

Growlanser [Portable] was made by Career Soft and published by Atlus. I'd like to apologize for any grammatical errors you may find in this guide. English is not my mother language.

This walkthrough contains Spoilers, do not use this Walkthrough if you did not want to get spoiled by me.

If you have any questions, suggestions or corrections, please contact me via GameFAQs message board of this game. Or contact me via e-mail.

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[II] Legal Stuff  
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This Guide is for use on www.GameFAQs.com and the following sites:

- > neoseeker.com
- > supercheats.com
- > gamershell.com
- > gamesradar.com (including cheatplanet.com)

Please do not publish this guide on any other website without a permission from me.

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[III] Controls  
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O (Circle)  
-----  
Confirm. Talk to people (Field).
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X (Cross)  
-----  
Cancel. Use it with directional buttons to run (Field).
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-----  
Triangle  
-----  
Bring up menu (Field). Bring up characters list (Battle).
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Square  
-----  
Display Help screen (In Menu).
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Start  
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Tippi comments, or mini talks (Field).
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Select

Not used.

Directional buttons

Move to any respective directions.

Analog Stick

Move your character (Field) while automatically running.

L & R buttons

Not used.

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[IV] The Walkthrough

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The walkthrough here is for the "New Path" which is exclusive for PSP. If you want the walkthrough for the "Original Path", please use the walkthrough for the POne version. And, the walkthrough here is made with the purpose of getting "Melfy" and "Amelia" ending (both are new characters which is exclusive for PSP). Since both ending can only be obtained in the "New Path".

Note: I do not covers any strategies for all the event battle, and I do not covers on how to obtain the Items in every dungeon.

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[IV.1] Prologue: A Youngman, a Homunculus, and a Ring

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After you wake up, go downstairs, meet your mother, and give a name to your character. The order from up to down is:

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Hiragana

Katakana

English

Delete

Confirm

=====

Fyi, the default name for Your Character is "Carmin". After you done for the name of Your Character, pick the 3rd choice, then the 1st choice. Go out of the house, it's time to build your character growth. The objective here is to buy and equip a Bandana, you can buy it from an Item store. If you want to get the best build for your character, please read the FAQ translations for the POne version. After you bought and equipped the Bandana, go back to your house and talk to Sandra (your mother). Pick the 2nd choice, 2nd choice, any choice, 1st choice, and 2nd choice. Now go out

of the house, go southwest and then go west, go west again (get out from Rosalia).

To the hill

Go west, after you walk a few steps, a battle will occur, Tippi will teach you about the battle system. If this is your first time, I suggest you to follow the tutorial, but if this isn't your first time, then just kill the enemy already, lol. Anyway, pick the 1st choice for the Tutorial, or pick the 2nd choice to skip the Tutorial.

After you go west, go north, and then go northeast. Go up, and an event will occur, pick the 1st choice (for Melfy). The man will introduce himself as Ariost. After, pick the 1st choice. Now it's time to get back to your house but when you're about to leave, something happen, now check the grave, pick the 1st choice. Now it's time to go home.

Go back Home

On your way, you'll meet a girl attacked by the bandits, pick the 1st choice. The objective here is to prevent the girl from being abducted. Use your Item given by Sandra (Paralyzing Item) to the bandit who's dragging the girl so that you can prevent her from being kidnapped. After the battle, the girl will introduce herself as Karen, and the man who comes to rescue is Xenos. Anyway, pick the 1st choice.

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[IV.2] Phase 1: Sandra's Research Book
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After you wake up, go downstairs. Talk to Sandra, pick the 2nd choice, 2nd choice, and 2nd choice.

Deliver the Visor

Go outside the house, buy equipments for you and Louise (if you have any spare of ELM). Now go exit the town from east exit, before you go out ask the Guard at the east gate about the burglar. Now go out. Go northeast, a small event will occur, pick up the sword, and then talk to the person who threw away the sword. After, go east until you enter Delis village.

Go to the Inn, talk to the Innkeeper about Wallace, go out and talk to Louise, go talk to the person who threw away the sword, the person will introduce himself(?) as Julian. Go back to the Inn, then talk to Louise. The person you're searching for is coming in, go near him and use "Visor" from your Item inventory (this game has no auto-activate for Key Items :p). Wallace will joins your party.

Get back the stolen book

Go outside the Inn, go to Equipment shop, buy something for Wallace cause

he's not equipping anything. Now talk to Julian. Go outside the village from east exit. Go northeast, and then go north. Go up until an event occur, and then onto the battle. Don't let the bandits escaped, annihilate all of them. After a few secs, Julian will come and support you. After you get back the book, pick the 1st choice. You can rest at the Bandit's Hut (1st choice) for free healing. Now go back to Delis village.

Bring the book back to Sandra

After you arrive at the village, a battle will occur. The objective here is to protect Eliotte and the villagers. After the battle, pick the 1st choice. After, you can only talk up to 3 persons, so choose wisely.

At night, pick the 5th choice for Julian. After you wake up, try to go outside. After Louise teleport, go north, examine the door with symbol. Go upstairs (east), and then go upstairs again (west). A battle will occur, the objective here is to protect Sandra. After the battle, talk to Sandra. You'll back to your home, after Julian leaves, go talk to Sandra. Pick the 2nd choice.

Note: Make Louise learns Teleport quickly, it's required for future event, and it makes your life easier teleporting to one place to another.

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[IV.3] Phase 2: Antidote for Sandra
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Go outside the house, now go to Delis village. On your way to Delis village, you'll meet Eliotte, escort him to Rosalia. In Rosalia, go to the Inn, get inside. Leave the Inn, now go to Delis village.

Find Ariost

Exit the village from the east exit. Now go northeast, then southeast (the bridge has been fixed). After you cross the bridge a battle will occur. After the battle get inside the cave. Inside, go east, go southeast (pick 2nd choice), and then go southeast again. After you get outside, just go east and you'll enter Broneu village. Go exit the village from the east exit.

Optional: Karen & Xenos

Go south, then go southeast to get to Granseal. After you arrive, check he house at upstairs, you'll meet Xenos there. Exit Granseal from south exit, you'll see an event. At Xenos house, you can give flowers to Karen (you have to buy it first from the singing girl at south exit). It will raise her affection rate towards you if you give her flowers.

Find Ariost

Go east, and when you see crossroads, go north. After you enter, pick

the 1st choice. Go north, at crossroads, go east, and check the small building there, that's Ariost lab. Get inside, you'll notice that Ariost isn't there. Now go to the main building, take the elevator to 4th floor. Go follow Louise, then take the elevator to 7th floor. talk to the left person (Chancellor's secretary), pick the 1st choice, now take the elevator again to the roof (it's the upper choice). Go talk to an old guy there, now go back to 7th floor, talk to the secretary again and get inside. Talk to the Chancellor, now go outside the academy.

Go west, go south until you see crossroads, then go east (if you go southeast you'll end up at Granseal). Talk to the guard, use the "Permit" in your Item inventory, then go inside. Inside, go northeast, go north, and go north again and get on the platform to get to the 2nd floor. Go all the way north until you get on the platform to get to the 3rd floor. Save your game, go north, a battle will occur. The objective here is obvious, to save Ariost, so protect him. After the battle, go north. After the event, get outside the dungeon (use Louise Teleport). And go back to Magic academy.

To the Featherland

After you arrive at Magic academy, go to Ariost's Lab. After, go to Broneu village. Follow Ariost to northwest in the village. Now let's go to the hill where you first meet Ariost (Note: Louise MUST've learned Teleport if you want the story to progress).

Meet Amelia, a cute girl who get lost easily

To get to the hill, you've no choice but to Teleport to Rosalia first, on your way, you'll meet a cute chick (heh :p), pick the 1st(!) choice for the right answer. Now go to the hill.

To the Featherland

After you arrive at the hill, pick the 1st choice. After the event, you'll be back at home, check on Sandra's condition for now. Then try to go outside the house, Louise will be back. Now Teleport to the leftmost red dot on the map. After you arrive at Featherland simply go west. After the event, talk to Ariost, pick the 2nd choice.

Find the "proof" for the Featherian

Go to Magic academy, at the 1st floor you'll meet Amelia again, pick the 1st choice, now go to 4th floor, examine the bookshelves until Louise says there's no choice but to check the books on 5th floor. Examine the pile of books, pick the 1st choice then you'll meet Misha. Now go to 7th floor, talk to Chancellor's secretary, go inside, talk to the Chancellor to get a "Permit" to check on the books at 5th floor. Now go to the 5th floor, and use your "Permit" in front of the guy at the desk. You'll see Amelia there, go talk to her again (talk to her 2x). Go to Ariost's lab, then go to 7th floor. Talk to Chancellor's secretary, go inside, talk to the Chancellor.

Go to Broneu village now. After you arrive at Broneu village, go to Ariost's house (it's the left house from the Inn). Talk to him, pick the 3rd choice. Now let's go to Granseal.

At Granseal, go east, and then go inside the northeast building (Coliseum registration booth). Talk to the guy at the registration booth, pick the 1st choice. Get outside, go east. Now get inside the north building there (it's Coliseum building). Inside, go left (Beginner class) at crossroads. Go all the way until you see a booth, talk to the person at the booth and then get downstairs, go north, at crossroads, take the left one. Save your game before you talk to the guard, then talk to him after you're ready. Pick the 1st choice 2x. Prepare for a battle. The objective here is to deal enough damage on the Golem. After the battle get back inside. Go rest or just leave the waiting room and come back again for the next battle. Keep repeating this until you finally win the Beginner class. Pick the 4th choice, and 2nd choice when you're prompted for choices. The next battle is an exhibition match against Julian. You can win the fight but it's kinda hard to do that. After the match against Julian (if you lose, pick the 2nd choice) talk to her. Go outside the Coliseum and talk to Julian. Now go west (shopping district), pick the 1st choice. Talk to Louise, pick the 2nd choice. Now go west (Granseal entrance) and talk to Wallace there. Go back to Magic academy.

At Magic academy, go to 7th floor to meet the Chancellor, you'll receive another "Permit" item from the old guy. Now go out of the building. At the 1st floor, Misha wants to join you, pick the 1st choice. Go to Broneu village, talk to him to let him join you. From Magic academy entrance, go east (north is to go to Magic academy). Talk to the guard, use your "Permit" item from your in your Item inventory, then go inside.

At Comsprings, enter the middle part of the town, then go northeast, a guy will shouting about the Hot spring, enter the house and then talk to the guy at the desk, pick the 1st choice, and then the 2nd choice. While bathing, pick the 1st choice, 1st choice, and then the 1st choice. After the bath go outside the house, then go east. Examine upper house, you'll meet Lyell and Reeves. Now go to southeast house, you'll meet Danny Greys. Go inside and talk to him, pick the 2nd choice. Now go back to Magic academy.

At Magic academy, Ariost will run north, follow him. Now it's time to go to Lashelle. To go to Lashelle, from Broneu east exit, go all the way north.

At Lashelle, go east, then go northeast until you reach the hospital, go see Karen inside the hospital. If you bring Ariost, pick the 1st choice to visit Featherland but go pick up Misha first at the flower garden. Talk to Misha, pick the 1st choice, 4th choice, and then the 2nd choice. Now go to Featherland.

At Featherland, talk to Featherians there. After the talks, let's go to Growsian ruin. To get to Growsian ruin, exit Lashelle, go south, go east, then go northeast. After you arrive, walk up a bit, and then examine the left wall to open up the hidden door. Get inside.

At Growsian ruin, press the switches on the floor to open up the path. After all the green bridge is appeared, go upstairs (northeast). At the 2nd floor, press all of the switch until a battle occurs. Don't bother attacking the enemy, just focus your attacks on the spheres around it. After the battle, go upstairs (north). At 3rd floor, examine

the device, pick the 1st choice, then a battle will occur. The correct code is: blue (2nd choice), green (3rd choice), yellow (2nd choice), red (1st choice). After the battle, go talk to Featherian Queen (Stellar), pick the 1st choice. Now go outside the ruin and go teleport to Featherland.

After you arrive at Featherland, go to the middle of the town, after the event, you'll get "Featherian Antidote". Go back to Rosalia. Now go to your home, and then go to Sandra's room. Get near her, and use the "Featherian Antidote". Now go outside Sandra's room. Ariost will leave, pick the 1st choice to remove his equipments, or pick the 2nd choice to not remove his equipments. Now go to your room and examine the bed, pick the 1st choice to sleep.

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[IV.4] Phase 3: Princess Leticia

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After you wake up, pick the 1st choice. Go downstairs, talk to Sandra, pick the 1st choice. Follow Sandra to her room, talk to her, go outside her room. Talk to her again. Go outside the house, talk to the gatekeeper there. The gate should be opened. Get inside, then go all the way to north. The northeast room is the Throne's room, get near the King for an event.

Escort the Princess

You're an agent now, and your first mission is to escort the Princess to fort Layzen. After you leave the Throne's room, Misha will joins back. Before going to Granseal, you can check on Karen's condition in Lashelle. Aftet you check on Karen go to Granseal. Exit Granseal from south exit, then go south (the bridge has been fixed). After you go south, you'll see the bandits plotting about something and then they go east.

Save Melfy, a gorgeous Featherian girl

Let's go east and follow the bandits, you'll get a CG scene involving a Featherian girl. After, a battle will occur. The objective here is to protect the Featherian girl, as well as preventing the bandit successfully stole her bracelet. After the battle, a guy will comes in and introduce himself as Justin, he'll also introduce the Featherian girl, Melfy.

Escort the Princess

Back to the crossroads, go south, and then go southeast. You'll arrive at fort Layzen. Go north, talk to the guard, get inside, go all the way north. Inside the northeast room, talk to Bronson. Go outside the fort, now exit from east exit. After the talks, a battle will occurs. The objective here is to protect Leticia and to defeat Oswald, the leader of the bandits. After you defat Oswald, Lyell comes in and will defeat one of the bandit. After the battle is over, talk to Lyell. Your mission is complete, time to go report to the King at Rolandia castle.

Vacation

After you report to the King, you'll be given a vacation. Note that how long you'll be given a vacation will depends on how well you perform your mission. The max vacations they'll give you is 3 days, which is equal to 3 places visit. As the King said, vacations is to build your relationship with you friends, so choose the place carefully. Below is the list of the places you can visit:

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Rosalia Kingdom

Lashelle

Magic academy

Comsprings

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For your 1st vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide). After the vacations over, you'll be given a new mission.

Investigate the Crystal Mine

Your mission is to investigate the Mine, you'll get 2 Key Items, one of them is "Investigate letter". Now go to Magic Academy. At the entrance, you'll

After you arrive at Magic Academy, go up to meet Melfy and Amelia there. Go to 7th floor to talk to the Chancellor. Talk to him and the menu will open, use the "Investigate letter" you got from the King, and then pick the 2nd choice. To go to the Crystal Mine, you need to go to Comsprings first.

After you arrive at Comsprings, use the south exit, and then talk to the guard, use the "Investigate letter" near the guard. Now go southeast, go northeast, and then go northwest, you should arrive at Valmie now.

At Valmie, go west, use the "Crystal Mine Permit" near the guard, and then go east to get to the Crystal Mine. Get near the guards 3x, and then go back to Magic academy. Go to 6th floor, and talk to the person at the left room. Now go back to Valmie. Exit Valmie, go south, go west, and then go northwest. You'll arrive at Blaym mountain.

Get inside, then go all the way to north. At the northeast room, you'll spot the Cleano grass, a battle will occur. The objective here is to grab the grass and escape the room. You can also defeat all the enemies first, and grab the grass later. After the battle, go all the way south to escape the mountain. After you exit the mountain, go to Magic academy.

At Magic academy, go to 6th floor, and talk to the person at the left room, pick the 1st choice. You'll obtain the "Invisible Potion". Now go back to the Crystal Mine in Valmie. Make sure you're far away from the guards, use the "Invisible Potion". Now go inside the Mine. Go up, and then pick the 2nd choice. Keep going north until a battle occurs. Your objective here is to prevent the enemies from escaping, so you have to defeat all of them. The 2 guards who guard the entrance will also come in, defeat them too. After the battle examine the northeast part of the room. Mash the O button for Wallace to destroy the wall. Get inside the room, and go north. After the event, go back to Rosalia and report to

the King.

Vacation

Your 2nd vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

Pick up the Princess

After the event, go to fort Layzen. Talk to Bronson, pick the 1st choice. After the event, go back to report to the King. On your way to the castle you'll meet Danny Greys, pick any choice. Let's meet Melfy now.

Meeting Melfy

To meet Melfy, go to Granseal shopping district. You'll meet her and Justin there. After the event, go to where you saved Melfy from the bandits. You'll meet Melfy again there. Get near her, and then pick the 1st choice. Now go back to report to the King at Rosalia.

Deliver the letter

In Throne's room, the menu will open, use the "Letter" you got from Bronson.

Help the Rolandia army

Go to for Layzen and talk to Bronson. Now go to the plains where you escort Leticia, then go east, you'll see the bridge there. Pick the 1st choice, and then the 2nd choice. For the battle, the objective is to cut the bridge ropes, use anyone to get near the bridge and then pick the 1st choice. After the battle, go report to Bronson.

Save the Princess

Go back to the ravine where you cut the bridge ropes. Go talk to the soldier there, pick the 1st choice. After your party finished getting across, get near and examine the rope. Now, go east until a battle occurs. After the battle go east, you'll see crossroads. Now go north all the way until you reach Galuous prison.

Exit the prison, go east, cross the bridge. Run around until a mini event occurs. Your objective here is to find a place to hide. There's two big rocks in the middle of the area. Hide near the upper rocks (get near it from below), and wait a few secs until a mini event occurs. Now pick any choice, and then any choice (depends on the character who accompany you).

When Julian appears, wait until he left the screen (going west), now wait until the carriage get across to right bridge, after it get across, quickly

run up to it. A battle will occurs. The objective here is to cut the ropes for both the left bridge and right bridge (pick the 1st choice to confirm when you're near the bridge), while protecting Leticia, and preventing the enemies taking her away. After the battle is over, talk to Leticia. Now use Louise Teleport to Rosalia.

After you walk a few steps, pick the 3rd choice. Then another battle will occurs. The objective here is to protect Leticia and Eliotte. After the battle is over, go south, and then go west, talk to Xenos there. Go back to your party, then pick the 4th choice. Now go to Throne's room to report back to the King, then pick the 3rd choice.

Vacation

Your 3rd vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

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[IV.5] Phase 4: The Three Kingdom
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After the event, you'll get another "Permit" Item. On to Ranzack Kingdom.

Optional: Your City

You've been given a land by Rolandia King, to go there, simply exit Rosalia from west exit, go west, and then go west again, then go north to enter your land. Talko to the guy there, pick the 1st choice, and then 2nd choice (give a name to Your City).

After, you need to build your city (need money). Here's the list:

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Build something
Expand the building
Cancel
=====

If you choose "Build something":

=====
Theater
Exhibition hall
Restaurant
Park
Cancel
=====

After you choose what you want to build, pick the 2nd choice to build it. It's the same when you want to expand the building.

After the buildings successfully built. It's time to recruit people to Your City. The people you can recruit is scattered across the world. They usually have names instead of generic names like "Young Boy" or something. One of the most important NPC to recruit is a fortune teller (it's an

old guy). After you recruit the old guy, you can check on him near the Boat place in Your City. The fortune teller can show you the affections for all characters towards you.

Optional: Karen is available

If you visited her often, you can make her joins your party if you talk to her in Lashelle.

Optional: Granseal Bazaar

When you go front of collisseum you'll see a bazaar is being held. Pick the 1st choice for enjoying the bazaar. Talk to the girls to know what they wants. Buy the Item for a girl you want to give a gift to. Please not that you can only buy one gift to one girls, so pick carefully on who you're gonna give a gift. After you done, it's time to continue the story.

Going to Galacielz

To go to Ranzack, go to fort Layzen first, go east, and then go southeast (you'll enter the Forest of Illussion). In the forest, go east, go southeast, go south, and go south (you should be out of the forest now). Now go south, talk to the Ranzack guards there, then use your "Permit" Item. Go past the guard, and pick the 1st choice. After the event, just go follow the path until you arrive at Galacielz.

After you arrive, pick the 2nd choice. Now talk to the people in the town. After a mini event, go to the Inn. Talk to Wallace, and get out of the Inn. Exit from the southeast exit and talk to Xenos there. Go back to town and go northeast. Get near the guard 2x, go back to town. Go talk to a girl (any girls) to assist you on distracting the guard, when you talk to a girl pick the 1st choice for the girl to help you. After you pick a girl, now go back to the guard. After the event, go east and go near the Mansion entrance. Your objective here is to get to northeast area (there's a ladder near the Mansion) without getting spotted by the guard. After you successfully sneak in, Tippi will go inside, and an event will follow. After the event, get back to the Inn to report to your party. Now go to fort Layzen.

Tricking Bahnstein and Ranzack army

At fort Layzen, go talk to Bronson, pick the 3rd choice. Go back to Rosalia, and go to Sandra's lab and talk to her for an Item "Magic Crystal". Now go to Growsian's underground ruin.

To go there, enter the forest just like you did before from fort Layzen. Inside the forest, go south, go south, go southwest then northeast (same screen). You'll arrive at the ruin, go talk to the guard there and then enter the ruin.

Inside, press the colored switches in these order: white, red, blue, green and then yellow. Go downstairs (north). And then go southwest.

Keep following the path until you found another colored switch and a stairs to go down. Go downstairs, and press the yellow switch. Now go north (don't forget to press the colored switch there). Press the red switch and then go downstairs (north). Go south and a battle will occur. Defeat the Guardian, examine the hole and you'll get a Key Item. Now go west, go south, press the colored switch, go north (going back), and check the northwest door there. Get inside, defeat the Guardian, and examine the hole again for another Key Item. Get back to crossroads (where you fought the first Guardian) and go east, go south, press the colored switch, go north (going back), and check the northeast door there. Get inside, defeat the Guardian, and examine the hole again for another Key Item. Now get back upstairs (the room with red switch), and go southeast, follow the path until you meet crossroads, go west, go north, and then go west. Use your Key Item near the device. Now get back to the room with red switch. Go south, go southeast, use your Key Item again onto the 2 devices. Now go back to the room where you fought the first Guardian, then go either east or west (it's the same), follow the path until the two paths joined and there's stairs leading north. Go north (upstairs), Save your game, enter the north room. Go up a little bit, a battle will occur. The objective here is to defeat the Main Guardian (the biggest one), don't bother with the other Guardian, because the Main Guardian will recover them if they got damaged heavily. After the battle, get near the device, use the Key Item "Magic Crystal". Now go outside the ruin.

Outside, another battle will occur. After the battle quickly catch up to Ranzack army to northeast the forest. After you spot Ranzack army, go west, then go northwest (you should be near Bahnstein army now, out from the forest). Get near the Bahnstein army and a battle will occur. The objective here is to make the Bahnstein army and Ranzack army fight each other before Julian comes in and notice you. To make them fight each other, simply attack one of Bahnstein soldier. After, wait until Ranzack army arrives, run towards them and attack one of the Ranzack soldier. Now wait until they finally attack each other. After they attacking each other, escape the battle using the exit to the forest (all of your characters must go there). After you successfully escaped, go report to Rolandia King.

At the event in Throne's room, you'll get 2 Key Items, "Letter to Ranzack King" and a "Permit letter". Now go to Galacielz. Get near the Guards, and a battle will occur. Your objective is to defeat all of the enemies while protecting both Guards. After the battle, enter Galacielz, and exit from southeast exit. Go follow the path until you arrive at Ranzack Capital. Get near the Guards in front of the bridge and use the "Letter to Ranzack King". Get inside, and go to Throne's Room to meet Ranzack King. At the event with Ranzack King you'll get a Key Item "Letter to Rolandia King". Now go back and report to Rolandia King.

Vacation

Your 4th vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

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[IV.6] Phase 5: Missing people
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After the event, talk to Sandra, pick the 1st choice. You have to go to Klein village now.

The Klein village

To get to the Klein village, Teleport to Galuous prison first. Go east, follow the path until you see crossroads. Now go north, and then to northeast. After you enter the village, go upstairs. Check the north house, get inside and talk to him. After the event, get outside, and exit from northeast (pick the 1st choice when being asked by the Guard).

The Mystery of Waterfall

Now just go follow the path until you reach a Waterfall (pick the 2nd choice on your way). After you arrive at the Waterfall, a battle will occur. The objective here is to defeat all of the enemies and prevent the Masked Knight from entering the cave. After the battle, get inside the cave, and just follow the path until you meet the villagers. A battle will occur, the objective here is to protect the villager. After the battle, talk to the villager who seems dying, you'll get a Key Item "Memento Knife". Now check on the prisoners, another battle will occur. The objective here is to protect them and let them escape successfully. After the battle, go back to Klein village (don't use Teleport, walk instead). On your way, you'll meet Julian, pick the 2nd choice.

After you arrive at the village, get inside the Chief house and talk to the person near the bed. Use "Memento Knife" near one of them. Now go back and report to Rolandia King.

Vacation

Your 5th vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

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[IV.7] Phase 6: Secure Eileen
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At Throne's room pick the 2nd choice. Go to Lashelle now.

Finding Eileen

At Lashelle, go to hospital. Inside the hospital, you'll meet Justin, follow him to see Melf, pick the 1st choice, 2nd choice, 2nd choice, and then 1st choice. Now enter west room (next screen), talk to one of the nurse there. There should be a mini event if you talk to the right person.

Fixing Melfy bracelet

Before going to Medeus village, go to Granseal (Louise want to help fixing Melfy's bracelet), go to Accessory shop in the center of the town (it's the shop where you bought Pendant of Promise). Talk to the shopkeeper, pick the 3rd (last) choice, and buy the Bracelet for 200 ELM.

Go back to Lashelle and visit Melfy's room, you'll find that nobody's there. Now go to where you saved Melfy for the 1st time, you'll find her there. Get near here, pick the 2nd choice, 1st choice, and then pick the 2nd choice. Let's go to Medeus village now.

Finding Eileen

To get to Medeus village, exit Lashelle, go west, go follow the path and you should be arrive at Medeus village. Inside, Misha will suddenly dissappear. And there's nothing you can do here except looks around and checking out the shops (don't forget to talk to the people there). Now, go northwest (next screen) and looks around the place. After, go to the Inn. You'll meet Eileen and her boyfriend, Nick. A battle will occurs. The objective here is to protect both of them and defeat all of the enemies. After the battle, go talk to both of them.

Escort Eileen

Now go out or attempt at using Teleport, Misha will go back to your party. Now go to Magic academy. In front of the main building, you'll see Amelia there, talk to her, pick the 2nd choice twice. Now go to 7th floor and meet the Chancellor. Pick the 2nd choice to reject Ariost. Now go back to Rosalia to report to the King.

Vacation

Your 6th vacation, make sure you go to Magic academy to meet Amelia there. And make sure you go to Lashelle to meet Melfy there (Please refer to the Vacation section in this Guide).

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[IV.8] Phase 7: The Hidden
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After the event, go out of the castle, attempt at exiting the place via west exit then you'll meet Ralf, pick the 2nd choice.

A Brother

Go to the Inn, get inside and talk to Ralf, then go upstairs. After the event, you can check on the others first. After you talk to others talk to Ralf, then get near your bed, check and pick the 1st choice. A battle will

occurs, Louise is a NPC in this battle btw. The objective here is to protect Louise. After the battle talk to Louise. Now go exit the Kingdom via west exit. You'll meet Justin on your way, pick the 1st choice. When you meet the Convoy Units pick the 1st choice.

Help the Convoy Units

After exiting Rosalia, go west, then go north, and then go northeast (if you go northwest, you'll go to the Hill). Get near the Convoy Units and then talk to the Captain. The objective here is to get ahead the Convoy Units, but don't get too far from the Convoy Units. To get to the next screen, the Convoy Units must be near the exit. At next screen, pick the 2nd choice, and a battle will occurs. Defeat all the enemies while protecting the Convoy Units. When you arrive at Crossroads, go north, and pick the 3rd choice, and then the 1st choice. At the next screen go northwest, a battle will occurs. Defeat all the enemies and don't let the Monster Tamer escape. After the battle, exit the summit, now go northeast, and go northeast again.

Help Rolandia army

At the camp, talk to Bernard (the guy in yellow), and talk to him again. Now follow him inside the camp, and pick the 1st choice. After you wake up, talk to him, and attempt at exiting the camp via east exit, a battle will occurs. Defeat all the enemies while protecting Bernard. After the battle, talk to Bernard and then exit via the east exit. Go east and you'll arrive at a bridge. Talk to the Captain and pick the 1st choice. A battle will occurs. The objective is to defeat all the enemies but, don't attack Lyell when he comes, he's a beast. Let Lyell and Reeves escaped. After the battle, go east, and then go north.

The Olivier Lake

After you arrive pick the 1st choice. The left grasses is shiny, go check it to get a Key Item "Holy Soil". Now examine the right wall (behind) for a switch, pick the 1st choice to open up the path. Go inside. Inside, go southeast, go southwest, go south and Save your game. Follow the path and the ground will fall. Now quickly run to east and when you see a path above quickly go there. Now go east, at' crossroads go east again, go northeast (upstairs), pick the 2nd choice, go upstairs, save your game, and go upstairs again all the way until you reach the top. A battle will occurs. The objective here is to defeat all the enemies while protecting the door getting destroyed. After the battle is over, examine the door (wall) and it'll open. Get inside, examine the book in that room. Now go back to report to the King in Rolandia.

Vacation

Your 7th vacation, make sure you go to Magic academy to meet Amelia there. And make sure you go to Lashelle to meet Melfy there (Please refer to the Vacation section in this Guide).

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[IV.9] Phase 8: Missing Growsians

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After the event, go to Sandra's lab, talk to Sandra (she's in balcony), you'll obtain a Key Item "Magic Academy certificate".

The Magic Academy certificate

Go to Magic academy, on you way to main building you'll spot Justin, go talk to him and pick the 1st choice. Now go to 7th floor and talk to Chancellor's secretary, and then talk to Vice Chancellor's secretary, now talk to Chancellor's secretary again to hand out the "Magic Academy certificate".

Find Eileen

Go outside the main building and you'll meet Nick. Go to the crossroads and then go west (Growsian Hall entrance). Talk to the Guard there 2x. Get back to crossroads. Now go to front of Ariost's lab, there will be a student examining a wall there, talk to him. Get back to crossroads again, pick the 2nd choice. Go talk to the student in front of Ariost's lab again. Go to 6th floor and talk to the person who gave you "Invisible Potion" before. Now go to Growsian Hall entrance and use the "Invisible Potion" far from the Guard. Sneak inside, and get near the lying person there, you'll obtain a "Red Earring". Pick the 1st choice. Now go east or west, go follow the path and then examine the panel in the middle, pick the 1st choice. Go on and examine the door. After you get outside go back to the crossroads. A mini event will occurs. You now have to decide whether you continue your investigation or helping Ranzack Kingdom. Let's help Ranzack Kingdom first.

Helping Ranzack Kingdom

Go Teleport to Ranzack Capital, after the event, exit via west exit. A battle will occurs. The objective here is to defeat all the enemies while protecting Weber. After the battle, chase after Julian (just go follow him(?)). After Julian stop running, talk to him(?). After he(?) leaves go back to your party and talk to Weber. Let's get back to the investigation.

Find Eileen

At Magic academy, go to Growsian Hall entrance and talk to the Guard. Go to 7th floor and talk to the Chancellor's secretary, pick the 1st choice. Go talk to Vice Chancellor's secretary. Then go to Medeus village.

At Medeus village, check the house near the Inn (the left one). After the Vice Chancellor's leave, go back to Magic academy.

At Magic academy, go to 7th floor, talk to Vice Chancellor's secretary, get inside, talk to Bradley (Vice Chancellor). Now talk to Chancellor's secretary, and Maxwell (Chancellor) will come in. Pick the 2nd choice. Now go to 1st floor, and check the right wall (door). Get inside, talk to Maxwell, then leaves the room, pick the 2nd choice. Go back to 7th floor, talk to Vice Chancellor's secretary, get inside, talk to Bradley. Go to 1st floor, and check the left wall (door). Get inside, talk to Bradley, leaves the room, pick the 1st choice. Now go to Rolandia castle to meet Sandra.

At Sandra's lab, go talk to her on the balcony. After, go follow her and talk to her. Go back to your party and talk to any of them. Go talk to Sandra again, pick the 2nd choice, then the 1st choice. Go back to Magic academy, go to 7th floor, you'll notice that nobody's there. Check the Vice Chancellor's secretary desk, then go to Medeus village.

After you arrive at Medeus village, you'll notice that Misha isn't leaving your party as usual. Now go to Bradley's house. After, go to west of the town (next screen), pick the 3rd choice. At next screen, pick the 1st choice. Now examine the Bradley's house. Talk to Louise, then get inside the house. Inside, examine the Painting and pick the 1st choice. Get inside the hidden room, get near the Magical circle, pick the 2nd choice. Check the things inside the room until a mini event occurs. Now go back to Magic academy.

At Magic academy, go to 7th floor and talk to Vice Chancellor's secretary. After, go outside.

Now go to Lashelle and talk to the people there. Go to Granseal and talk to the people there. Then go to Broneu village and talk to the people there. After you done talking to all the people go Teleport to Delis village, now go to the place where you fought the first Big Slime (near the fixed bridge). Get inside the cave, go southeast, and then just follow the path until an event occurs (you'll find the Chancellor's secretary). Watch the secretary activate the switch, after she get inside, activate the switch and follow her inside. Go to right room, examine the device, input "4-4-9". Go to left room, input the number depends on the books around here. The answer is often "4" btw. After the north door opened, get inside, and follow the path until you find Eileen. A battle will occur. The objective here is to protect Misha and Bradley while defeating all the enemies. After Maxwell attacks Misha, get near her (You), then pick the 2nd choice to let her join the battle. Now exit the room. And go back report to Rolandia King. Before you enter the castle, Misha will leave your party, pick the 1st choice to remove her equipments or pick the 2nd choice to not remove her equipments. Inside the Throne's Room, use the Key Item "Magic Jammer" when Sandra asked you.

Vacation

Your 8th vacation, make sure you go to Magic academy to meet Amelia there. And make sure you go to Lashelle to meet Melfy there (Please refer to the Vacation section in this Guide).

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[IV.10] Phase 9: Eliotte and Richard
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After the event, exit the Throne's room. The objective for the battle here is to protect Eliotte while defeating all the enemies. After the battle, go back to Throne's room, you'll obtain a Key Item "Letter to Ranzack King". Now go to Ranzack Capital

Eliotte true identity

Go to Ranzack castle, on your way you'll meet Justin, go talk to him (if it's not automatic). Use "Letter to Ranzack King" near the Guard. Now go to Throne's room. Exit the Throne's room via southeast, you'll meet the old man who helped you before, Venzel. Follow him, and then talk to him, you'll obtain a Key Item "Letter to Queen".

Eliotte Mother

After the event, you need to go to Bahnstein villa. To get there, Teleport to Galacielz prison, exit, go east, follow the path until you find crossroads, go east, and just follow the path until you arrive at the villa.

After you arrive, pick the 2nd choice. Get near the Guard, then go inside. Enter the villa, and explore the room until you meet a woman in green dress. Talk to her. Exit the villa, exit the gate, and then go follow the path. After mini event, a battle will occurs. Your objective here is to protect Eliotte and Angela while defeating all the enemies. After the battle, you need to go to Schultzberg.

Get Douglas support

To get to Schultzberg, Teleport to Olivier lake, exit, then just go east. Get near the Guard, and then get past them. Go east, an event will occurs. After the event, just go follow the path until you arrive at Schultzberg. Get inside the town and then examine the northeast house in town. Get inside the house, pick the 3rd choice, and the pick the 1st choice. You'll obtain 2 Key Items "Letter to Julian" and "Douglas Permit". After the event, get out of the house, check the shops if you want and then go to Galacielz.

Get Julian support

After you arrive at Galacielz, get near the Guard, pick the 3rd choice, and then pick the 5th choice. After Tippi get back, exit the town. Now go to a cave where you supposed to meet Julian. To get to the cave go southwest after you exit Galacielz, you'll see trees there, get past them (going south) and then just go east until you enter a cave.

After you enter the cave, Julian will come in, use "Letter to Julian" near her, then pick the 3rd choice. After the event, you NEED to explore the cave to proceed with the story. Go north from where you met Julian.

Go southeast, go northeast, go south, follow the path until you enter a room with a device. Get near the device and use Key Item "Sheila Ring" which you got earlier in the game (from the "ghost woman" at the Hill). Pick the 1st choice. After the mini event, go to Ranzack Capital.

Get Ranzack Kingdom to cooperate

At Ranzack Capital, go to castle entrance, you'll meet Weber there. After the event go back to Galacielz.

Julian Troops

Talk to the Guard, pick the 2nd choice, and then go to the Mansion where you "sneak in" before. Talk to Julian there. After the event, pick the 1st choice. Now go back to report to Rolandia King.

Vacation

Unlike the usual vacation list, only on the 1st day for your vacation, the 1st choice is to spend the day with Julian Troops.

Your 9th vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

Optional: Missing Karen

After the event, go outside the Throne's room. If Karen is in your party she'll suddenly missing, but if she isn't in your party, go to Lashelle and talk to the people at the hospital.

REQUIRED: Melfy and Amelia

Go to where you saved Melfy for the first time. Get near her, pick the 1st choice, 2nd choice, and 1st choice. And then pick the 3rd choice to give the "Powerstone (Sheila Ring)" to her. She'll leaves after you give her the Ring.

Now go to Magic academy roof, you'll find Amelia there. Talk to her 2x.

Douglas camp

Go to Schultzberg, exit via east exit, then go until you find Douglas camp. Get near him, and then rest at the tent. After you wake up, talk to your member, and then follow Angela going north, pick any choice, and then a battle will occurs. The objective here is to escape to south while protecting Angela. After the battle, go rest at the Tent. After you wake up, go east (exit the camp), at crossroads (there's a crowd of Soldiers), go east, then go towards the bridge, talk to a Soldier there.

The Monster Tamer

Go back to Crossroads, now go south, and follow the path until you find a cave. A battle will occur. After the battle, get inside the cave. Inside, go north, go northeast, and then go northeast again. A battle will occur. After the battle, get outside the cave, and get back to the bridge where it's blocked by monsters before.

Talk to Douglas, get near them, and then pick the 2nd choice (REQUIRED if you want to save Karen). And then pick the 2nd choice.

Optional: Find Karen

Go to Comsprings, and then go to the area where there's Danny Greys house. Get near the east house, Wallace will tell you someone is about to come out, now quickly hide below the trees (northeast). After two persons going out of the house, check the house and then get inside. Go east, you'll find 4 Crystal pillars, the correct order to activate them is: upper right, lower right, upper left, and lower left. A path should be opened. Get inside and go until you find Karen. Now go outside and go to Magic academy.

Optional: Remove Karen's curse

At Magic academy, go to 7th floor, and talk to Bradley. If you checked the "Shiny grasses" at Olivier lake, you should already have the "Holy Soil" by now. Go to Granseal, go to Xenos house, go to the right room, and check the desk there to get a Key Item "Karen's hair". Now go back to Magic academy again, go to 7th floor, talk to Bradley's secretary, go to 1st floor, enter left room. Get near him and use "Karen's hair".

The Fake Troops

Now go to Julian's camp. To get there, Teleport to Klein village, exit via south exit, then go northeast. After you arrive at Julian's camp, talk to Julian. Now Teleport to Galuous prison, and talk to Bronson there. Go east to check out about it. Now go Teleport again to Klein village, exit via south exit, then go south, then just follow the path until you see Bahnstein soldiers. Get near them, pick 2nd choice, now don't run, just go walk slowly towards them but try to hide at the rocks. When a battle occurs, just defeat them all. After the battle go west. Now another battle will occur, pick the 3rd choice when Grengar talks. Defeat them all.

Protect Eliotte

After the battle go back to Julian's camp and talk to Julian. At night pick the 2nd choice, another battle will occur. The objective here is to find which tent Eliotte is sleeping, don't let enemies find him first. After the battle talk to Eliotte.

Optional: Save Karen

The next day, go to Magic academy, talk to Bradley, and he'll join you. Now go to the prison where Karen's being held. But when you enter the house, a battle will occur. The objective here is to defeat all the enemies while preventing them going east (don't forget to protect Bradley). After the battle go to where Karen is, open the cell and talk to her, another battle will occur. The objective here is to protect Karen and Bradley while defeating all the enemies. After the battle is over just leave Karen and Xenos in their own little world.

Now go back and report to Rolandia King.

Vacation

Your 10th vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

Infiltrate Bahnstein Capital

Go to Julian's camp, and talk to Julian. After the event, go northeast until you find crossroads, then go east to reach Bahnstein Capital. After you arrive, a battle will occur, defeat all of them, and then enter the city. Inside the city a battle will occur. The objective here is to reach northwest corner (escape). Don't bother defeating the enemies, they'll keep coming one after another, just make sure you protect Reeves.

Defeat Richard

At the next screen (in front of the castle), go north and then go east. Check the hole there to use the secret passage. Go north, examine the wall and then get inside. Inside, go south and then pick any character to assist you. Another battle will occur. After you win the battle go and enter the north door (upstairs). Another battle will occur. Let Reeves and Lyell fight alone, focus your attacks on Richard and the rest of the enemies. When Venzel comes to assist you, it'll help you a lot to quickly defeat Richard.

After the battle, get near Richard, then pick the 1st choice to remove Eliotte equipments or pick the 2nd choice to not remove Eliotte equipments. After the battle, go back to report to King Rolandia.

Vacation

Unlike the usual vacation list, only on the 1st day for your vacation, the 1st choice is to go see Eliotte coronation ceremony. But please note that, this choice can only appear if Angela asks you to come. And to make her ask you to come, Eliotte must have high affection rate towards you.

Your 11th vacation, make sure you go to Magic academy to meet Amelia there (please refer to the Vacation section in this Guide).

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[IV.11] Phase 10: True Growsian and Gevel
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After the event go to Sandra's lab. Talk to her, pick the 1st choice.

IMPORTANT: New Path confirmation

After the event, if you didn't automatically go to Your Home and must walk outside the castle manually then it means you're already in the New Path.

Capture Venzel

After the event go outside the castle gate. The Guard will tell you Venzel is going east so go there. Surprise surprise! Justin is actually a Bad Guy too (ha? I'm not suprised actually, it seems I'm playing too much RPGs >.>). And guess who accompany him? Yes, they're Melfy and Amelia... O_O; Nooooooooooooo...! *Ahem*

A battle will occurs, you objective here is to protect Venzel, the citizens and defeat the Guardians. DO NOT hurt Melfy or Amelia (just to make it sure that their affection rate won't go lower towards you). If you damages Justin enough, he'll escape by using Melfy's help (Bah, what an obnoxious guy!). After the battle is over, go to Castle prison.

Recovering Louise Growshu

To get to Castle prison, go to the room before the Throne's room, enter via southwest, and just follow the path until you get to the prison. Talk to Venzel there. Go to Magic academy now.

At Magic academy, go to front of the main building, a battle will occurs. The objective here is to prevent the Masked Knight from entering the building and protect Louise while defeating all the enemies. After the battle, go to 7th floor, talk to Bradley's secretary. Go to Blst floor, talkt to Bradley, pick the 2nd choice. Go back to Rosalia.

At Rosalia, go west, another battle will occurs. The objective here is to protect Sandra, Louise and the citizens while defeating all the enemies. After the battle talk to Sandra. Now go to Your Home. Go to living room, pick the 2nd choice, and then pick the 3rd choice. At night, the girl who has the highest affection rate towards you will visit you (the girl must be in party). Don't worry about Melfy and Amelia, cause it's impossible to make them visit you. And you can always check their affection rate from the Fortune Teller anyway. At the next morning Louise will joins as NPC and you can't use her Teleport. You need to go to Lashelle for now. But since you can't use Louise's Teleport you need to go there on foot.

At Delis village there will be a mini event, at Broneu village there

will be a mini event. Go to Ariost's house, get inside, walk a few steps. At the event, pick the 3rd choice. At next morning, go check on Louise. After, go to Lashelle.

At Lashelle, go to hospital and talk to the nurse there. Pick the 2nd choice. Go back to the hall, another battle will occurs. The objective here is to prevent Gevel from getting near Louise. Please note that you can't make Gevel flee if the Old Man "Velgael" hasn't come to your aid. After you damaged Gevel enough, he'll flee. After the battle pick the 3rd choice. Talk to your party, and then the Featherians will comes in. After the event, go check on Louise. Pick the 5th choice. After the event, go back to your party, pick the 1st choice. After the event, go to Magic academy.

Find Gevel's hideout

At Magic academy, go to front of the main building, there'll be an event. Go to 7th floor, and go talk to Bradley. Leave the main building and there will be a mini event. Now go to Bahnstein Capital.

At Bahnstein Capital, go to the city and a battle will occurs. After the battle pick the 1st choice. It's time to go to Gevel's hideout. First, exit the city via northeast exit. After you get outside the Capital just go follow the path until you reach a cave. Another battle will occurs. After the battle get inside the cave.

Defeat Gevel

After you get inside Gevel's hideout go all the way until another battle occurs. The big eye is super duper easy, you just need to land one hit to defeat it. After you defeat it, the hole will be opened, get inside.

Go explore until you get to 2nd basement. After certain battle, the mouths will speaks about 4 keys. Well, after the fight, you already got a few. Use them wisely. You need to insert the Key to the tiles lying on the floor.

Go explore again until find a battle where you should divide your party. Pick carefully the characters you'll send. After the battle, keep exploring until you see there's two holes. The left one will let you proceed and the right one will get you outside the dungeon. If you enter the left hole, keep exploring until another battle occurs where you must use 2 of your characters to step on the switch. The objective here is one of the character must step on the switch beyond the door. After one of your character step on that switch, let the other get past the door. After the battle, keep exploring until you finally encounter Gevel (don't forget to Save). A hard battle, but just focus your attacks on Gevel, since he'll keep summoning his underlings if you defeat them. Pick the 2nd choice when being asked by Gevel. After the battle is over, pick the 2nd choice. Now get out of the dungeon for an event. After, go back to report to Rolandia King.

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[IV.12] Phase 11: A New Path, a New Threat
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After the event, pick the 2nd choice. Now go outside the castle, and then go to eastern gate. After you arrive at Bahnstein Capital, and after the event, go talk to the others until another event occurs. Now pick your 2 last members and then go to Ranzack Capital.

Overwhelming Power

At Ranzack Capital, go to Ranzack castle to see it got destroyed. Now go to Bahnstein Capital. After, go report to Rolandia King. Then go check on Venzel in prison. Now go to Magic academy. Go to 7th floor and talk to Bradley (he's been promoted to be a Chancellor now). Go to the roof, go up a little to see an event. After the event, go up again and pick the 1st choice. Now go to Lashelle. After you arrive go to hospital. Another battle will occurs. After the battle, go talk to Karen or Xenos and pick the 3rd choice. Now go back to check on Venzel in Rolandia castle.

Investigate the Threat

After you talked to Venzel, pick the 3rd choice, now go to Featherland. Go talk to Stellar (Featherian queen). After, go to the the most northwest area and talk to the Guard there. After he opend the door get inside, go to the left room. If you have Ariost, leave them for a few moments then go back inside to talk to Gina again, then pick the 2nd choice for the correct answer. Now go to Rolandia castle.

Go check on Venzel in prison, pick the 1st choice, then pick the 3rd choice. Go talk to Sandra and pick the 1st choice. After, go to Magic Academy and talk to Bradley, you'll obtain a Key Item "Emerald". Go to Schultzberg, then exit via east exit and go to the cave where you defeat the Monster Tamer. When you enter the cave, go west until you see a waterfall, go a little bit to the west nd look around for a visible hole on the wall around there. Use the "Emerald".

Amelia, meet again

Inside the dungeon, go north. You'll meet Amelia, and then get teleported to another place. Pick the 1st choice, go a step, pick the 1st choice. And then pick the 1st choice when Amelia ask you. Check the northwest area first, examine those shiny rocks, pick the 1st choice 2x. Check the shiny rock again (upper left area), and you'll get a Key Item. Now go northeast, you'll enter a battle there. The objective here is to go northeast (escape) with Amelia or defeat all the enemies. Don't forget to protect her (it's a Game Over if she dies). After you get out, pick the 1st choice. Go out of there, and take out the "Emerald" first before your going out of the dungeon.

Investigate the Control Tower

Go to Magic Academy to see Bradley again. Now go back to Rolandia, and go talk to Sandra in her laboratory. Check on Venzel and then get to the hall. Now, use the Item you just get from Bradley near Venzel. Now go to Ranzack Capital, exit via east exit. Go follow the path until you see a large

round shaped object (that's your objective).

Inside the dungeon, just go follow the path until you see crossroads, go northwest (it'll end up at the same place if you choose northeast), and then examine the right wall to open up a path, go inside. Go northeast and examine the wall there. Now go follow the path until you reach a Save Point. After you save check the device there, and pick the 1st choice 2x. Now go inside the destroyed wall for a mini event. Go check the large computer, and then go northwest. Examine the upper right wall, get inside, and then check the object there. Get back to check the large computer, pick any choice. After you check all the choices (from up to bottom), check on the new choice (the last one), now go back to the room with the Save point and go north. Examine the wall there, a path will be opened, get inside, and then pick the 2nd choice. A battle will occurs. After the battle, go north to chase Venzel. There will be another event.

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[IV.13] Final Phase: Growlanser
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After the event, go downstairs to check on your party, pick the 1st choice. Now go to Broneu village. If you're using teleport, you'll end up on the road to Broneu village, go north, get near the people, then enter the village for a battle. The objective here is to protect Amelia and the citizens while defeating all the enemies. After the battle go talk to Amelia, and then pick the 2nd choice. Now go to Bahnstein Capital, enter the castle, enter the left door, and then go northwest (downstair) to go to prison, go talk to Richard in one of the cell there, pick 3rd choice 2x.

Life Span

Now go to Gevel Cave, you'll meet Amelia there. Talk to her, pick the 3rd choice, 2nd choice, 1st choice, and then pick the 1st choice. Amelia will join you (Yay! finally :D). If you have 5 party members, you have to kick one of two optional member who comes with you.

Now go inside, and pick the 1st choice. when you go inside the hole, you'll come into a different place unlike before. Go push the switch once (red). Now go north, go west. There are 2 switch here. For the bottom right, push it to get a blue, and for the upper one, push it to get a red. Go back east, go north, go west, go north, there's a switch here but don't bother with it. Go north for a small talk, then go back south, go east, go north, push the switch to get a blue, go east, go east again, push the switch to get a red. Now go south, go south again, push the switch until you get a yellow, go west, push the switch to get a blue. Go back east, go north, go west, go north, finally go north (don't forget to save). A battle will occurs. The objective here is obvious, to shut down the stupid eye. After the battle, check the eye, and then pick the 2nd choice. You'll obtain a Key Item "Control Ring".

Go back to Bahnstein Capital, check on Richard. After, go talk to Eliotte. Pick the 2nd choice when you're being asked by Richard. Get out of the room, go to town, get near the couple at the town, pick the 2nd choice 2x. Now go back inside the castle, and go back to your friends. Go talk to Eliotte, then pick the 3rd choice for the correct answer. Now talk to Lyell to get a weapon for Richard, then go talk to Reeves to get an armor for Richard (pick the 1st choice btw).

Protect the people

Go to Magic Academy, go to the roof, and get near the device, then pick the 1st choice. Go to 6th floor, and talk to the professor at the right room. Go back to the roof, talk to Misha, and then talk to the person in the middle (near the device), pick the 2nd choice. You'll obtain a Key Item "Attract Pillar" here. You'll be using this Pillar a lot.

Go to Bahnstein Capital. Go to town, speak to either Julian or Reeves. Go down to northwest stairs, use the "Attract Pillar" there, then go upstairs. Talk to Eliotte, pick the 3rd choice. Go back to the roof at Magic academy, and talk to the person near the device, pick the 2nd choice, 3rd choice, and then pick the 2nd choice.

Let's go to Klein first. Go upstairs, walk a little bit, use the Pillar. Now let's go to Valmie. A battle will occurs, your objective here is to go to the middle of the short bridge, and use the pillar there. Be careful there's a Time Limit in this battle. After you used the Pillar, get away from it.

Go back to the roof at Magic academy. Check the crowd, then talk to the person in the middle again, pick the 2nd choice, and then pick the 1st choice. Let's go to Ranzack Capital, get near the destroyed castle and use the Pillar there. Now go to Galacielz, use the Pillar south from the Inn. Now go to Fort Layzen, a battle will occur. The objective here is to use the Pillar at middle area below the bridge (the area on the shadow of the bridge). After the battle, pick the 1st choice.

Go back to the roof at Magic academy. As usual, check on the person near the device, pick the 2nd choice. Go to Rosalia, go to the castle gate, talk to Sandra, and then go stand between two pillars on a house (northwest from your house), use the Pillar there.

Go back to the roof at Magic academy. As usual, check on the person near the device, pick the 4th choice. Go to the last targeted place, Featherland. A battle will occur. This battle is tough, you have to defeat all of the enemies within the Time Limit or let the Professor reach the Point within the Time Limit. After the professor put the Pillar, and the battle is over, go talk to Stellar, pick the 1st choice.

Checking condition

Go back to Magic academy (again, huff), pick the 2nd choice, and then pick the 1st choice. Go meet Bradley on the roof. Now go to 1st floor, check the right door (Maxwell room). Follow and talk to Amelia. And then use "Control Ring" she gave to you before (near her). Pick the 2nd choice. Go talk to Richard, then go outside the building, pick the 1st choice, 1st choice, and then pick the 2nd choice.

Twin Gevel

Go to Granseal, go to front of the Collisseum, pick the 1st choice. Defeat 2 Gevel without harming Melfy (once again, this is to make sure her

affection rate towards you won't get lowered). You only need to defeat the Gevels to win the battle. After the battle, pick the 2nd choice. Go to Featherland, talk to Stellar. Go back to report to Rolandia King.

Vacation

Because you only have 1 day to rest, go to Magic academy to meet Amelia (please refer to the Vacation section in this Guide).

Reach the Control Tower

After the event, go to Magic Academy, go to front of the main building. After the event, go to Fort Layzen, exit via west exit, go west, and then go northwest. Go up a little and you'll party will scatter. One of the character will walk up to you (this character is the one who has the highest affection rate towards you). Since I made this guide to get Melfy and Amelia, the one who SUPPOSED to walks up to you is Amelia. Go talk to her. IF both Melfy and Amelia affection rate is maxed, you'll be given two choices, the 1st choice is to choose Melfy (to get her Ending), while the 2nd choice is to choose Amelia.

Amelia Confession

If you choose Amelia, there will be a nice CG event with her. Pick the 1st choice for the best answer. And then pick the 1st choice again for the correct answer (a confirmation that you love her too).

Save Melfy, the girl who's being deceived

Now go reach the dungeon, and then pick the 1st choice. Talk to Oscar, pick the 2nd choice, now go inside the dungeon. It's the same dungeon as when you go with Venzel before. But now you can't use the right elevator (with roman number 3 on the floor). Instead, you have to take either the middle elevator (with roman number 1 on the floor) or the left elevator (with roman number 2 on the floor). Let's take the middle elevator (to advance). You'll end up at Block B-2. Take the right elevator, you'll end up at Block C-3. Take the right elevator again, you'll end up at Block D. Save your game, go north, go east, examine the wall to open up a path, go inside, you'll end up on an elevator. After the battle and the elevator stop, go north, go northeast (the destroyed wall). Save your game, check the device, pick the 1st choice 2x. Now go north, examine the wall, get inside, prepare for a battle.

Before the battle, pick the 1st choice, 2nd choice, and then pick the 1st choice. The first objective here is to make Louise get near Melfy. Just fyi, you can't heal Melfy in this battle, so it's best if you get someone to get near her and guard her. When Louise get near Melfy, pick the 2nd choice. You'll see The Countdown, let the countdown finished and Melfy will joins you in this battle as NPC. Note that while the countdown begins Louise will become a NPC until the countdown finished. Also, you can't defeat Justin if Melfy isn't recovered yet.

The Final Battle

After the battle, pick the 2nd choice. And then go north, go up a little, and then pick the 2nd choice. A battle will occurs. The first part of the battle, you need to face the Shadow of You, Shadow Amelia, and Shadow Richard. After you defeat them all the second part will start, and it's the final battle. To defeat the final boss, you need to destroy both of his hands first.

Save the World

After the battle is over, pick the 2nd choice. After the event, talk to Melfy, and then pick the 1st choice. After the event, go northeast, then go all the way north until you enter a room. Get near the device, use the Key Item "Powerstone".

Congratulation, you just beat Growlanser [Portable]. Now, enjoy the ending.

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Amelia Ending

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After the celebration, pick the 1st choice, any choice, and then pick the 3rd choice.

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Melfy Ending

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After the celebration, pick the 2nd choice 2x for the best answer. Enjoy her cute CG btw. <3

[V] The Vacation
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The vacations here is exclusive for Melfy and Amelia. For other characters, please use the FAQ for the PSone version. Also, I don't cover the vacation for Richard yet (he only have one event anyway -_-;).

+++++
[V.1] Event with Amelia
+++++

1st Event

On your 1st vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 1st choice. After you talked to her, talk to her again on the roof.

2nd Event

On your 2nd vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 2nd choice. After you talked to her, talk to her again on the roof.

3rd Event

On your 3rd vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 2nd choice.

4th Event

On your 4th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 3rd choice.

5th Event

On your 5th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 1st choice.

6th Event

On your 6th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her twice.

7th Event

On your 7th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 2st choice for the right answer (Rust = 30%).

8th Event

On your 8th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her twice.

9th Event

On your 9th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 1st choice.

10th Event

On your 10th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her, pick the 1st choice.

11th Event

On your 11th vacation, go to Magic academy. Go to the 3rd floor in the main building. Talk to her twice.

12th Event

On your 9th vacation, go to Magic academy. Go to front of the main building. Talk to her, Pick the 3rd choice 2x, she'll get inside. Go to 4th floor, get near her, and then pick the 3rd choice.

+++++
[V.2] Event with Melfy
+++++

1st Event

On your 6th vacation, go to Lashelle. Go to where the Inn is. Talk to her, pick the 2nd choice.

2nd Event

On your 7th vacation, go to Lashelle. Go to where the Inn is. Talk to her, pick the 1st choice.

3rd Event

On your 8th vacation, go to Lashelle. Go to where the Inn is. Talk to her, pick the 1st choice, 3rd choice, and then pick the 1st choice.

[VI] Frequently Asked Questions
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Q: I can't get Melfy ending, and I already maxed her Affection rate...?
A: You need to get Max Affection rate for BOTH Amelia and Melfy. Before you enter the final dungeon, Amelia will get close to you, talk to her and pick the 1st choice to get Melfy ending.

Q: Can I get Melfy or Amelia ending in the Original Path...?
A: You can't, this is because it has something to do with the Story in the New Path.

Q: Can I get Karen or Xenos ending in the New Path...?
A: Read above answer.

Q: Can I get all of the CGs in one playthrough...?

A: The answer is obvious, you can't. Since you can't get Karen nor Xenos ending in the New Path.

Q: Why did your Walkthrough only covers the New Path...?

A: That's because we already have a Walkthrough covering the Original Path. Please check the PSone FAQ for this game.

Q: Why did the Vacation section only covers Amelia and Melfy...?

A: If you want to see the vacation guide for all of the other characters except Melfy and Amelia, please check the PSone FAQ for this game.

[VII] Version History
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Version 1.02 [Alpha] (June, 20th, 2009)

*Minor fixes here and there.
*Permit more sites to use my Guide.

Version 1.01 [Alpha] (June, 18th, 2009)

*Minor fixes here and there.
*Permit more sites to use my Guide.

Version 1.00 [Alpha] (June, 16th, 2009)

*Submitted this Guide To GameFAQs.

[VIII] Credits
#####

Thanks goes to:

1. God, because I'm still alive when writing this guide.
2. My parents, I won't be what I am today or even able to play this game if it weren't for them.
3. Career Soft, for this awesome game. Hey, I can finally play this game. This may not important to you but, 10 years ago, I'm dying to play this game. Thankfully, they ported this game to PSP and I can finally play it. Though I must admit, they're being lazy with the New Path, because most of the events isn't voiced, and we're being forced to use 2 more characters in our party. That makes it 5 forced characters to play as. -_-
4. You, for reading my guide.

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