Master Cleric. After that, I sent them along the path to clear the way for the next Generator and continued summoning more Valkiros. Once I had a hold of the second Generator, I summoned a few more Clerics from there and upgraded my Valkiro's magic defence along with the Thunder Dragon's attack power. Eventually the Crystal Dragon started to come after Case. While I lead him away, the Valkiros and Thunder Dragon made quick work of him.

Defeating Crystal Dragon will give you Earth Dragon and the Crystal Dragon itself.

After losing against Case, he recognises his power and decides to help him. Pleased that he now has his help, Case thought he could save his father now. However, the Crystal Dragon answers that does not have the power to help his father. All that about purifying in the legends was just something that was made up in the legends. Disappointed, Case wonders what he came for and the dragon replies, "That will depend on your actions. The human race is on the path to destruction." Hearing that, Case decides to defeat Tsuagutoa to prevent it. The Crystal Dragon also tells Case that the Devil Dragon was the toughest enemy they faced. He can defeat it with one attack but it would take time.

So, lets hurry back to Epa.

Back at Epa, everything is in ruins. Perry's house has been completely demolished. Just as things were looking the worst, Case hears Perry's voice. He was hiding underground.

Going into his hideout, Perry explains that after Case left, a lot of monsters appeared and started wreaking havoc upon the town. Garvey is also safe and says that Tsuagutoa must be controlling the summoners to do all this. Hearing that the Crystal Dragon doesn't have the power to save his father, Garvey asks him what he is going to do.

On his way back, Case had been hesitating about it. To fight Tsuagutoa would mean fighting his own father. But after returning to Epa and seeing the aftermath there, he's decided that he won't let Tsuagutoa do the same to the rest of the world. So with that, he left for Arc's place. There he meets another under Tsuagutoa's control and a battle breaks out.

Right at the start I summoned a #35 Thunder Dragon in its own team followed by 2 #87 Master Clerics in another team. I then summoned teams of #11 Bunnies to help in melee along with #67 Happy Knights. The Happy Knights only absorb 1/5 of the damage from the self-destruct monsters. Afterwards, I upgraded the attack power of the Thunder Dragon as they attacked the next nearest Generator. I then went for the remaining ones, broke through the gate and finished the summoner.

Defeating him will give you Bakusatsu Soldiers.

Even after defeating him, the summoner doesn't return to his former self. Looks like Tsuagutoa's power is growing.

Now you can either go back to Rangel or you can press onto fight Tsuagutoa.

If you do return to Rangel, you'll find Phil is there training with the dragons. Case wonders why they're so willing to cooperate and the Ice

Dragon explains Phil was really persistent. They really didn't have a choice. But since they were free anyway, it didn't really matter. Phil invites Case to test his power against the dragons too and battle starts.

For this match, I summoned a #35 Thunder Dragon in the centre Generator then sent Case towards the back to take over the Generator there. Using the new Generator, I summoned a team of #67 Happy Knights and kept them there for defence. Once I had the Thunder Dragon, I went onto summon #27 the Crystal Dragon. Together, they're a formidable team and can defend the centre by themselves. Finally, I summoned a #87 Master Cleric to heal the 2 dragons. Eventually, the Ice Dragon came down with its teams and together with the Happy Knights team, I defeated it. Winning the battle will give you Ice Dragon and a new training spot.

Once you're ready, head for Epa again.

Case: Tsuagutoa!
 I came to defeat you!

Arc: ...I am not Tsuagutoa.

 I'm your father, Ashe.
 Have you forgotten your own father's face?

Case: Shut up!
 You can't tamper with people's heart!

Arc: I wonder now.
 Just try and attack me.

 If you can do it!

Case:

Eajin: What's wrong, Case?

Case: ...Damn it!

 I know he's not my father yet...

Arc: What's wrong?
 You're not going to attack...?

 Ha! Humans are such weak things.
 You're hesitating already...

Case: I will never forgive you!

Arc: I've heard that line before.

 You're just all talk!

Eajin: Case! You have to defeat him...

 At this rate...

Case: I know...

 I know but...

Ashe: Case...

Eajin: Ah! His expression...
Changed?

Defeat me please...

At- At this rate... We'll...

Defeat me with your own hands...

Case: Father!
He's back to his former self!

Ashe: I've reached my limits...

Plea... se...

Case: No...

Ashe: Case, don't... hesitate.

Arc: Humph.

I thought I completed had control over him.
So he still had this much power left.

This man has quite some mental strength.

Case: ...Father, I understand.

...I won't hesitate any longer.

Tsuagutoa! I will defeat you!

Arc: Looks like you've finally come to your senses.

But that doesn't mean you'll defeat me!

Come forth, Devil Dragon!

Case: I'm not the same as before!

I mustn't lose for a father's sake!

C. Dragon: Case!
Summon me!

I will destroy the Devil Dragon with one shot.

Case: Got it! Lets go!

Eajin: Case, be careful!

Don't let your guard down until you summon Crystal Dragon!

In this battle, Arc sends in monsters quick right at the start so I summoned some weaker monsters first. I summoned a group of #67 Happy Knights while I sent Case over to grab the next Generator to the side. Right after the first Happy Knight was summoned, I sent the team over to

help defend. After taking over the second Generator, I started summoning #35 Thunder Dragon and #27 Crystal Dragon.

Once I had the dragons ready, I summoned a #87 Master Cleric to back them up. I then went onto attacking one of Arc's Generators and defended it so that he couldn't re-take it. All I had to do now was do the same with the second Generator and wait for Crystal Dragon's special attack to charge up. In the meantime, I upgraded Thunder Dragon's attack and summoned more Happy Knights.

Be careful when you're using the Crystal Dragon's special attack Final Nova, though. He must be in range and it takes a little time before he executes it. During that time, he can still easily be killed by the Devil Dragon so have something to distract it first.

After defeating the Devil Dragon, defeating the rest of the monsters and Arc shouldn't be a problem.

Winning the battle will give you Shadow Knight and Devil Dragon.

Now Tsuagutoa will leave Ashe's body and try for Case. This will be the final battle.

With the right Generator, I summoned a group of #11 Bunnies for defence and sent them to the middle. On the left Generator, I summoned #35 Thunder Dragon and #27 Crystal Dragon. You'll need the Crystal Dragon's Final Nova if you want to finish Tsuagutoa quick.

It's not long before Tsuagutoa's monsters attack. While the Bunnies soaked up damage, I had Thunder Dragon and Crystal Dragon at the back picking the enemy monsters off. I also continued summoning more Bunnies and 2 #87 Master Clerics to heal the dragons. Afterwards, once the Final Nova attack was charged up, I sent Crystal Dragon in to use it against Tsuagutoa. One blast isn't enough yet. So while they were busy fighting taking out the first 2 enemy Generators, I upgraded Thunder Dragon's attack. Finally, by the time I took out the last Generator behind Tsuagutoa, the special attack was ready again.

Enjoy the ending!

Tsuagutoa: Guooooooooorh!

This can't be!

This can't be happeniiiiing...

Case: Have I done it?!

Tsuagutoa: As- As long as...

Hatred and evil... exists... in this world...

Eajin: He's gone.

Case: Now!

Now it's over!

Ashe: Haa... Haa...

Eajin: Case! Come over here!

He's still breathing!

Case: Father! Hold on!

Ashe: ...Case
You've... grown...

Up until now, I have not done what I father should have...

I'm sorry...

Case: It's OK!
Don't talk!

Ashe: I'm- I'm glad I could see you again...
In the end...

Farewell, Case...

Case: Uu... Uwaaaaa!

Back at Perry's underground storage area...

Garvey: ...I see. That was unfortunate about Ashe.

Case: If I only done better...

Garvey: Don't blame yourself.

He went away living his live.

This may have been his fate from the moment he set out on his journey after the Jewel of Evil.

Being able to see you in the end means he can rest in peace.

Case: Can he... I wonder...

Eajin: Of course!

Garvey: By the way, Case.
What are you going to do now?

Case: I've thought about that.

But for now...

I have to make a grave for father.

It's going to be the second grave, though.

Garvey: You're right.
Lets go home. Lets go home.

Perry, you've been a great help.

Case: Farewell, Perry-san.

Perry: I won't forget you two.

The town has been demolished but I'm sure it will be re-

built.

When that time comes, please come visit.

Case: We will.
We will definitely come see you. Bye!

Eajin: Bye!

On a hill not far from the village...

Case: That's it done!

Garvey: Ashe, rest in peace...

Eajin: In the end, who was Tsuagutoa?
Was he someone from another world...?

Case: I don't think so.
Remember Bal's words.
That there is another of yourself. Your shadow.
Tsuagutoa maybe something like that.
Our negative minds.
I think once it's grows too big, it becomes him.
I can't proof it though...

Garvey: Born from the evil within human hearts.
That is plausible.
As long as there are humans, Tsuagutoa may be resurrected.

Eajin: No! That's like saying humans mustn't exist.

Case: Not at all.
It's true that they have an evil side but, they also have a good side.
I can say that with confidence.
Even you met all sorts of people on our travels.
You understand, don't you?

Eajin: ...You're right!

Garvey: Now is what's left.
I can now finally take a break.
What will you be doing?
It looks like there's something you want to do...

...I'm thinking of travelling again.

I think there are parts of the world I don't know about that is growing...

I think that I'll still discover something new even in the places I've been too already.

Garvey: I see.

...You're right.
That is a good thought.

Case: Now that it's decided, lets go!

Eajin, we're off!

Eajin: What! Already?!

Case: Stop moaning and lets go!

After the credits, you will get to save your game. Once you've done so, you will now have the extra option of playing tournaments. In Tournaments, you will get to select how many rounds and the difficulty. You may also try and collect all those items and monsters you missed by loading your saved file again.

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8. Monster Encyclopaedia
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This section is to help you know which monster is which while you're using the walkthrough.

The Monster Encyclopaedia can be viewed via Edit Deck and each monster's profile is listed on the page to the right. In the top row we have the monster's race, element type, attack type and abilities. The blue circles indicate any special abilities the monster may have such as swimming on water or if you can only summon one at any time.

Beneath the first row are green bars which states the monster's attacks. The first one is its normal attacks and the second is its special attacks. Special attacks have to be used manually during a battle by selecting the monster and choosing special.

Finally, we have the monster's stats - health, skill, attack, range, speed, move, mp and summon. Below that you'll find numbers which show how effective its defence is against Physical attacks and Magical attacks. The lower the number, the better.

- #001 ?
- #002 Earth Dragon
- #003 Ice Dragon
- #004 Amazoness
- #005 Angry Kong
- #006 Ant Warrior
- #007 Valkyrie
- #008 Witchby
- #009 Veve
- #010 Water Dragon

#011 Bunny
#012 ?
#013 ?
#014 Kakashi Golem
#015 Lightning Mage
#016 Turtle Cannon
#017 Crow Goblin
#018 Gun Captain
#019 ?
#020 Bulb Cannon
#021 ?
#022 ?
#023 ?
#024 ?
#025 ?
#026 Cloud Genie
#027 Crystal Dragon
#028 Crispino
#029 ?
#030 Shadow Warrior Shavan
#031 ?
#032 Ice Mage
#033 Golem
#034 Cypher Beta
#035 Thunder Dragon
#036 Sand Sniper
#037 Shadow Knight
#038 ?
#039 Mini Dragon Warrior
#040 Heaven's Soldier Valkiro
#041 ?
#042 Sting Bee
#043 Snake Dragon
#044 Snow Fairy
#045 ?
#046 Slime
#047 ?
#048 ?
#049 ?
#050 ?
#051 ?
#052 ?
#053 ?
#054 Dia Knight
#055 Des Flower
#056 Devil Dragon
#057 Tentacles
#058 ?
#059 ?
#060 Dragon Rider
#061 ?
#062 ?
#063 ?
#064 Nigerl
#065 Tropical Man Eater
#066 Gnome
#067 Happy Knight
#068 Hamelin
#069 Bakuen Insect
#070 Bakusatsu Soldiers

#071 Half Sea Creature
#072 Warrior Rem of the Night Tribe
#073 Hyudoron
#074 Flying Dragon Balvaro
#075 Fire Dragon
#076 Feagore
#077 ?
#078 Phoenix
#079 Ambushing Meow-tarou
#080 Hunter Tribe
#081 Puchimander
#082 Punyon
#083 ?
#084 Fire Mage
#085 Hobbit
#086 Magic Troll
#087 Master Cleric
#088 ?
#089 ?
#090 ?
#091 Mini Taurus
#092 ?
#093 Yadokanira
#094 Unicorn
#095 Thunder God Dalkas
#096 Rat Archer
#097 Raflesia
#098 Lance Dragon
#099 Rippy
#100 Rockbird
#101 Long Bow Golem
#102 Wyvan
#103 Wonder Pierro

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9. Credits, Conclusion & Contact Info
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According to the game, I played this for about 9 hours and I enjoyed every moment of it. While the story was pretty average, the gameplay was great fun! It's not everyday that you get a RTS on the GBA. While things may seem slow at first with all the summoning and slow moving monsters, once you get into the bigger battles, you'll understand why they made it that way. Moving around the cursor to pick out your units in the midst of battles isn't an easy thing to do.

Another good thing about the game is that there are barely any random battles. You train whenever you want by going to special training spots.

RPG wise, there's enough optional side events in the game to give every player a different experience. Most of the time though, you'll probably visit them anyway but it's give you that much more freedom in the game.

If you don't like turn-based games but are into RPGs then this game could just be for you.

http://www.ertain.com/ja/products/ms/monster_summoner/game/index.html

If anyone has completed their item and monster list at 100%, a save state file would be very welcome. I want to finish off the Monsters list really.

Credits will be give if you want.

If anyone wants to use this FAQ on their own site or for any other purposes, please leave everything in this guide intact. And if anyone wants to contact me, feel free to do so by sending an e-mail to kaworu_sangaku(at)lineone.net.

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