

# Eternal Eyes FAQ/Walkthrough

by Michael Tincher

Updated to v1.3 on Jul 19, 2008

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The above ASCII art was created by Atom Edge. Thanks a lot Atom Edge!!!

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|Title:      Eternal Eyes      |
|Genre:      Role-Playing (RPG)|
|Platform:   Playstation (PSX)|
|Developer:  Sunsoft           |
|Publisher:  Crave Entertainment|
|ESRB Rating: Everyone        |
|
O-----O
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+-----+
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|Version:        1.3
|Last Update:    July 18, 2008
|Began FAQ:      April 17, 2003
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-- Copyright --
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Section 1:
Introduction

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--= 1-a: What's New  =--
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Version 1.3 - Siggy pointed out that Shadow Move transforms into Alicia using the jewel sequence White, Blue, Yellow, and then Green. The size of this file didn't change any.

- July 18, 2008

Version 1.2 - Darkside721 submitted a Jewel Leveling Up Chart and gave how to get the R. B. Pappet and the G. B. Pappet. The current size is 404kb.

- July 10, 2003

Version 1.1 - Nothing much. I just added a few questions to the Frequently Asked Questions section, since I have been asked a few in the past day or so. The KB total didn't rise much. It is currently at 398kb.

- June 18, 2003

Version 1.0 - I finished the walkthrough section, and added the Bosses Strategies section. The guide is finally complete!!! Although, I might add a section that gives a description to every Mappemon. Give me feedback on if I should do it or not. The size is currently at 397kb.

- June 17, 2003

Version 0.9 - I have up through the opening scene of Chapter 9 complete. I hope to finish this guide by tomorrow morning. Yes I plan to even stay up all night to just finish it. Current size is 343kb.

- June 14, 2003

Version 0.8 - I finished the Speed Guide. I also done two more chapters in the walkthrough section. Along with that, I finished the General Stores section. Current size is 330.

- June 13, 2003

Version 0.7 - I finished the Accessories Appendix. Now all I must do is complete the walkthrough, which is half way completed. Currently at 291kb.

- May 31, 2003

Version 0.6 - I added the Frequently Asked Questions, Items Appendix, Weapons Appendix, Protective Gear Appendix, and the Magic sections. Currently at 246kb.

- May 21, 2003

Version 0.5 - I have the walkthrough section half done. Sections completed so far: Introduction; Controls; Storyline; Characters; Basics; Town Maps; Luke's Leveling Chart; Mappemon List; Mappemon Evolutions; Credits. Currently at 193kb.

- May 10, 2003

-----  
-- 1-b: Author's Note --  
-----

Hey!!! I hope this FAQ/Walkthrough will help anyone who reads it. Hopefully, this will turn out to be my best FAQ/Walkthrough so far. I would like to give a BIG THANKS to Darren NG (ngkleong@hotmail.com) for letting me use his Mappemon Evolution guide. Thanks a lot man!!! Your contribution is extremely appreciated!!!

This game isn't very good, which kind of causes my guide to not be the best at displaying my writing skills.

Anyways, enjoy the FAQ/Walkthrough. If you like my Eternal Eyes guide or if you dislike my guide, then you should rate this guide or you could e-mail me and tell me.

-----  
-- 1-c: Site Permission List --  
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GameFAQs            <http://www.gamefaqs.com/>  
IGN                 <http://faqs.ign.com/>  
Neoseeker           <https://www.neoseeker.com/>  
My Site             <http://www.angelfire.com/games5/mtincher/>

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```

Section 2:  
Controls

```

-----
-- 2-a: Controller --
-----

```

Button	Function
X button	Confirms, scrolss messages, reads, talks to or opens.
O button	Cancelss, skips messages, displays movement range or runs (when used together with directional button).
/_ \ button	Shows a Submenu for the end-of-turn command, the settings command, and the overview command.
[ ] button	NOT USED
L1 button	Turns the map conterclockwise.
L2 button	NOT USED
R1 button	Turns the map clockwise.
R2 button	Moves the cursor during battle.
START button	Starts the game.
SELECT button	NOT USED
Directional buttons	Use the directional buttons to move a character and move cursor.

```

-----
-- 2-b: Analog Controller --
-----

```

Button	Function
X button	Confirms, scrolss messages, reads, talks to or opens.
O button	Cancelss, skips messages, displays movement range or runs (when used together with directional button).

/_ \ button	Shows a Submenu for the end-of-turn command,
	the settings command, and the overview
	command.
[] button	NOT USED
L1 button	Turns the map conterclockwise.
L2 button	NOT USED
R1 button	Turns the map clockwise.
R2 button	Moves the cursor during battle.
START button	Starts the game.
SELECT button	NOT USED
Directional buttons	Use the directional buttons to move a
	character and move cursor.
Left analog stick	Moves (Runs) character, moves cursor (in
	ANALOG mode).
Right analog stick	NOT USED.
ANALOG mode switch	Turns on/off ANALOG mdoe.

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_____ )	Section 3:	_____ )
_____ \	Storyline	_____ \
/ _____ /	-----	/ _____ /
\ /		\ /

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 ==- 3-a: Prologue ==-  
 -----

"The War of the Goddes..."  
 A battle fought between humans  
 and a black-hearted deity...

The resurrectino of the black-  
 hearted deity  
 Who had once devastated  
 a large portion of the world,  
 frightened people. Like silent lambs,  
 they were swallowed up by the  
 darkness of 'fear.'

But there were some who were  
 not afraid...

Six heroes chosen by Fate rose to  
 restore 'light' to the world.

Among those heroes were some  
who were very unlike  
human beings.

The "Red-eyed tribe" or the  
"Eternal Eyes"  
as they are often called,

were born differently to human  
beings, having eyes with  
scarlet pupils.

They had the power to search  
out special "jewels" around  
the world,

by means of which they would  
give souls to lifeless dolls.

These dolls, call  
"magical puppets"  
grew according to the number  
of jewels they were given  
and were the equals of monsters  
in power and appearance.

Eventually the power to control  
What were called  
"magical puupet monsters"  
was handed down only to  
a selected number of the  
"Eternal Eyes" called  
"magical puppet Masters."

The "magical puppet monsters"  
fought as divine beings in the  
"War of the Goddess..."

However as soon as the War ended  
the "Eternal Eyes"  
disappeared from society and went  
somewhere unknown to anyone.

Gradually the existence of the  
"Eternal eyes" faded from  
people's minds.

The story which now begins  
a boy with scarlet eyes.

=====  
-- 3-b: Present --  
=====

"The War of the Goddess..." the war between the human race and an evil deity...The Evil Goddess, who had once driven much of the world to their deaths, had risen again. Humanity silent and wild-eyed with desperation, teetered on the edge of an abyss filled with terror. But not all had lost their voice of reason; Six heroes led by the hand of Fate joined forces to bring light back nto the world. Among the heroes were those who were not of the human race...

The Cucurotheatro, magical Puppeteers - the Tribe of Carnelian Gaze.

They were born under a different Law of Life from humans, possessed of crimson eyes and the power to detect "Jewels" the vehicles of this world's spiritual energies. Using these special Jewels the magical puppeteers perfected the art of infusing lifeless dolls with a soul; the dolls, called magical puppets, grew with each Jewel given to them, and came to achieve physiques and abilities to rival a monster's.

Only the chosen - known as "Magical Puppet Masters" - among even the ranks of the Cucurotheatro could control the dolls, which came to be called "Magical Puppet Monsters". The magical puppet monsters fought with the rest as sacred beings in the War of the Goddess, but when the war ended, the Cucurotheatro disappeared from sight without explanation. And with the passage of time, the knowledge of the mystical Cucurotheatro faded away from the human memory.

The story you are about to begin is the tale of a boy with Crimson Eyes.

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Section 4:
Characters

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```

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-- Luke, the Boy With Crimson Eyes --
-----
```

Luke was born with the blood of the Cucurotheatro, the tribe known to be able to give life to and control magical puppet monsters. However, he is ignorant of his birth, and indeed of the Cucurotheatro, as his parents had passed away when he was still a baby, leaving the secrets of the tribe untold. Despite his seemingly quiet personality and a general impression of being the shy younger brother, he is in reality very capable and quick to act.

```
-----
-- Elena, the Caring Sister --
-----
```

Luke's older sister, and hence another member of the tribe of Cucurotheatro magical puppeteers. However, the ability to control magical puppet monsters is not among her powers. A parent figure to Luke, in the absence of their father and mother, Elena's capacity for creating confusion is often the source of worry for those around her, especially Luke. However, her knowledge of subjects such as medicinal herbs is profound, and she runs an apothecary shop in the city.

```
-----
-- Vorless, the Fallen Hero --
-----
```

The supreme commander of the inner circle of knights, he was formerly known as the King's right hand man, and as one with the most intimate ties to the throne. However, for reasons utterly unknown, he suddenly incited a



rebellion. His objective: to resurrect the Goddess of Destruction.

-----  
-- Lolita, the Devil-Child --  
-----

Vorless's hench-woman, and one of his Four Overlords, her childish looks belie her true nature, and she has been known to delight in burning the King's soldiers to a cinder. Her allegiance to Vorless is undeniable, and she works to bring about the resurrection of the Goddess of Destruction.

-----  
-- Shillay, the Wise Illuminator --  
-----

A mystery woman with crimson eyes, that may be proof of her magical puppeteer lineage. She is also seen holding a creature that could be a magical puppet monster.

-----  
-- Mouse --  
-----

The professor of the four-some Luke, Elena, and Nicol. He will help Luke throughout his adventure. Mouse is the brainiac of the bunch. He will help Luke out with vital clues.

-----  
-- Nicol --  
-----

Nicol is the cocky, arrogant one of the four-amigos. He has always been better than Luke at everything they have attempted together. He gets extremely mad at Luke in their adventure when Luke is able to do something Nicol never imagined of doing.

-----  
-- Rufia --  
-----

Rufia is the mother of Luke and Elena. She loved her children so much that she was willing to give up her life to protect Luke and Elena.

-----  
-- Neil --  
-----

Neil is the father of Luke and Elena, and obviously the wife of Rufia. He was good friends with the King of Gross, Balzar, Shillay, and the Fairy Naas. Just like his wife, he was willing to give up his own life just to protect his children.

-----

```
-- Naas, the Fairy --
-----
```

Naas lives in the Lost Forest. She was good friends with the parents of Luke and Elena. She helped with the War of the Goddess, which was succesful on her behalf. Later in the game, she will tell Luke something very important.

```
-----
-- Ceris --
-----
```

Ceris is one of Vorless' demonic followers. Ceris does practically anything that Vorless, or even Lolita, tell her to do. She tries to help Vorless resurrect Luna, but will they succeed?

```
-----
-- Luna, the Goddess of Destruction --
-----
```

Several years ago, Luna was sealed away from society after she lost the War of the Goddess to Gross Kingdom and the Eternal Eyes. Now, Lord Vorless is trying to resurrect her, so he can reign terror all over Gross. What will happen if Vorless just happens to succeed?

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|      )_          Section 5:
|      \          Basics
/          /-----
\          \
```

```
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-- 5-a: Preparing for Battle --
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```

Just before you enter a battle, a battle preparation screen is displayed. You can use this to make various preparations.

```

.-----
|          |
| -Menu-   |
|          |
| Status   |
| Equipment |-----Battle Preparation Menu
| Jewels   |
| Item List|
| Save     |
| End      |
`-----'

```

	Level	Equipment Icon
	Lv 7	
[Place pic	Hp 100	-----

```

|   here]   |           \           Mp 0 ----|---Magic Points
|           |   Luke   \           |
-----|-----\-----
|           |           Health Points
|           |           Name

```

**STATUS:**

Shows a character's status. Choose the character and press the X button.

**EQUIPMENT:**

Arranges a character's equipment. choose the character and press the X button.

**JEWELS:**☐Hits magical puppet monsters with jewels.

**ITEMS:**☐Shows your current stock of items.

**SAVE:**☐Saves the current game.

**END:**

Ends battle preparation, and displays destinations. Choose a place with <- and -> directional buttons and press the X button.

```

=====
-- 5-b: Battles --
=====

```

Battles in this game are worked in turns. When it's the player's turn, bring the cursor over the character and press the X button to bring up the battle menu. Choose a command and press the X button. Every time a character attacks an enemy, experience points are awarded, and if that increases the character's level, the character's health is brought up to full. The only characters that participate in battle are Luke and magical puppet monsters.

```

-----
--Battle Commands--
-----

```

```

.-----
|           |
| -Menu-    |
|           |
| Move      |
| Attack    |
| Jewels    |
| Items     |
| Status    |
| Auto      |
| Wait      |
|           |
\-----'

```

**MOVEMENT:**☐With the directional buttons select a square within the displayed range, and press the X button. Then, if you are happy with the place you have selected, choose "OK" and press the X button to move the character. When moving, the height, and the X and Y co-ordinates of the map are shown. Once you have moved, you cannot cancel the move and take the character back in the same turn.

**ATTACK:**

With the directional buttons choose the square within the displayed attacking range which you want your character to make an attack on, and press the X button. The attacking range differs from weapon to weapon.

**MAGIC:**

A command that can be selected by the magical puppet monster.

With the directional buttons choose a square, within the displayed magic range, and press the X button.

**JEWEL:** If you lay a jewel on the ground it becomes a trap, if you throw it at an enemy it does them damage, and if you throw it at a magical puppet, it becomes a Mappemon. First choose the color of the jewel, and then specify the actual jewel.

With the directional buttons choose a square, within the displayed throwing range, which has a Mappemon or a magical puppet on it, and press the X button.

**ITEM:**

Uses an item you already have. Select the item you want to use from the list that appears and press the X button. The item lists can be switched by using the <- and -> directional buttons.

With the directional buttons choose a square within the displayed item range which you want to use the item on, and press the X button.

**STATUS:**

Shows the character's status.

```

-----
| [Place pic | Lv 98   Exp 64 | | -Attributes- |
|   ...     | Hp      555/555 | | AT       : 184/124 |
|   here]   | Mp       0/0   | | DF       : 281/216 |
-----
|           |           | | MA       : 103/103 |
-----
|           |           | | MD       : 212/152 |
-----
| -Name-    |           | | HR       : 201/171 |
| Name     Luke |           | | AV       : 185/175 |
| Race     Crimson Eyes |           | | SP       : 195/235 |
-----
|           |           | | LK       : 218/218 |
-----
|           |           | | MV       :    4/4  |
-----
| -Equip-   |           | |           |
| Weapons   |           | |-----|
|           Death Sword |           | |-----|
| Protective Gear |           | | -Maica- |
|           Glamorous Armor |           | | 58086 Maica |
-----

```

**AUTO:** Sets whether you control your magical puppet monsters or whether they act on their own. If you want to control them, choose "OFF."

**WAIT:**

Ends the turn, and keeps the character standing in that position. Use it when you don't want a character to move at all.

When all your characters have finished their actions, it becomes the enemy side's turn.

-----  
--Sub Commands--  
-----

When you press the O button, the below commands are shown.

```
.-----.  
|           |  
|   End Turn   |  
|   Settings   |  
|   Overview   |  
|           |  
`-----`
```

END TURN: Issues the wait order to all your characters that have not yet done anything this turn, and ends your turn.

SETTINGS:

Brings up the config screen.

OVERVIEW: Shows the overview map. You can move the cursor around with the directional buttons.

-----  
--Parameter Changes--  
-----

Among the magic and items are some which can alter a character's parameters.

Ison:	Decreases enemy's resistance.
Tomento:	Increases ally's resistance.
Yaraff:	Decreases enemy's magical force.
Wokus:	Increases ally's magical force.
Lips:	Decreases enemy's hit rate.
Skily:	Increases ally's hit rate.

Incle:	Decreases enemy's evasion rate.
Kishone:	Increases ally's evasion rate.
Terman:	Decreases enemy's attack power.
Bize:	Increases ally's attack power.
Tarm:	Decreases enemy's defense power.
Ahz:	Increases ally's defense power.

-----  
--Treasure Chests--  
-----

Sometimes when you kill an enemy, a treasure chest may be left behind.

To obtain what is inside the treasure chest, you have to attack it. However, if an enemy destroys it before you do, it is lost.

You can gain weapons, items, jewels, and even magical puppet monsters dolls from treasure chests.

-----  
--Stage Cleared (The End of the Battle)--  
-----

The stage is cleared when you kill off all the enemies. At this point all of you characters that have survived the battle receive bonus EXP (Experience Points) and bonus Maica (a.k.a money). Also, it is possible to return to a dungeon that you have already cleared.

-----  
-- 5-c: Key Terms --  
-----

AT - AT stands for Attack Power. Your attack power is the amount of energy you attack your enemy with.

DF - DF is your Defense Power. Your defense power is the amount of damage you are able to prevent your enemy from doing to you.

MA - MA is your Magic Power/Force. This is the amount of power that you can do with magic.

MD - MD stands for Magic Defense. It is the amount of magic power that you're able to prevent while being attacked.

HR - HR is your Hit Rate. Your Hit Rate is your accuracy while attempting to attack an enemy.

AV - AV is your evasion rate. Your Evasion Rate is your chances of dashing out of the way of an enemies attack, which causes your enemy to miss you.

SP - SP is your speed, or swiftness.

LK - LK is your luck.

MV - MV is your mobility. It is how many steps you are allowed during each turn.

-----  
\ \_\_\_\_\_ /-----  
| \_\_\_\_\_) | Section 6:  
| \_\_\_\_\_ \ | Speed Guide  
/ \_\_\_\_\_ /-----  
 \ / \ /

Here is a quick, short guide for Eternal Eyes that is SPOILER-FREE!!!

- [1] Watch the beginning scene and see the plot unfold.
- [2] Watch the scene with Nicol, Luke, Mouse, and Elena walking through a cave, then go back to Luke's house.
- [3] Go to Goondocks Port.
- [4] Fight the one battle at Goondocks Port.
- [5] Watch the scene that follows the win at Goondocks.
- [6] Watch the scene that starts out Chapter 2.
- [7] Go to the Lost Forest.

- [8] Go through the four battles at the Lost Forest.
- [9] Watch the sequence after getting by all four battles at the Lost Forest.
- [10] Examine the next sequence of events that begin Chapter 3.
- [11] Go to the Hall of Dolls and watch the scene there.
- [12] Fight in the five battles that are at the Hall of Dolls.
- [13] Now, watch the scene that happens after you get past the Hall of Dolls, and the scene that starts out Chapter 4.
- [14] Go to Gross Castle, which is in Gross Kingdom, and quarrel in the five battles there.
- [15] Follow the sequence of events that lead you out of Chapter 4, and to launch of Chapter 5.
- [16] Then, go back to the Lost Forest. Here, engage in the many different battles. There are a total of six in your second visit to the Lost Forest.
- [17] Next, watch the cinematic scenes the close Chapter 5, but opens up Chapter 6.
- [18] Journey to the Stone Ruins.
- [19] Storm your way through the six battles that await you in the Stone Ruins.
- [20] Carefully examine the next chain of events. These will place an end to Chapter 6, but embarks Chapter 7.
- [21] Go to the Hall of Dolls again.
- [22] While in the Hall of Dolls, travel through the seven battles with a vengeance.
- [23] After that, watch the scenes of the end of Chapter 7 and the beginning of Chapter 8.
- [24] Travel to Shillay's Tower.
- [25] From here, place yourself into the six battles that need to be beaten.
- [26] As soon as you get past those seven battles, watch the scenes that give a closure to Chapter 8, but a new light to Chapter 9.
- [27] Now, venture to Vिलlee Fort.
- [28] Defeat the first eleven battles.
- [29] After those eleven battles, you will be placed in three straight boss battles.
- [30] Watch the events unfold as you will get a big surprise at the end of Chapter 9, and at the beginning of Chapter 10.

[31] Fight the final battle of the game. It is in Villee Fort also.

[32] Watch the ending sequences.

And that is it. Congratulations!!!

```

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/_____/-----/_____/
      \/              \/

```

Section 7:  
Walkthrough

This section will have a walkthrough, with all of the main script from the game.

```

-----
QUICK SEARCH
-----

```

To use the quick search, press Ctrl and F at the same time. A box will pop up for you to type something in. Here is a key to everything in the walkthrough section. Use the key to find out what to type in so you can go directly to the part you need help.

```

-----
|           Name and Code           |
|-----|
| Opening Scene                     |
| Chapter 1 - Setting Out           |
| Chapter 2 - The Call of the Wind  |
| Chapter 3 - Baptism of Fire       |
| Chapter 4 - The Inscribed Promise |
| Chapter 5 - Fairy of the Wind    |
| Chapter 6 - The Land of Light     |
| Chapter 7 - The Mysterious Round  |
| Chapter 8 - Forgetter of Time     |
| Chapter 9 - Dark Cloud            |
| Chapter 10 - The Beginning of the |
| End                               |
|-----|

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      ( | _ \ -_) \ | \ _ ' |
\___/ . _ / \___| | | | | | \___, |
      _ |           ___/
           Opening Scene
           _ |
           \_ \ _ | -_) \ -_)
           ___ / \_ | \___| | | \___|

```

\*\*\*\*\*

At the start of the game, you will see a battle take place.



Balzar: Is the seal weakening?  
Vorless!  
What have you done?  
Why!?

Vorless: Why are you looking at me?  
That's not what I'd expect from the hero of the War of the Goddess.

Balzar: The resurrection of Luna, is that what you want?  
What do you intend to do then?  
Why can't someone like you discard the desire for power!

Vorless: Desire for power, eh...  
That is something Balzar the hero will never understand.

Balzar: If what you do is going to bring darkness and destruction to the world, I desire no knowledge of it!

Vorless: ...Kill you!

Vorless walks toward Balzar and slays him with his sword.

Balzar: Noooo...

Balzar fall down to the ground dead from the sword of Vorless.

Lolita: So this is the Soul Reaper.  
Nice scent... of blood.  
Lord Vorless,  
Now we can resurrect the Goddess.

Vorless: No, there's still something.

Lolita: The ring is...

Vorless: It must be the Ring of Domination, forged by the Red-eyed tribe.

Ceris: Was this to...  
the deity's oracle?

Vorless: Everything is happening according to the Goddess words.  
The Goddess came to me in my dream whispering,  
'Let's renew history,'

Other Male: You alone, Vorless, are our master.

Vorless: Well, let us leave that for now.  
Let us see what the power of this ring does for a start.  
And let the vermin of Gross understand that it is already too late to take action...

Now, the view will be taken away from the dungeon to the castle in Gross Kingdom.

King: Balzar, died did he...?  
Just as I thought, Vorless has been bewitched by the Goddess of Destruction.  
If we leave things like this, it will be like the War of the

Goddess all over again.  
We have to do something before it is too late...

After the King says that, the camera angle will be sent to a few ships crossing the ocean.

Knight: In the name of the king!  
Kill Vorless before he resurrects the Goddess!

You will now be taken back to the dungeon with Vorless.

Vorless: Come, have you?  
I'll show you fools the power of our Goddess, Luna!

The camera angle will be taken back to the ships.

Knight: What's that light!  
Aaaargh...

The ships are engulfed in flames!

Vorless: Ha!  
Now nothing can stop me!

\*\*\*\*\*

```
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      ( ( _ _ _ ( _ _ _ ( |
      | ) | ) | ) | ) | _ | _ ) | )      | )
      | _ / | / | _ / | | _ / | _ | _ |      _ /
              |
              Chapter 1 - Setting Out
      _ |      | | | _ )
 \_ \_ \ - _ ) _ | _ | | \ _ \ | ( | | | _ |
 _ _ / \_ | \_ | \_ | _ | _ | _ | \_ , | \_ / \_ , _ | \_ |
              _ _ /
```

\*\*\*\*\*

When the screen appears, you will see four people walking through a cave.  
This is how Chapter 1 begins.

Nicol: Just as I thought.  
It definitely must be this cave.  
Come on, let's go!

Luke takes a few steps forward.

Luke: What? But this is the place we always used to come when we were kids.  
I should never have relied on your information.

Nicol: Are you saying that my information is wrong!

Mouse: Judging from past experience, unfortunately there is a less than 17% chance that the mushroom grows here.

Nicol: Great. Another skeptic.

Elena walks in front of Nicol.

Elena:           Calm down.  
                  Even if it is less than 17%, it's still worth a try.  
                  Especially as it's an important ingredient in a fast-acting  
                  health potion. It's a chance the greatest chemist in Gross  
                  wouldn't miss!

Mouse:           I do have a good interest in it myself, in fact...  
                  ...since I've never actually seen the real thing.

Luke, Elena, Mouse, and Nicol start to walk and search for this mushroom.  
Instead of finding a mushroom, Elena finds a treasure chest.

Elena:           A treasure chest!  
                  What's in it?  
                  What's in it?!  
                  I don't know what it is, so open it up!

Mouse:           Make sure it is safe first!

Luke:            Elena, stop!

Nicol:           Nooooo!

Elena doesn't listen to what Mouse, Luke, and Nicol are saying. Since she  
didn't listen, she opened the treasure chest. Luckily, nothing bad happened.

Luke:            Phew!  
                  Elena you fool!  
                  Think before you do things!  
                  You could have killed us!

Elena:           B...But...  
                  I wanted to open it...

Mouse:           So what's in it?

Up comes a picture of the treasure chest. It is full of marbles, but there  
are two things that will grab your attention. One is a sword laying on top.  
The other is a large, shiny red marble.

Luke:            Marbles.  
                  Lots of them too.

Nicol:           Hang on, there's one which is different from the rest.

Elena:           You're right.  
                  This one's shining really brightly.

Luke:            But I wonder...  
                  It brings back old memories...

The screen fades black. Once it lightens back up, the camera view is in  
Luke's house. It is in the main room of his home. You will see Elena walk  
through a door, step toward Mouse, and speak to him.

Elena:           Hey, Mouse.  
                  Do you recognize that stone?

Mouse:           .....  
                  No, not to my knowledge.  
                  But... the more I look at it, the more mysterious it seems.

After Mouse quits talking, you will see Luke and Nicol arguing with each other.

Nicol:           Luke. How about a word of apology.

Luke:           What are you talking about?

Nicol:           What do you mean, what am I talking about!  
                  So you don't feel at all sorry for doubting my information?

Luke:           Aw, shut up.

BANG!!!

Luke:           !?

Nicol:           !?

Luke:           I heard something in the shop.  
                  Come on, let's go!

Luke and Nicol go through the door. They march into the main room of Luke's house and meet up with Mouse and Elena.

Luke:           You alright, Elena?

Nicol:           What on earth happened?

Mouse:           Actually, I think it may have been my fault. I was fiddling  
                  around with the stone, and suddenly there was an explosion...

Elena:           And we discovered this passage.

Nicol:           .....

Luke:           .....

Nicol carefully walks to the new opening.

Nicol:           Are we going to see what's down there?

Then, Nicol walks on through the open passage way. Mouse, Luke, and Elena look at each other before deciding to walk on through into the hidden room.

Nicol:           There's a map here.

The other three stride to Nicol and sneak a glance of the map.

Mouse:           ...It seems to be a treasure map from the time of the ancient  
                  rulers of this continent.

Nicol:           You're sure?

Mouse:           It's hard to tell, but I'm quiet sure it's written in an arcahic  
                  language. And I don't understand the grammar. But you can see

it's very old, just by looking at the paper.

Nicol: Ancient treasure...  
Look here, there's a mark around where Goondocks is.

Luke: A real treasure hunt!

Nicol: Right then!

Luke: Tomorrow the adventure starts!

Mouse: Leave the preparations to us.

Nicol: Sure.

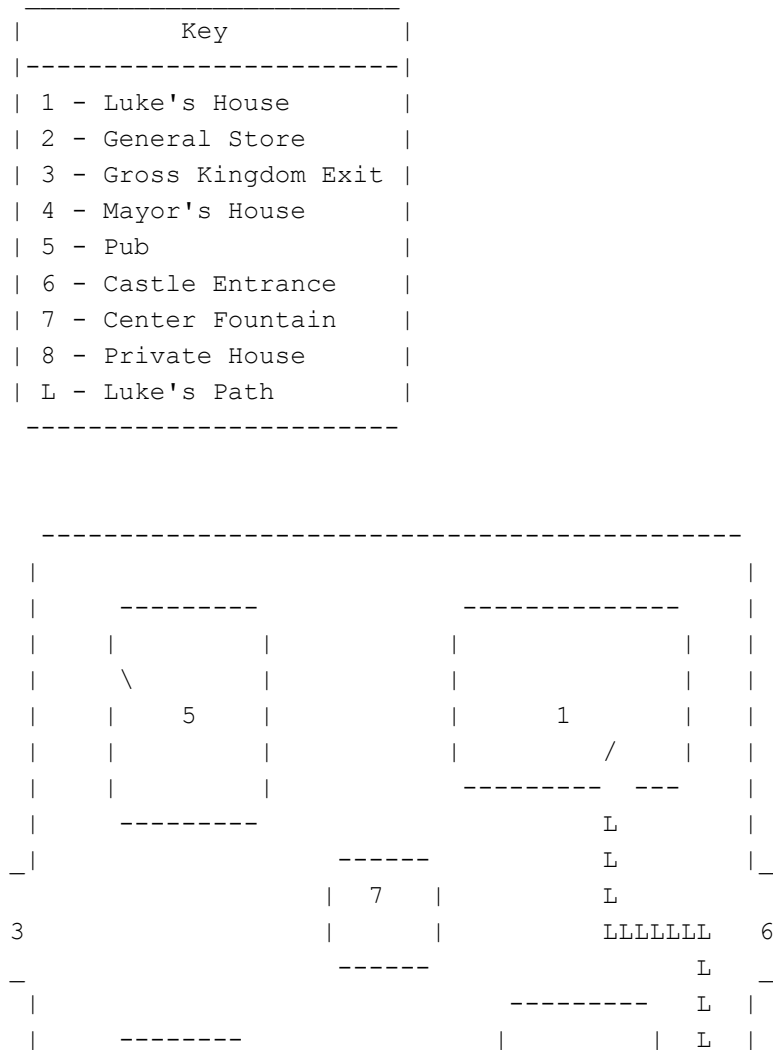
Mouse, Luke, and Nicol stroll out of the secret room, leaving Elena alone.

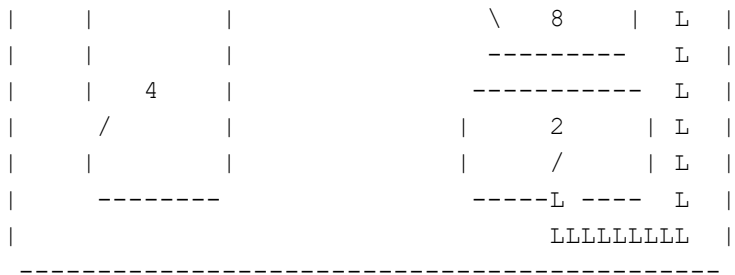
Elena: But... who would have known that there was a chamber here in the house...?  
What is it for...?

The screen fades and when it reappears, Luke is standing outside of his house. This is the first time in the game that you have control of Luke.

The first thing you should do is go to the General Store.

#### Gross Kingdom Map





When you get to the General Store, buy a Bronze Sword, a Tunic, and spend the rest of your Maica on Riceballs. After you get those items, go back to Luke's house and talk to Elena, Mouse, and Nicol. They will tell you that they are ready to leave whenever you are. So now, go outside of Luke's house and exit Gross Kingdom.

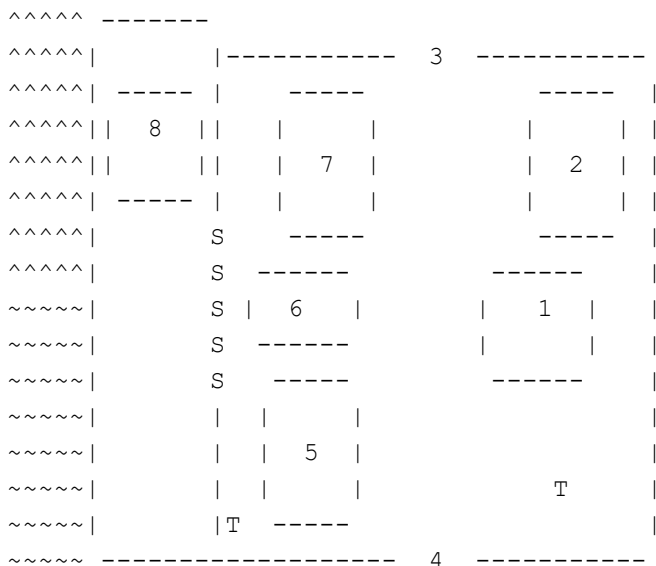
A World Map will come up when you leave Gross Kingdom. On the map, you should see a hand and a blue dot near the center of the map. The blue dot you see is where Gross Kingdom is. If you look to the left and up of Gross Kingdom, you should notice a red dot. This red dot is Goondocks. Move the hand to the red dot. When the hand is over the red dot, press the X button to go to Goondocks.

Here is a map of Goondocks Port.

```

|-----|
|   Key   |
|-----|
| 1 - General Store |
| 2 - Pub |
| 3 - Exit to World Map |
| 4 - Ground Floor |
| 5 - Private House 1 |
| 6 - Private House 2 |
| 7 - Private House 3 |
| 8 - Office |
| S - Stairs |
| T - Tree |
| ~ - Water |
| ^ - Ship |
|-----|

```



Nicol, Luke, Mouse, and Elena will be walking together through Goondocks. They will stop in the middle of the street and have a brief conversation.

Mouse: According to this map, there's a building straight ahead.

Nicol: Come on then.

Then the four friends will walk straight ahead. They will stop outside of a building and talk again.

Mouse: This is the one.

Nicol: This one...

Elena: Looks rather...haunted...

Mouse: Wha...What do you mean?

Elena: Walking corpses, headless zombies... Something like that.

Luke: Please, Elena!

Mouse: But...that's only the kind of thing they tell kids...Right?

Nicol: Come on! You're not scared, are you? What is it with you kids... Look, I'll go and check for you. Stay here.

Mouse: Nicol, not on your own! It's dangerous! Come back!

Elena: Um... You two, wait!

The Battle Preparation Menu now comes up. If you haven't already, equip the Bronze Sword and the Tunic. Also, now would be a good time to save the game. Once you are ready to go into your first battle, go down to the End option. Then, select Basement One.

```
-----  
-- Goondocks Port - B1 --  
-----
```

Luke: I can't see anybody any longer... My sister and others are always like this.  
Wow, it's a monster!  
Can I go by myself?

Now the battle will begin. There are four Mappemon for you to dismantle.

After you defeat them, the treasure chest will open up if you haven't already gotten them. Two of the treasure chest will be marked as ....!? when they are opened. I think that means they are Jewels.

```
-----  
CONGRATULATIONS  
-----
```

After the Stage Clear screen goes away, Mouse, Elena, and Nicol will approach Luke.

Elena: Were you alright, Luke?

Luke: Thnaks for leaving without me...

Mouse: Blame it on Nicol.

Nicol: Forget it.  
Anyway, look what I found. Over there!

The view will be changed to an old battle ship.

Luke: This is...

Mouse: It's... an old battle ship from the last war.  
Imperial class, by the looks of it.

Elena: Imperial... Which means...

Nicol: Treasure!  
There's bound to be treasure!

Mouse: Well... Perhaps...

Luke: We'll find out.  
Come on, let's go up and have a look.

Luke, Mouse, Nicol, and Elena strut onto the battle ship. The will stop outside of a cabin room on the ship.

Nicol: Hey, looks like we can get in from here.

Luke: Right. Let's go in.

The walk through the door. The get beside a dining table, but at the head of the table is two skeletons!

Luke: !!!!

Mouse: A skeleton...  
Probably a man who died in battle.

Elena: Hang on...

Mouse: That's strange.  
He's wearing very new-looking clothes.

Nicol: Just don't worry about it. The plain fact that there's a warship here's strange enough.  
Look!  
Another glowing stone!

Mouse: You're right.  
The color's not quite the same, but is sure is the same kind as the one we found before.

Luke: What's this...  
A letter...

Nicol: A letter?  
Read it to us.



"My dearest children,  
Elena and Luke..."

Luke: ...!

Elena: I remember... This is Dad's writing...

Luke: !  
Dad died...in the War of the Goddess... didn't he... This skeleton then... Is it Dad?

"If you two are here reading this,  
it means that the world is about to  
be enveloped in the flames of war.  
If that is so, it also means that  
you will have to fight against  
darkness."

"I cannot tell you anything about  
who is behind it... even to mention  
his name would be to warn him of  
your presence."

"First you must gain the power  
to be able to fight him..."

"Find the ring of Domi...  
destruction... and use...  
the Magical puppet..."

Elena: The rest is illegible.

Luke: The...Darkness...

Nicol: I don't get a word of this!  
Let's just go home!

Mouse: I think it may be a good idea.

\*\*\*\*\*

```
 / \_ /      / \_ /      / \_ /      / \_ /      / \_ /
  (  (  _  _  _  (  _  _  _  (  /
  | ) | ) | ) | ) | | _ ) | )   / )
  |_ / | / |_ / | |_ / |_ |_ |   /_ /
```

Chapter 2 - The Call of the Wind

```
 _ _ ||      _ |      | |      _ | | |
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```

```
 \ \      /_)
 \ \ \ / | \  _ ` |
 \_ / \_ / _ | _ | \_ , _ |
```

\*\*\*\*\*

Luke, Elena, Mouse, and Nicol are in the Secret Room in Luke's house. They

are standing around two puppet dolls.

Nicol:           So if I hurl this stone at this doll, something is going to happen?

Mouse:           I analyzed the letter afterwards and found out a few things. First, darkness is trying to resurrect itself. I think this is referring to the Goddess of Destruction, Luna, whose powers were sealed during the War of the Goddess. Secondly, Luke and Elena are destined to fight this darkness. And finally, you need the Ring of Destruction to battle with darkness. There was something else about a Magical puppet and jewels. The glowing stones we found in the cave and the ship were actually jewels. And the doll we have here is a Magical puppet. The letter said, "You must throw jewels at the Magical puppets I have kept below our house. When the two come into contact, the Magical puppet will be filled with life, and act as a great ally to you.

Nicol:           Luke and I will do it!

Luke:            We'll try.

Nicol throws a jewel at one of the dolls, but nothing happens. Because of this incident, Nicol is enraged with anger.

Nicol:           Hey!  
                  Nothing's happening!  
                  As I thought...

Mouse:           No, nothing seems to be happening...

Elena:           Oh well.

Luke:            Let me try.

Luke tosses a jewel at one of the dolls. With amazement, the four people stare at the doll as it starts to evolve into a Magical puppet.

Nicol:           Wow!

The Magical puppet is a Mooscue.

Elena:           What's... this?

Mouse:           How amazing! So this is a magical puppet.

Luke:            What happened?

Mouse:           According to the letter, this is a magical puppet. It gets stronger each time a jewel is thrown at it... And it will only listen to the one who threw the jewel.

Nicol:           Let's throw the other one at it!

Mouse:           Wait a minute. We should throw this jewel at the other magical puppet. Throw this at the other magical puppet, Luke.

Luke:            Sure.

Luke throws another jewel at the last puppet doll. When the jewel hits the

doll, it morphs into a Powan.

Elena: Come to think, they are actually quite cute.

Mouse: Go on, Luke. Give it an order.

Luke: Right. Follow me.

Luke walks around the room and the Mooscue and Powan trail behind him.

Elena: It works!

Luke continues to walk through the room. And like before, the two Mappemon are close behind.

Nicol: ....

Now the camera angle will be taken away from the secret room in Luke's house. It is placed inside Vorless' dungeon. You will see Vorless, Lolita, a Girl Follower of Vorless (she would just be called "girl" below since I don't know her real name), and a Masked Guy (he will be referred to as "Masked Guy" since I don't know his name) chatting.

Lolita: My little seeds of nightmare should soon start to germinate throughout the world.

Masked Guy: And the despair the humans will feel as a result of the nightmares will awaken the Goddess of Destruction...

Ceris: ...Lord Vorless?

Lolita: Lord Vorless, what concerns you?

Vorless: ... I heard a voice!

Lolita: A voice...?  
Of the Goddess?

Vorless: Yes, a fire has been kindled in Gross. The Red-eyed tribe, Eternal Eyes, are starting to act again.

Masked Guy: The tribe which sealed the Goddess of Destruction?

Ceris: We will... have to do something before long...

Vorless: Do not let it worry you. The Goddess spoke of this too. She said the Eternal Eyes are not a threat, and are not strong enough to hinder us.

The screen will go back to Luke's house. Luke, Elena, Mouse, and Nicol have moved out of the Secret Room, and into the main room.

Mouse: Are we going to search for the ring?

Elena: I don't know if the letter is reliable or not, but I think if we can find the ring, I'll get to know more about my parents. And of course, if I am destined to fight like the letter said, I'll need it all the more.

Mouse: There are some clues to where it is on the map. To start with,

I think 'The Lost Forest' isn't a bad guess. It's not that far either.

Nicol: I'm fed up with this treasure hunt! Why don't you go with your new pet magical pupper or whatever you call it!

Mouse: What's wrong with you, Nicol? You're acting strangely!

Nicol: You suit her with your strange powers, not me. See you! I'm leaving.

Nicol stomps out of the house angry and frustrated because he cannot control a magical puppet.

Elena: He's sulking because the magical puppet will only listen to Luke.

Mouse: It's a pity, but the fact is I think I'll stay behind. I should look after Nicol...

Elena: Thanks.  
Good luck with Nicol. If you leave him for too long, who knows what he'll do...

Mouse: Okay. I'll take care of Nicol.  
Meanwhile,  
I hope you find the ring.

Elena: Yes, I hope so too. Thanks.

Mouse leaves the house, which leaves Elena and Luke alone talking to each other.

Luke: Do we have to go?

Elena: Of course.  
It said in the letter, 'Fight the darkness.' And you did something which Nicol couldn't. Think about it, there must be something special that runs in our blood. That's what I think, anyway.

Luke: I'm... still not convinced.

Elena: Anyway, if it is that special, I'm sure we'll find out about it some day, even if we don't want to. If you look at the map on the wall you'll see that the nearest place is... the Lost Forest.

Luke: We need the Mayor's permission to go into that forest.

Elena: Let's go and get it then.

Luke and Elena exit the house and go to the Mayor's house.

Luke: Hello, we're here because we'd like to go into the Lost Forest.

Mayor: What! The Lost Forest! That is holy land where no man shall pass! Nobody is to enter the forest, and you are no exception! Actually, the reason nobody goes there is because there are strong monsters lurking there.

Elena: That's alright then, isn't it Luke? My brother here is actually really strong, believe it or not. Quite a famous junior swordsman, you know.

Luke: Elena! Just a second...

Elena: (Don't you understand, if you want to go in you'll have to pretend to be really strong.)

Luke: B...But...

Elena: It's alright! Those monster wouldn't stand a chance against our Luke.

Mayor: So you are sayingn that this young man is a maestro with swords?

Elena: Should be just fine.

Mayor: That's what I like to hear. Good. I'm convinced. Fine then. I will allow you to go, but you only.

After the Mayor says that, Luke will go outside of the Mayor's house. Now you will gain control of Luke again. If you would like, you can go to Luke's house and save your progress up to this point. But if you don't, exit Gross Kingdom and go to the Lost Forest. Upon Luke's arrival to the forest, he will say a couple of things.

Luke: Into the forest all on my own...? Elena! This always happens when I leave things to you!

Once he says that, the Battle Preparation Menu appears. Save if you want. When you are ready, go to End and select Near Entrance.

```
-----  
-- The Lost Forest - Near Entrance --  
-----
```

Before you go to battle Luke makes another statement.

Luke: A Magical puppet master... Well let's see what power you've got!

In this battle, you will fight a total of 6 Mappemon.

```
-----  
CONGRATULATIONS  
-----
```

When you get past these six Magical puppets, you will be taken back to the Battle Preparation Menu. Whenever you are ready to battle again, go down to End, and select Part 1.

```
-----  
-- The Lost Forest - Part 1 --  
-----
```

In this battle, you will face yet six more Magical puppets.

-----  
CONGRATULATIONS  
-----

When you get past these six Magical puppets, you will be taken back to the Battle Preparation Menu. Whenever you are ready to battle again, go down to End, and select Part 2.

-----  
-- The Lost Forest - Part 2 --  
-----

This is the next to last fight in the Lost Forest. In here you will go up against six magical puppets.

-----  
CONGRATULATIONS  
-----

Upon you conquering the above Mappemon, you will be taken back to the Battle Preparation Menu. Whenever you are ready to battle again, go down to End, and select Part 3.

-----  
-- The Lost Forest - Part 3 --  
-----

When the screen comes up, a Satapiyo will speak to Luke.

Satapiyo: Welcome. Are you the new Eternal Eyes hero?

Luke: Magical puppet? You're a Magical puppet aren't you? But a speaking Magical puppet?

Satapiyo: I was given a soul for just that purpose, you see. I've been waiting for you to come.

Luke: Waiting for me?

Satapiyo: That's right. To pass on a message. But before that, let me make sure your powers are real.

Then the battle begins. In this battle you will obviously fight the Satapiyo. But along with him are two Lv7 Pumpkin Heads.

A good strategy is to take out the Pumpkin Heads first, then concentrate on the Satapiyo.

=====  
==Lv7 Pumpkin Head==  
=====

-----		-----	
[Place pic	Lv 7	-Attributes-	
...	Hp 67/67	AT	: 28/28
here]	Mp 44/44	DF	: 44/44
-----		MA	: 37/37

```

-----
| MD : 22/22 |
| -Name- | | HR : 71/71 |
| Name Pumpkin Head | | AV : 66/66 |
| Race Pumpkin Head | | SP : 46/46 |
-----
| LK : 41/41 |
-----
| MV : 3/3 |

```

```

| -Equip- | |
| Accessories | -----
| ----- | -----
| Accessories | | -Magic- |
| ----- | | Magic List |
-----

```

```

-----
| -Magic List- |
| Bolt Power: 12 |
-----

```

```

=====
==Lv7 Pumpkin Head==
=====

```

```

-----
| [Place pic | Lv 7 | | -Attributes- |
| ... | Hp 67/67 | | AT : 53/28 |
| here] | Mp 44/44 | | DF : 44/44 |
-----
| MA : 37/37 |
-----
| MD : 22/22 |
| -Name- | | HR : 71/71 |
| Name Pumpkin Head | | AV : 66/66 |
| Race Pumpkin Head | | SP : 56/46 |
-----
| LK : 41/41 |
-----
| MV : 3/3 |

```

```

| -Equip- | |
| Accessories | -----
| Cat Claws | -----
| Accessories | | -Magic- |
| Wolf Claws | | Magic List |
-----

```

```

-----
| -Magic List- |
| Bolt Power: 12 |
-----

```

```

=====
==Lv6 Satapiyo==
=====

```

```

-----
| [Place pic | Lv 6 | | -Attributes- |
| ... | Hp 210/210 | | AT : 65/50 |
| here] | Mp 100/90 | | DF : 25/25 |
-----
| MA : 40/40 |
-----
| MD : 40/40 |
| -Name- | | HR : 90/90 |
| Name Satapiyo | | AV : 50/50 |
| Race Satapiyo | | SP : 50/45 |
-----
| LK : 30/30 |
-----
| MV : 3/3 |

```

```

| -Equip- | |
| Accessories | -----
| Wolf Claws | -----
| Accessories | | -Magic- |

```

Ruby Bracelet	Magic List
-----	-----
-----	-----
-Magic List-	
Bolt	Power: 12
Slah	Power: 10
-----	-----

After you defeat the two Pumpkin Heads and the Satapiyo, the Satapiyo will give you a long speach.

Satapiyo: I've met the real hero, finally... I can now tell... the truth behind it all... We Magical puppets were created by your ancestors, the Eternal Eyes. The Eternal Eyes had the skill to blow life into things without souls. And as a result, the earth prospered greatly. The Eternal Eyes were different from other human beings, but their powers gained them respect. But one day, a king from another land decided to summon Luna, the Goddess of Destruction, so he could make the powers of the Eternal Eyes his own. The first soul Luna consumed was that of the King of Villee, the one who performed the summoning. Then, without mercy, Luna annihilated the kingdom. A whole continent was reduced to a remote island which will still call Villee. After that, Luna consumed many more souls, and gained inconceivable power. Then the Goddess headed for wehre the Eternal Eyes lived, seeking even greater power. Luna was terrifyingly powerful, but the Eternal Eyes fought with all their strenght and finally sealed her on the island of Villee. However...  
It didn't end 'happily ever after,' like in fairy tales.

Luke: But why? Luna was sealed, wasn't she? And peace must have followed.

Satapiyo: The people who survived started to fear the Eternal Eyes, who had the power to seal even the Goddess of Destruction. The Eternal Eyes were hated, persecuted, and at times killed. Eventually the Eternal Eyes...  
...disappeared from sight. With the exception of you.

Luke: Me... I'm a Eternal Eyes?

Satapiyo: You have already shown me your power to fight!

Luke: But... my sister...

Satapiyo: Not all Eternal Eyes have the power... My... sould is... starting... to fade... what... do you... plan... to do... now... Are... you... going to... try to help... people... led...you... to despair...used...father...mother...those...people... rescued...

Luke: I know little about the past... But if there's anything I can do, I won't run away!

Satapiyo: Then...go...alone...to...vu...lado...There...another... Magical...puppet...will...be...waiting...for...you...  
.....

Luke: Another Magical puppet at Vulado...





Elena: I...I'...alirhgt with walking corpses and zombies... It's just when it comes to ghosts... Those things without shapes!

Luke: Come off it, there aren't any ghosts!

Elena: B...But... I feel like something is looking at me. In that creepy mansion.

Luke: Anyway, let's go in.

Then, Luke and Elena walk inside the Hall of Dolls. In the entrance room, they encounter a Magical puppet (I don't know its name, so I'll just call it Puppet). The three will get into a conversation with each other.

Puppet: Welcome. Were you expecting us?

Luke: Were you expecting us?

Puppet: Indeed. The doors of this mansion can only be opened by Eternal Eyes. It was made for that purpose, you see. All Eternal Eyes are very welcome here.

Elena: I see! Things are turning out to be much easier than I expected. We're happy to see your Maical puppet. Can we see him, please? Now?

Puppet: ...So, you are... Yes follow me. However... Madam, the Eternal Eyes inside you has not fully awakened. Therefore, I'm afraid I can't let you proceed further.

Elena: .....

Luke: ... Elena, I'm going.

Elena: Take care. I'll do my best to wait here till you come back.

Luke will leave the entrance hall, and you will be taken to the Battle Preparation Menu. Equip your new weapons, if you haven't already.

-----  
-- Hall of Dolls - First Floor --  
-----

In this battle, you should fight against five Mappemon.

-----  
CONGRATULATIONS  
-----

As soon as you get back to the Battle Preparation Menu, I would save. When you are ready to fight again, go down to End and select Second Floor. You'll then be taken to your second battle of Chapter 3.

-----  
-- Hall of Dolls - Second Floor --  
-----

During this battle, you will probably go up against six Magical puppets.

-----  
CONGRATULATIONS  
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Congratulations. You have won the second battle of Chapter 3. After being taken back to the Battle Preparation Menu, you should save. Once you are ready to battle again, go to the bottom and choose End. Then choose Third Floor. You will be taken to yet, another battle.

-----  
-- Hall of Dolls - Third Floor --  
-----

On the third floor, you will fight five more Magical puppets.

-----  
CONGRATULATIONS  
-----

Once you have successfully gotten past the Third Floor, save the game. If you need any kind of items, like a Riceball, then go back to Gross Kingdom or Goondocks and get what you need. When you are ready to go to the Forth Floor, go down to End and choose Forth Floor.

-----  
-- Hall of Dolls - Forth Floor --  
-----

You are now over half way through Chapter 3. Throughout this battle, you will, again, dismantle five Mappemon. Good luck!!!

-----  
CONGRATULATIONS  
-----

When you are taken back to the Battle Preparation Menu, you should save the game. Also, be prepared because there is a boss fight up next. Once you are ready to fight again, go down to End and choose Fifth Floor.

-----  
-- Hall of Dolls - Fifth Floor --  
-----

When you arrive, the boss of Chapter 3 will talk to you. His name is War Spirit.

War Spirit: Nice to see you here. But first convine me that you truly have the potential to be a Magical puppet master!

The battle will then start. The War Spirit is at a level 14. While his two companions, two Bone Rocks, are at Lv13.

In this battle, the first thing you should do is to eliminate the Bone Rocks. After that, that will leave you and your Mappemon all alone with War Spirit. If you take out the Bone Rocks first, it will make it easier to defeat the War

Spirit. Good luck in this battle!

=====  
==Lv14 War Spirit==  
=====

-----		-----	
[Place pic   Lv 14     -Attributes-			
...   Hp 334/334     AT : 48/48			
here]   Mp 81/73     DF : 58/58			
-----		MA : 68/68	
-----		MD : 46/46	
-Name-       HR : 83/83			
Name War Spirit       AV : 86/86			
Race War Spirit       SP : 111/111			
-----		LK : 23/23	
-----		MV : 5/5	
-Equip-			
Accessories     -----			
Silver Bracelet     -----			
Accessories     -Magic-			
-----     Magic List			
-----		-----	
-Magic List-			
Gustoma Power: 16			
Mesatz Power: 36			
-----		-----	

=====  
==Lv13 Bone Rock==  
=====

-----		-----	
[Place pic   Lv 13     -Attributes-			
...   Hp 79/79     AT : 59/59			
here]   Mp 42/42     DF : 37/37			
-----		MA : 27/27	
-----		MD : 17/17	
-Name-       HR : 82/82			
Name Bone Rock       AV : 84/84			
Race Bone Rock       SP : 62/62			
-----		LK : 27/27	
-----		MV : 4/4	
-Equip-			
Accessories     -----			
-----     -----			
Accessories     -Magic-			
-----     Magic List			
-----		-----	
-Magic List-			
Grail Power: 12			
-----		-----	

When you defeat the two Bone Rocks and the War Spirit, the War Spirit will give you a speech.

War Spirit: Eternal Eyes...that was splendid. I see a great Magical puppet master inside you. Controlling Magical puppets is a unique ability that the Eternal Eyes possess, but by no means do all the Eternal Eyes have this power. And they are born with the

skill. Magical puppets grow each time they are given a jewel. But the difficulty is deciding which to jewel to use... When you have mastered that, there is not much more to learn. Here, take this. It is the "Stone of Darkness." Use this to reverse the effect and turn Magical puppets back into their original doll form. But you must never allow your power to be used by others. Use your power for what you believe is right.

Luke received the "Stone of Darkness."  
Luke received a Magical puppet.

Luke will then walk back to the entrance of the Hall of Dolls. There he will meet Elena and the Puppet.

Elena: You're back!

□Puppet: You have been confirmed a potential Magical puppet master, by the looks of it.

Elena: Let's go back home for now.

Puppet: Please come again, Magical puppet Master.

\*\*\*\*\*

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  Chapter 4 - The Inscribed Promise
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\*\*\*\*\*

At the beginning of Chapter 4, Luke and Elena will walk back into Luke's house. When they walk in, they are greeted by Mouse.

Mouse: Luke! Elena! You managed to get back into the town.

Elena: What's happened to the town? Nobody seems to be around...

Mouse: I haven't got the details, but apparently there was a battle up at Gross Castle.

Luke: What? So that's why everyone's hiding. By the way, is Nicol around?

Mouse: That's the thing... He just went off somewhere on his own...

Nicol: You looking for me?

Once Nicol says that, he walks into Luke's home and starts talking.

Mouse: Nicol! Where have you been? It's dangerous outside.

Nicol: I know... I managed to find out what happened in the castle. It seems there was a rebellion inside Gross Castle. And the ringleader was Commander Vorless!

Luke: What! Vorless... the commander of the inner circle of knights?

Nicol: That's the one. And, Luke, you'll be even more surprised when you read this.

Luke: what is it? A letter? Oh, it's addressed to me.

Mouse: Th... that's the crest of the royal family! Nicol! What are you doing with...

Nicol: There was a dead soldier near the castle with the letter in his hand.

Elena: Well, Luke, what does it say?

Luke: It's from Princess Fanna... to me... asking me to come to the castle straight away...

Everyone: What!

Elena: But why would the Princess want Luke!?

Mouse: I have no idea! Don't ask me!

Luke: Well, I guess I better go, Nicol, would you look after Elena?

Nicol: Sure.

Elena: Be careful Luke! We'll join you later!

Nicol: If you go now, you should be able to enter through the main gates, in all the confusion.

The screen will now be taken to the main gates of the Gross Castle. Here you will see a sword fight happening between a Loyal Soldier and an Evil Soldier.

Sld=Soldier

Loyal Sld: Why are you doing this! Why did you betray the king? Ugh! Unholy strength... You must be possessed by an evil spirit!

The loyal soldier is then killed with a sword by the Evil Soldier.

Evil Sld: Sir Vorless is going to bring about a new age!

The Evil Soldier walks away from the dead body, and into the castle. A few moments later, you will see the hero, Luke, walk up to the main gates. He will kneel beside the fallen Loyal Soldiers, then take off into the Gross Castle. After you see Luke sprint into the the castle, the Battle Preparation Menu will come up. I recommend that you save the game first. When you are ready to fight, go down to End and select Ground Floor.

-----

-- Gross Castle - Ground Floor --  
=====

When Luke enters the castle and is ready for his first fight here, he will say something.

Luke:           There are even more monsters in the castle! I am worried about Princess Fanna. Anyway, we must hurry!

Throughout this battle, you will go up against 6 magical puppets.

-----  
CONGRATULATIONS  
-----

Upon the defeat of the 6 magical puppets, you will be taken back to the Battle Preparation Menu. From there, you should save. When ready, go to End and select First Floor.

-----  
-- Gross Castle - 1F --  
=====

In the First Floor of Gross Castle, you will encounter 6 enemies. The type of enemies are random.

-----  
CONGRATULATIONS  
-----

Once those Mappemon are slayed by Luke, you can save the game at the Battle Preparation Menu. As soon as you are ready to fight again, go down to "End" and select Second Floor.

-----  
-- Gross Castle - 2F --  
=====

In the Second Floor battle of Gross Castle, you will encounter eight enemies.

-----  
CONGRATULATIONS  
-----

After you dispose of the Magical puppets, you can save, go to Goondock's Port and get more items, or you can continue fighting. The next battle will be...

-----  
-- Gross Castle - 3F Hall --  
=====

During this brawl, you should battle against eight more opponents.

-----  
CONGRATULATIONS  
-----

Upon their defeat, you should save and get more items. After that, go down to End and select 4F Hall. This will take you to the final battle of Chapter 4.

-----  
-- Gross Castle - 4F Hall --  
-----

Throughout this matchup, you will be placed against, yet again, eight Magical puppets.

-----  
CONGRATULATIONS  
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After you get past those Mappemon you will see another scene.

King: Vorless! So it was you!! You think you are using the Goddess of Destruction? She is a beast! A beast who deprives people of their souls! She is something you will never be able to control!

Vorless: We'll see about that. The Goddess is now seeking your Majesty's soul!

Vorless walks over to the King. Each one pulls their razor sharp swords out on each other.

Vorless: Now, majesty, I go to receive the "Regalia of Knowledge" for a new master.

King: You can't seriously think it will spare just your soul among all the rest! Or have you already found the ring of Domination? Impossible! Think again... Vorl... Ugh!

Before the King can finish what he is saying, Vorless thrusts the sword into the King. Therefore, slaying the King.

Luke: Your Majesty!

Vorless: !!  
And here's our little Eternal Eyes.

Once Vorless says that, he will stride up to Luke and attempt to frighten him.

Vorless: Still young... only a powerless child. Hah, this is the legendary Eternal Eyes. You. What do they call you?

Luke: ...Luke.

Vorless: Luke of the Eternal Eyes. You won't take our side in this conflict?

Luke: .....

Vorless: ...Huh, not a word to say. In that case, I had better stomp the flames out now. Die!

Luke: Oooooow!



Elena: Stoop!

Out of no where, Elena comes storming in to help her younger brother, Luke. She dives in front of Luke and takes the blow by Vorless. Luke's life was saved because of the sacrifice of Elena.

Luke: Elena!

Vorless: Anotehr hindrance!

Ceris: Lord Vorless! Please hurry! The time portel is about to shut! The spell only lasts for a short time!

Vorless: Did you find the "Regalia of Knowledge?"

Ceris: It's right ehre, Lord.

Vorless: That's good! It looks like your lives will go on for a bit longer! But I will be back, Eternal Eyes! I will kill you and offer your souls to the Goddess!

Vorless and the Girl walk away proud of what they have accomplished. They slayed the King and killed Elena. Luke is extremely upset because of this. He is in tears because now he doesn't have anyone left in his family after the death of his older sister, Elena. A mysterious woman will approach Luke and his fallen sister.

Luke: ...Elena...  
... Don't touch my sister!

Mysterious Woman: It seems we always make you suffer, Eternal Eyes. I am Fanna, the daughter of the King. Your sister has not yet lost her life. Please lister to my words for a few moments, if you would.

Luke: Princess... So you're... the deceased King's...

Princess Fanna: My father knew this was going to happen, ever since he found out that Vorless was trying to resurrect Luna. To reaseal the Goddess of Destruction my father searched of the Red-eyed tribe, the Eternal Eyes. Please, Luke, we need your help. To save the world from destruction, we need your power.

Luke: I... don't possess such powers. That is why my sister... and anyway... you might think this as selfish but... I care more about my sister, than the world!

Princess Fanna: Yes, I understand... But I also have a responsibility. I will tell you a way of saving your sister. But you must promise to let me use your powers.

Luke: I promise... as long as my sister lives! But is it really possible?

Princess Fanna: It is. We have no time to waste. Make haste to the Lost Forest. Your sister's soul is being kept in this world by the powers of the Eternal Eyes, but I don't know how long that can last.

Luke: Why do I need to go to the Lost Forest?

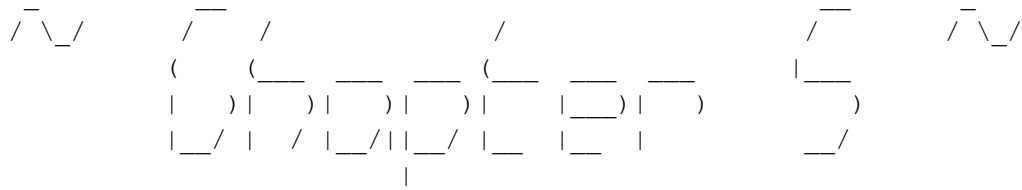
Princess Fanna: The fairy, Naas, lives there. She should be able to tell you how to save your sister.

Luke: Naas... I understand. I will leave immediately.

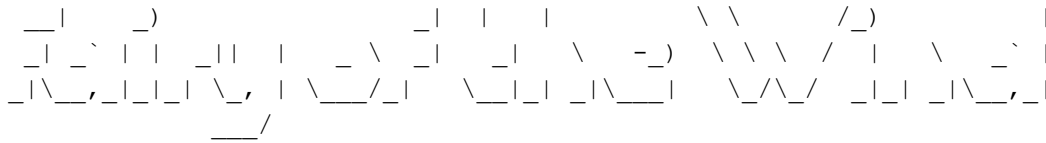
Princess Fanna: Take this, Luke. It should be very useful to you.

Princess Fanna gave Luke a Magical puppet. After Luke receives this gift, Chapter 4 will end and Chapter 5 will begin.

\*\*\*\*\*



Chapter 5 - Fairy of the Wind



\*\*\*\*\*

At the beginning of Chapter 5, the screen will show inside of Luke's house.

Nicol: I heard all about it. Terrible happenings... to Elena.

☐Mouse: All because we were late getting ready, Elena left before us. And look what happened...

Luke: Don't worry. Elena still has a chance of survival.

Nicol: You're going to the lost Forest, right? We have no hope of getting a permit... but I'll help in any way I can. I'm sorry I said those things before. You see, I don't have the power to manipulate Magical puppets like you. But I didn't mean it. You're my friend whoever you are and whatever strange powers you've got. It doesn't make any difference, does it Mouse?

Mouse: No difference at all, Nicol. Let's hurry up and get ready.

☐Nicol: Mouse, you know Luke is going to a very dangerous place. Do you really think you can help?

Mouse: Speak for yourself.

Luke: To tell you the truth, I used to be lonely. I'm really happy that you two are helping me like this.

Nicol: .....

Mouse: The Lost Forest, wasn't it? Leave the preparations to us.

Then, Luke will walk at of his house. Once he is in front of his home, you will gain control of Luke. You can go to the General Store and stock back up on items or buy new weapons and armor.

When you are ready, exit Gross Kingdom. On the World Map, go back to the Lost Forest. Upon entering Lost forest, Luke will talk to himself.

Luke: N... this forest... is different from the last time.

Then, you will be taken to the Battle Preparation Menu. It is recommended that you save your game progress. Next, go down to End and choose Near Entrance.

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-----  
-- Misty Forest - Near Entrance --  
-----
```

After selecting "Near Entrance," Luke will say talk again.

Luke: I can see the fairy Naas through the mist... I will come to you, my sister...

In the Misty Forest - Near Entrance, Luke will slay five Magical puppets.

```
-----  
CONGRATULATIONS  
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```

After you defeat those Mappemon, you will go back to the Battle Preparation Menu. You can save if you want. When ready, select "End," then choose Misty Forest Part 1.

```
-----  
-- Misty Forest - Part 1 --  
-----
```

During this battle, Luke will fight five Magical puppets.

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CONGRATULATIONS  
-----
```

Upon the slaughtering of those five Mappemon, you will be taken back to the Battle Preparation Menu. Save if you wish. Go to the Goondocks Port General Store or the Gross Kingdom General Store if you are running low on items. When you feel confident enough, scroll down to End and select Misty Forest Part 2.

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-----  
-- Misty Forest - Part 2 --  
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```

Throughout the Misty Forest - Part 2 battle, Luke will go up against six enemies.

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-----  
CONGRATULATIONS  
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```

After you dismantle the six Mappemon from Misty Forest - Part 2, you will be

taken back to the Battle Preparation Menu. When ever you are ready to battle again, go down to End and select The Nether Regions Part 1.

-----  
-- The Nether Regions - Part 1 --  
-----

During your battle in The Nether Regions - Part 1, Luke must get past five more Mappemon.

-----  
CONGRATULATIONS  
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Once you defeat those Magical puppets, you will go back to the Battle Preparation Menu. From here, go down to End and select The Nether Regions Part 2.

-----  
-- The Nether Regions - Part 2 --  
-----

While in this fight, you will be paired up against seven other Mappemon.

-----  
CONGRATULATIONS  
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Upon the collapsed of those seven Magical puppets, you will again be taken back to the Battle Preparation Menu. From there, you should save and get new items. After that, go down to End and choose The Nether Regions Part 3.

-----  
-- The Nether Regions - Part 3 --  
-----

In this battle, Luke and his Magical puppets will try to take down six Mappemon.

-----  
CONGRATULATIONS  
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After the defeat of the six puppets in The Nether Regions - Part 3, you will be taken to a meadow. Luke will hear a mysterious voice that says "Welcome, brave Crimson Eyes." Then Luke starts to talk.

Luke:           Where are you?

A picture of Naas, the fairy, will come up on the screen.

Naas:           Hi, I'm here. Thanks for getting rid of those pests.

Luke:           Um... You're Naas, the fairy?

Naas:           That's me, Eternal Eyes.

Luke: Nice to meet you. I have come to see you about something.

Naas: How sweet. Very polite, too. You really take after Neil and Rufia.

Luke: You knew my parents?

Naas: Yes, of course. We fought together in the War. Not something I'd forget. So, what can I do for you? Tell me whatever you want?

Luke will then tell Naas everything that had happened at the Gross Kingdom Castle. He explains what happened to the King, and his sister, Elena.

Naas: Aah, that's not good. I knew the seal was weakening, but... Heavens, I'm slow! But you can't blame me... people don't always tell me what's going on. But I would never have thought the King would be defeated...

Luke: What about my sister, is there anything...

Naas: There is one way to save your sister. But it certainly isn't simple to perform. First we need the "Rod of Light" to revive the body, and then "Angel Blood" to complete the spell.

Luke: Got it. If it's to save my sister I'll get everything that's needed.

Naas: Slow down, slow down! Before anything else, you need the "Rod of Life." To get that, head for the "Land of Light." Once you've found the rod, go and see the girl at Gross.

Luke: Great. Thank you for everything.

Naas: Oh, and... you've got beautiful eyes. They're as clear as a mirror. A rare Eternal Eyes with miraculously formed eyes. You'll definitely be able to save your sister, I'm sure. Definitely...

The screen will be taken away from Naas and the meadow and placed in the lair of the Goddess of Destruction.

Lolita: Hey, Ceris. Does the summoning of "Soldiers of Death" look possible? What about that "Regalia of Knowledge," does it look useful?

Ceris: I have already obtained the knowledge. There's no doubt about what Lord Vorless says. All there's left now is to call upon the souls of the dead, and resurrect the "Soldiers of Death."

Lolita: How long is it going to take?

Ceris: A night should be enough to summon a thousand soldiers or so.

Once Ceris says that, the entire building starts to shake and Vorless walks into the room.

Ceris: !!

Lolita: Lord Vorless!

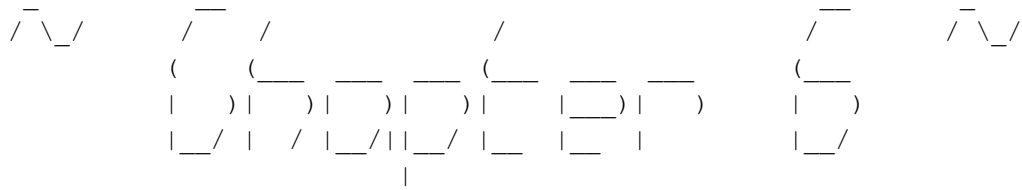
Vorless: I don't care. Luna is awakening. My strength...is increasing... I am returning to Villee Island.

Ceris: Lord Vorless.

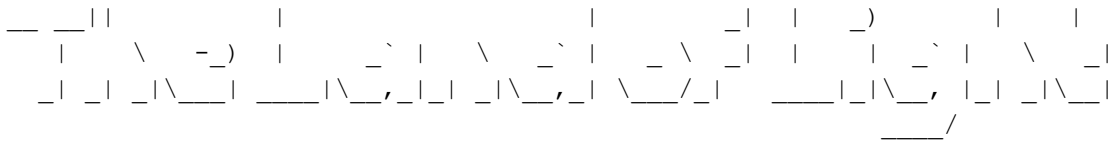
Vorless: Lolita!

After Vorless calls for Lolita, the two walk off the screen and head towards Villee Island. This will mark the end of Chapter 5.

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Chapter 6 - The Land of Light



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At the beginning of Chapter 6, you will see a screen of the inside of Luke's house. Inside Luke's house, you will see Mouse, Nicol, and Luke having a conversation with one another.

Nicol: How was it, Luke? Did you see the fairy?

Luke: Yeah. She said, to rescue Elena, I need the Rod of Life which lies somewhere in the Land of Light.

Mouse: Land of Light... that's at the very end of the earth! You're not going to be able to get there easily.

Nicol: We'll come with you. You'll be lonely by yourself, and we should be able to help.

Luke: Thank you, both of you.

Mouse: Let's start getting ready then.

Luke then shall walk outside of his house. This is where you will gain control of Luke again. Now, go outside of Gross Kingdom. When the World Map comes up, move the hand to the top-left corner. Place the hand over the Stone Ruins dot.

After that you will see Luke, Nicol, and Mouse walking in snow.

Mouse: ...it's cold.

Nicol: Oh, Mouse. if you stand there like that, you'll get even colder. Now keep walking! You too, Luke.

Luke: But... I wonder how long we've been walking for. The scenery always seems to be the same.

Mouse: I agree. There doesn't seem to be any monsters around, anyway. I wonder where we are.

Nicol: The "End of the Earth." What do you think!

Luke: Did you see that?

Mouse: Something like a bird just flew by.

Luke: Maybe, in the direction the bird flew...

Nicol: Hey! Slow down! Wait for me!

A little while later.

Mouse: It really does exist. The legendary monument of the "Land of Light..." I'm seeing it with my own eyes... Thank heavens I'm alive!

Nicol: Mouse! We're not here on a sight-seeing trip! Leave it until after we've found the "Rod of Life."

Luke: No, let him carry on, Nicol. If Mouse studies it carefully, he may find valuable information.

Nicol: But, you know...

Luke: It would be quicker if we all spread out.

Mouse: Found it! Should be able to go underground here.

Nicol: Let's go!

Luke: No, Nicol! There's going to be monsters from here onwards. You two wait here.

Mouse: Luke's right. We'll wait here for his return.

Nicol: Fine. But be careful.

Then, you will be taken to the Battle Preparation Menu. From here, go down and select End. Next, choose Basement 1.

-----  
-- Stone Ruins - Basement 1 --  
-----

When Luke first walks in, he will say something to himself.

Luke: Wow, the floors and the ceilings are all frozen. It's a cause of ice... It's freezing, but I have to put up with it because my sister is waiting for me!

In Basement 1, there are 8 enemies for you to tackle down.

-----

CONGRATULATIONS

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Since you have gotten past the first battle of Chapter 6, you will be taken back to the Battle Preparation Menu. From here, it would be wise to save your progress. When you are ready to battle again, go down to End, and select Basement 2.

-----  
-- Stone Ruins - Basement 2 --  
-----

In Basement 2, again there are eight Mappemon for you to beat up.

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CONGRATULATIONS  
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Once you defeat those 8 Magical puppets, you will be brought back to the Battle Preparation Menu. As soon as you are ready to fight again, select End, then choose Basement 3.

-----  
-- Stone Ruins - Basement 3 --  
-----

In Basement 3, there are seven Magical puppets for you to tear through.

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CONGRATULATIONS  
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After you dismantle the seven Mappemon from Basement 3, save your progress, and go get yourself some more items if you need to. However, if you are ready to battle, choose Basement 4 from the End menu.

-----  
-- Stone Ruins - Basement 4 --  
-----

During this battle, Luke and his Mappemon will be placed against eight other Mappemon.

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CONGRATULATIONS  
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As soon as you annihilate those eight Mappemon, again you will be taken back to the Battle Preparation Menu. If you are ready to go into battle again, then go down, highlight End, and choose Basement 5.

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-- Stone Ruins - Basement 5 --  
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In Basement 5, Luke will have to defeat eight enemies, but of course with the help of his Magical puppets.

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CONGRATULATIONS



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Upon their defeat, the Battle Preparation Menu will show up on the screen.  
Now, select Basement 6. This will be the last battle of Chapter 6.

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-- Stone Ruins - Basement 6 --  
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Throughout the Basement 6 battle, you will have to go up against seven other Mappemon.

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CONGRATULATIONS  
-----

Now that you have beaten Basement 6, Luke will find a treasure chest.

Luke: A treasure chest! There we go!

Inside the treasure chest is the "Rod of Life."

Luke: I'd better hurry back to the other two now.

Luke will run back to the Gross Castle to talk to Princess Fanna.

Princess Fanna: Welcome back. So you've got the "Rod of Life."

Luke: Will my sister be alright?□□Princess Fanna: We just need the "Angel Blood..."

Nicol: I see. So what we now have to do, is find an Angel.

Mouse: But where are we going to find one?

Princess Fanna: ...That...is what the daughter of the royal family becomes. But I have not yet awakened as an Angel.

Luke: Princess, you're an Angel, but... you're not quite an Angel yet?

Princess Fanna: The day Vorless started the conflict, i was meant to perform a ritual to become an Angel. But unfortunately, the "Regalia of Knowledge," which is needed for the ritual, fell into the hands of Vorless.

Mouse: Which would mean that the regalia is now on Villee Island. It's not going to be easy to reclaim it.

Princess Fanna: No, I heard that it is currently in Vulado. There's a follower of Vorless at Vulado, Ceris who is trying to create monsters by calling down the souls of the dead.

Luke: It'll be complete chaos...

Princess Fanna: Luke...will you go?

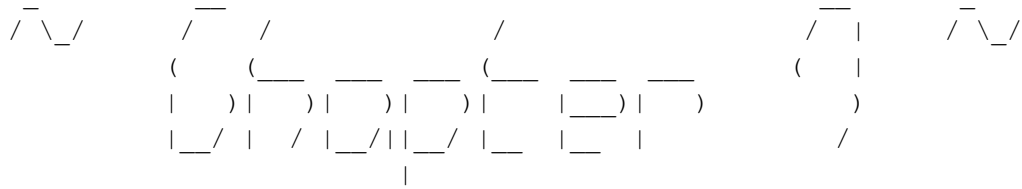
Luke: Yes Princess. I'll get the "Regalia of Knowledge" whatever it takes.

Mouse: We'll help, won't we Nicol?

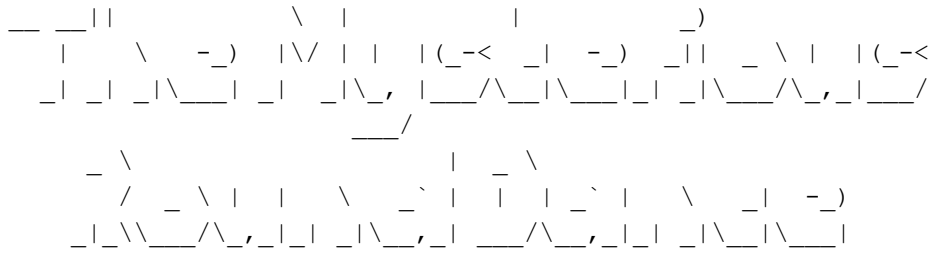
Nicol: Of course.

Princess Fanna: Thank you all very much.

\*\*\*\*\*



Chapter 7 - The Mysterious Round Dance



\*\*\*\*\*

At the beginning of Chapter 7, you will be inside Luke's house. Luke, Mouse, and Nicol will be talking to each other.

Nicol: Ceris is at Vulado, right?  
☐Mouse: Ceris was known at court as a mage-knight. Be careful of him.

Luke: I've been to Vulado once before with Elena.

Mouse: .....  
☐Nicol: .....

Luke: It's too early to start getting worried. We must get the "Regalia of Knowledge" as quick as possible.

Then, you will be placed outside of Luke's house. If you need to get any kind of items, then hurry up and go to the General Store. When ready, leave Gross Kingdom. As soon as you are taken to the World Map, select Hall of Dolls. The butler will be on the ground whenever Luke walks into the House of Dolls.

Luke: What happened here, butler?

Butler: Sir Luke, how nice to see you here. Pardon me for the state I'm in.

Luke: What happened?

Butler: Vorless and his follower Ceris suddenly stormed in. Vorless left soon after, but Ceris should still be on the to floor of the tower.

Luke: Thank you. We have something to see them about!

Butler: Sir Luke, please be careful...

Luke will be seen walking away from the Butler, deeper into the Hall of Dolls. The Battle Preparation Menu will then come up. Go down, highlight End, then choose First Floor

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-----  
-- Hall of Dolls 2 - First Floor --  
-----
```

When you first walk in, Luke says something to himself.

Luke:           This...quite different from the previous... Is this all because of Ceris? Anyway, we must return the "Regalia of Knowledge" as soon as possible... Let's hurry!

In this battle, Luke will go up against 6 Mappemon.

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-----  
CONGRATULATIONS  
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```

Once you get past these nuisances, you will be taken back to the Battle Preparation Menu. From here, go down and choose Second Floor

```
-----  
-- Hall of Dolls 2 - Second Floor --  
-----
```

Throughout this dog fight, Luke will be pitted against six more Magical puppets.

```
-----  
CONGRATULATIONS  
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```

As soon as they are defeated, again you will be taken back to the Battle Preparation Menu. Now, choose End, and select Third Floor.

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-- Hall of Dolls 2 - Third Floor --  
-----
```

During this quarrel, assault six enemies.

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-----  
CONGRATULATIONS  
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```

After you hinder those Mappemon helpless, the Battle Preparation Menu will pop up. When this happens, you can go back to Gross or Goondocks to get more supplies, or you can clash into yet another battle. If you are ready to fight again, go down to the Forth Floor.

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-----  
-- Hall of Dolls 2 - Forth Floor --  
-----
```

In this encounter, there will be five Mappemon that you must annihilate.

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CONGRATULATIONS  
-----
```

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When you get the better of those Mappemon, the Battle Preparation menu will  
up on the screen. Go down and select the Fifth Floor.

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-- Hall of Dolls 2 - Fifth Floor --  
-----

Throughout this conflict, there will be six Magical puppets that need  
destroyed.

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CONGRATULATIONS  
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After those Mappemon were taken care of, at the Battle Preparation Menu, go  
down, highlight End, and choose Sixth Floor. This is your next to last fight  
for Chapter 7.

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-- Hall of Dolls 2 - Sixth Floor --  
-----

During this altercation, there are six Magical puppets that you need to  
decapitate.

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CONGRATULATIONS  
-----

Once those Mappemon are demolished, you will be taken back to the Battle  
Preparation Menu. From here I highly advise you to save the game. Then I  
would go back to Gross Kingdom or Goondocks Port and stock up on Clovers and  
Rice Sandwiches, because the next battle is against Ceris.

-----  
-- Hall of Dolls 2 - Seventh Floor --  
-----

When Luke walks in, Ceris starts to talk to him.

Ceris:           !?... I understand now. You are the fire Lord Vorless was  
                  speaking of. But this rite of necromancy cannot be disturbed.

In this hostile meeting, you will not only fight Ceris, but six other Magical  
puppets.

=====  
==Lv46 Ceris==  
=====

-----		-----	
[Place pic	Lv 46	-Attributes-	
...	Hp 570/570	AT	: 80/80
here]	Mp 300/270	DF	: 90/90
-----		MA	: 230/230
-----		MD	: 185/185
-Name-		HR	: 135/135
Name Ceris		AV	: 160/145

Race	Human Being	SP	: 165/140
		LK	: 100/100
		MV	: 3/3
-Equip-			
Accessories			
	Diamond Bracelet		
Accessories		-Magic-	
	Anklet		Magic List
-Magic List-			
	Lavyna		
	Freeze Raid		
	Bashamma		

The best way to get past this battle is to have at least two of your Magical Puppets to have a Magic Power with a D Effect. Use these until all of the other Mappemon that you are going against have died. While doing this, just attack Ceris with Luke. If one of your Magical puppets run out of Magical Power, have Luke use one of his Clovers.

-----  
 CONGRATULATIONS  
 -----

Ceris: We hadn't expected such power... I must inform Lord Vorless now...

Ceris will then disappear.

Luke: !?  
 !!

Luke got the "Regalia of Knowledge."

Luke: Now Elena will be alright. I must hurry back to Gross.

Luke then goes back to the Gross Castle to talk to Princess Fanna.

Princess Fanna: I am very grateful for what you have done for me. Elena will live.

Princess Fanna walks over to the corpse of Luke's sister, Elena.

Princess Fanna: My father became a "Blade Earl" after years of training. And he once fought alongside your parents. Luke you've also passed the test and obtained the Regalia. Now it is my turn. Women of royal blood have traditionally become Angels. Angels thought the power of the "Regalia of Knowledge."

Princess Fanna kneels down beside the body of Elena.

Princess Fanna: Oh Franile, God of Light, according to our blood pledge, blow a soul into this being... Let its body beat!

Elena suddenly opens her eye lids.

Princess Fanna: Elena is now fine.

Luke: It went successfully?

Princess Fanna: I must be the first person ever to have performed both the Angel rite and the spirit invocation rite. It is because you gave me the courage. Now, Luke, go and see your sister.

Elena: Wh? Where am I? Eh? Luke?

The two embrace in a hug.

Luke: Elena...Elena!

Elena: What are those tears for!

Luke and Elena will go back to their home.

Elena: Morning guys!

Luke: Elena, you look... great...

Elena: All thanks to you, Luke.

Luke: It was me who was supposed to die, but you protected me. That's why I...

Elena: No! I hate series conversations like this!

Nicol and Mouse then walks into the room.

Nicol: Morning, Elena! I brought you something from the castle!

Elena: Good morning. Thanks for all you did for me, both of you.

Mouse: No, well... we couldn't leave you to die. We've a band, the four of us. And this sword is for Luke, from the Princess.

Luke: That's great. Looks like an amazing sword. Am I really worth it?

Mouse: According to the Princess, the last owner of that sword had been given the title "Blade Earl." That is, as you know, the King.

Luke: A "Blade Earl?"

Mouse: Master of all sword skills, strong in spirit, stands up to all evil... a noble hero.

Luke: .....

Mouse: You need this to slay the Goddess of Destruction. But I understand your feelings when you heard that this sword had been owned by a "Blade Earl."

Elena: If you feel bad about having it, why don't you give it back later?

Luke: I think I'll do that.

Nicol: Oh, and the Princess wants to see you two.

Luke: Yeah, sure.

Elena: Mouse, Nicol! Thank you very much.

Nicol: No problem. But the adventure has tired me out.

Mouse: Nicol and I are feeling quite tired. We'd like to go home and rest, if that's alright.

Elena: Sure, thanks.

Nicol and Mouse walk out of Luke's Hosue. Luke and Elena go to see Princess Fanna.

Luke: Thank you, Princess Fanna. I managed to save my sister.

Princess Fanna: It was all due to your courage and determination. All I did was give a bit of advice. Oh, and talking of advice, have you met Shillay yet?

Luke: Shillay?

Elena: I haven't heard of her either.

Princess Fanna: Shillay was considered the supreme Magical puppet master during the War of the Goddess.

Luke: Magical puppet master! That means Shillay has a Eternal Eyes like us!

Elena: Really? I haven't yet met any other Eternal Eyes! What kind of person is Shillay?

Princess Fanna: She is very dependable. I hear she's currently living in a tower she built herself, with her Magical puppets. But mind you, she really hates being involved with other people... that's why she's living alone with just her Magical puppets as her friends, playing her mysterious tricks in her tower. Anyway, you must meet her. If possible, I'd like you to go to Shillay's tower now. ...The Goddess is awakening. We have to do something... very fast. She might know some way of stopping this from happening.

Luke: Right. Now it's my turn... to save the world.

Princess Fanna: Thank you, i trully appreciate it. You're the only people left now who can stop Vorless and his evil plan.

The screen will be taken to Vorless' lair.

Vorless: How can you have the face to come back, after losing the Regalia to that child!

Ceris: Forgive me. They were much more of a nuisance than I'd thought. However, I have managed to get all the information needed to resurrect the Goddess.

Vorless: Yes?

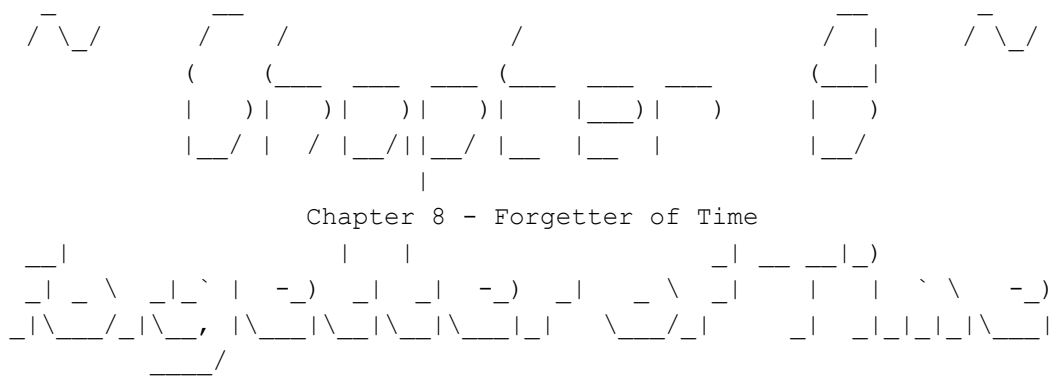
Ceris: When the Goddess awakens, the soul needs to rest in a vessel of life, in other words, in a human body.

Vorless: The Goddess is enraged. She desires resurrection, as soon as possible.

Lolita: Leave that job to me. I have got a perfect idea for the human body.

Vorless: You seem keen. I will accept your offer.

\*\*\*\*\*



\*\*\*\*\*

Luke and Elena will be back in Luke's house.

Elena: Well then, let's get going.

Luke: Elena, you're not wanting to come, are you?

Elena: Of course I am. Come on, when's the next thiem we're going to be able to meet a Crimson Eyes other than ourselves?

Luke: No, Elena. It's not as if you've fully recovered yet.

Elena: It's alright. I know how I feel. And...I've decided I'm never going to leave you side again. So I...

Luke: ..... Right. Let's go together.

Elena: Yes.

Luke will then be placed outside of his house. Now, leave Gross Kingdom. When you enter the World Map, select Shillay's Tower from the right side of the map. It will also be towards the top. When you arrive there, Luke will talk to himself like usual.

Luke: I can sense dozens of monsters inside here. Maybe it's because of the Goddess...

Elena: It's not just that. I'm also getting bad feelings and they're



giving me the shivers. As if an evil presence is getting closer and closer...

Luke: Maybe the Goddess is going to awaken soon. I'll go ahead and get rid of all the monsters. You catch me up later.

Elena: Sure. Luke, as always, be careful.

Luke: Yeah.

Then you will be taken to the Battle Preparation Menu. From here, go down to End and select First Floor.

```
-----  
-- Shillay's Tower - First Floor --  
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```

In the first floor brawl, you will need to defeat six Magical puppets.

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-----  
CONGRATULATIONS  
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```

Once you have them conquered, you will be taken back to the Battle Preparation Menu. Next, go to the Second Floor.

```
-----  
-- Shillay's Tower - Second Floor --  
-----
```

During this blood bath, you will be confronting six more Mappemon.

```
-----  
CONGRATULATIONS  
-----
```

After these guys have been taken care of, the Battle Preparation Menu will show up on the screen. I would advise you to go down and save the game. When you are ready, highlight End, then select Third Floor.

```
-----  
-- Shillay's Tower - Third Floor --  
-----
```

This fight will be the same as the previous two. There are still only six enemies for you to destory.

```
-----  
CONGRATULATIONS  
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```

As soon as those six Mappemon have bitten the dust, the Battle Preparation Menu will come up. Then, choose Forth Floor after highlighting End.

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-----  
-- Shillay's Tower - Forth Floor --  
-----
```

Whenever you go to the Forth Floor, Luke will finally notice that the scenery has been changing, and he says something about it.

Luke: Again...This time, it's a mansion...What's happening?

This battle is quite the same as the other three so far in Chapter 8. It should not be too hard for you to defeat these six Magical puppets that lay in your path to the top of Shillay's tower.

-----  
CONGRATULATIONS  
-----

After this battle, there will only be two more battles until you meet Shillay. Choose to go to the Fifth Battle.

-----  
-- Shillay's Tower - Fifth Floor --  
-----

The Fifth Floor battles is not like the other battles so far in Chapter 8, this time there are only five Mappemon that are challenging you.

-----  
CONGRATULATIONS  
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Whenever the Fifth Floor has been conquered, the Battle Preparation Menu will come back up. Now, select the Sixth Floor. This will be the last battle of Chapter 8.

-----  
-- Shillay's Tower - Sixth Floor --  
-----

Again, Luke will say something about the scenery change before you do any actual battling.

Luke: This time, it's the Lost Forest... I wonder... I know now! This tower is a parallel world! It's an illusion that Shillay made because she hates meeting people. But why does she hate meeting people so much?

On the Sixth Floor, there are six Mappemon that are wanting to be slayed by you.

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CONGRATULATIONS  
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Once you have dismantled them, you will come to the Pillar of Light.

Luke Pillar of light...

Elena: Are you alright, Luke?

Luke: Yes. I'm fine.

Elena: The light is really fascinating. I wonder if it will take us up.

Luke: Let's try, Elena.

Elena: Why not.

The two then walk into the pillar of light.

Both: Wow...fantastic.

Luke: I can't believe it!

Luke and Elena will stride to the front of Shillay's tower, where they are meet by a big Magical puppet named Toby.

Toby: I don't think we've met. I am Toby, a Magical puppet of Shillay.

Elena: Wow! What a strange Magical puppet!

Toby: Excuse me?!

Luke: Yes, elena, that was rude. I'm sorry Toby.

Toby: Mmm... The girl is hopeless, but this one looks alright.

Luke: We've come to see Shillay. Can you tell me where I might find her?

Toby: Yes, I suppose I can tell you. Follow me.

Toby escorts Luke and Elena to Shillay.

Toby: I'm here. Miss Shillay, we have guests.

Shillay: You are...Neil and Rufia's children. The names were...Luke and Elena?

Luke: You know about us?

Shillay: Of course I do. Neil and Rufla were very close friends of mine. ...So, what have you come to see me about?

Luke: We need your help to stop the Goddess from resurrecting.

Shillay: I can't help you. After the war, I decided never to get involved with human affairs again.

Elena: By why? If the Goddess awakens, the world will come to an end. Think of the vast number of people who are going to lose those they hold most dear. I can't let that happen!

Shillay: As long as the person who summons the Goddess controls her, the world won't end. It'll just change. But actually I doubt that any human will be able to control her.

Luke: ...Shillay...

Shillay: Is that it? Now it's my turn to tell you about Neil and Rufia.

Luke: About my parents?

Shillay: I have lived and watched more time go by. I was there when the

Magical puppet was born, when the Eternal Eyes were persecuted.. And when the War of the Goddess broke out, I had not intention of fighting. But Neil, Rufia, the Fairy Naas, King of Gross, and also Balzar... I just couldn't leave them, so I joined them in battle. And we were victorious, against that Goddess of Desctruction, Luna...

Shillay has a flashback to after the battle.

Balzar: Now it has all ended.

King: The goddess possessed terrifying power... It's a wonder we're all here, still alive.

Rufia: All those times I struggled to forge the seal, and thought, 'I can't go on.'

Shillay: Well fought, everyone.

Naas: But it's alright now. Now all the people in the world can sleep in peace.

Neil: ...No, not quite. There's one last thing. The Goddess has gained power by eating millions of souls. If somebody tries to call upon her again, she will cause destruction once more on the face of this earth! So she needs to be watched over for several hundred years, while her power slowly dissolves. There is a way to transfer a live sould into a magical puppet, which is forbidden. I will give up my body and do it. That way I will seal Luna for ever.

Rufia: The, I'll be with you, right? If I remember rightly it only works when two Eternal Eyes perform it.

Shillay: Are you two out of your minds? If you become Magical puppets, life will not be life! You'll receive no divine salvation! You'll not go to heaven! Your souls will slowly fade into nothingness! You will just live long until you become nothing!

King: Shillay's right. I can't let you two take up such a burden...

Neil: Your majesty...you have the duty to protect the kingdom. Shillay has the responsibility to take care of the Magical puppets. Naas, being a fairy, cannot leave the forest.

Rufia: The only thing which concerns me is my two children. Naas, can I leave them with you?

Naas: Rufia...

Neil: Let's begin. Shillay, would you help?

Shillay: Right. Stand back, the rest of you. 'Body of life, give thyself to this entity without life, and serve for ever more the Magical puppet master!'

Shillay's flashback then ends.

Shillay: Neil and Rufia, having given up their souls to become Magical puppets, guarded the seal. Balzar became the keeper of the Ring

of Domination, and the Soul Reaper. That's all you need to know about the history.

Luke: ...Balzar, and the King...

Shillay: I don't want to know. My time ceased from that time. But instead, I'll give you, Elena, part of my memory. You can decide the rest for yourself.

Shillay will give Elena part of her memory.

Shillay: Go home now. To where you belong.

Back at the castle, there is chaos going on. Lolita kills one of Princess Fanna's guards.

Princess: What are you planning on doing with me?

Lolita: You are going to host the Goddess' soul, dear. What a privilege! Oh, look. There's someone here for you. Oh yes, could you relay a message to the Eternal Eyes for me? ...Come to Vilee if you want this girl back! That is, if you ever get there alive. You should give up, you know. Even if you are Eternal Eyes. See you. Bye.

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Chapter 9 - Dark Cloud

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Luke and Elena will be storming around inside Luke's house.

Elena: That Shillay really got on my nerves!

Luke: But... Mom and Dad are still alive.

Elena: Mmm. But who would believe that they are still guarding the seal...

Luke: We have to kill Vorless and prevent the resurrection of Luna. Then maybe...

Elena: Anyway, let's go and report everything to the Princess.

Luke: Good idea.

When they are about to leave, Nicol and Mouse tell them the bad news.

Nicol: Luke! The Princess has been kidnapped! She's been taken to Vिलlee Island!

Luke: What?!

Mouse: They said, 'If you value your lives, hand us the Princess.' Blatantly a villain's line.

Elena: But why the Princess... They're not trying to resurrect the Goddess in her body, are they? If that is so, we'll have to rescue her, quick. But the problem is how to get there.

Luke: Elena! Is there a way?

Elena: We'll need a ship to get to Vилlee Island.

Mouse: Goondocks is the place for that.

Luke: Good. Let's hurry.

You are then placed outside of Luke's house. Now, leave Gross Kingdom and go to Goondocks Port to get a ship. Whenever you arrive at Goondocks Port, your plans are spoiled, because the ship has been destroyed.

Elena: What happened!

Mouse: Vorless seems to have destroyed all the ships to prevent us from getting to Vилlee.

Nicol: Damn! What are we going to do!

Luke: Elena! We have to hurry... Mom and Dad are there fighting... they're waiting for us!

Elena: I've got it! There's still another ship! The one under the mansion!

They go to where they discovered the old war ship way back in Chapter 1.

Luke: Elena, these skeletons...

Elena: ...Shillay's memory told me...yes, it's Mom and Dad. Naas brought them here, after their souls were transferred.

The ground begins to shake.

Luke: Aah!

Elena: Don't worry! The ship started because it just recognized Luke as an Eternal Eyes. During the war...they also used this ship to get to Vилlee.

Nicol: Right, Let's go!

You will see the four cross the ocean to Vилlee. Soon, you will be able to see Vилlee.

Nicol: So this is Vилlee Island!

Mouse: There's a heavy, brooding atmosphere about this place...

Elena: And I sense evil.

Nicol: Look, there's a tower there.

Luke: Be careful everyone!

Everyone: Away!

The four will walk into the tower, and see the Princess laying on the ground.

Luke: This must be...!

Nicol: Princess! Are you alright?

Mouse: Don't worry. She's conscious.

Princess: You people are...

Luke: Princess Fanna, how do you feel? We've come to rescue you.

Elena: We got here in time. Vorless was going to resurrect Luna inside you.

Princess: So that's what he was up to... Now that I have awakened as an Angel, it shouldn't be easy to do such a thing. That is probably why Vorless failed.

Luke: But how glad I am that you're alright.

Elena: It doesn't look like we'll be able to move from here for a while.

Nicol: Luke! Leave the two to me and Mouse, and pursue Vorless!

Luke: I'm on my way!

Mouse: Come back when you need something.

Elena: Luke! Take care!

Then the battle preparation menu will come up. Prepare yourself for a long, tedious Chapter of battling.

-----  
-- Villée Fort - Underground Passage --  
-----

Luke: Just as I thought. It's full of monsters! We must stop the resurrection of the Goddess of Destruction at all costs... Let's go, and let nothing stop us.

In this battle, you will encounter several enemies. In fact, seven.

-----  
CONGRATULATIONS  
-----

After being taken back to the Battle Preparation Menu, scroll down, highlight

End, and then select Ground Floor.

```
-----  
--  Villee Fort - Ground Floor  --  
-----
```

Throughout this brawl, you will have to annihilate five enemies.

```
-----  
CONGRATULATIONS  
-----
```

As soon as the Battle Preparation Menu comes back up, go buy some Rice Sandwiches and/or Clovers if you need them. Save the game right before you go back to battle in the First Floor.

```
-----  
--  Villee Fort - First Floor  --  
-----
```

During this blood bath, you will encounter 8 Magical puppets.

```
-----  
CONGRATULATIONS  
-----
```

As soon as you annihilate those eight Mappemon, again you will be taken back to the Battle Preparation Menu. If you are ready to go into battle again, then go down, highlight End, and choose Second Floor.

```
-----  
--  Villee Fort - Second Floor  --  
-----
```

In the Second Floor, Luke will have to defeat seven enemies, but of course with the help of his Magical puppets.

```
-----  
CONGRATULATIONS  
-----
```

Upon their defeat, the Battle Preparation Menu will show up on the screen. Now, select Third Floor.

```
-----  
--  Villee Fort - Third Floor  --  
-----
```

In this battle, you will face yet seven more Magical puppets.

```
-----  
CONGRATULATIONS  
-----
```

When you get past these seven Magical puppets, you will be taken back to the Battle Preparation Menu. Whenever you are ready to battle again, go down to End, and select Fourth Floor.

```
-----  
--  Villee Fort - Fourth Floor  --  
-----
```



-----  
Throughout this battle, you will, again, dismantle six Mappemon. Good luck!!!

-----  
CONGRATULATIONS  
-----

When you are taken back to the Battle Preparation Menu, you should save the game. Once you are ready to fight again, go down to End and choose Fifth Floor.

-----  
-- Villee Fort - Fifth Floor --  
-----

Throughout this conflict, there will be eight Magical puppets that need destroyed.

-----  
CONGRATULATIONS  
-----

After those Mappemon were taken care of, at the Battle Preparation Menu, go down, highlight End, and choose Sixth Floor.

-----  
-- Villee Fort - Sixth Floor --  
-----

During this altercation, there are seven Magical puppets that you need to decapitate.

-----  
CONGRATULATIONS  
-----

Once those Mappemon are demolished, you will be taken back to the Battle Preparation Menu. From here I highly advise you to save the game.

-----  
-- Villee Fort - Seventh Floor --  
-----

In the Seventh Floor battle of Villee Fort, you will encounter seven enemies.

-----  
CONGRATULATIONS  
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After you dispose of the Magical puppets, you can save, go to Goondock's Port and get more items, or you can continue fighting. The next battle will be...

-----  
-- Villee Fort - Eighth Floor --  
-----

During this brawl, you should battle against six more opponents.

-----  
CONGRATULATIONS  
-----

Upon their defeat, you should save and get more items. Specifically, Riceballs and Clovers. After that, go down to End and select Ninth Floor.

-----  
-- Villed Fort - Ninth Floor --  
-----

This will be the first of four straight boss battles. On the Ninth Floor is Jaress, Garland, and Lolita.

Jaress: I congratulate you on reaching this far... but I'm afraid you are going no further!

Garland: I'm starting to feel sorry for you. We have three commanders of the Dark Artillary Regiment as your opponents. Don't expect to return home alive! I'll put you to my sword.

Lolita: I will not let anyone get in Lord Vorless' way! Die, kid!

=====  
==Lv83 Jaress==  
=====

-----		-----	
[Place pic	Lv 83	-Attributes-	
... here]	Hp 664/664 Mp 0/0	AT : 284/254	DF : 177/127
-----		MA : 0/0	MD : 112/112
-----		HR : 192/192	AV : 294/254
-Name-	Name Jaress	SP : 244/244	LK : 92/92
	Race Human Being	MV : 5/4	
-----			
-Equip-			
Accessories			
	Bear Claws		
Accessories			
	Liger Mask		
-----			

=====  
==Lv86 Garland==  
=====

-----		-----	
[Place pic	Lv 86	-Attributes-	
... here]	Hp 935/935 Mp 0/0	AT : 286/255	DF : 210/210
-----		MA : 25/0	MD : 100/100
-----		HR : 237/215	AV : 165/165
-Name-	Name Garland	SP : 145/145	LK : 110/110
	Race Human Being	MV : 3/3	
-----			

```

| -Equip- | | |
| Accessories | | -----
| Star Pendant | |
| Accessories | |
| Champion's Belt | |
|-----|

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=====
==Lv84 Lolita==
=====

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|-----|-----|
| [Place pic | Lv 84 | | -Attributes- |
| ... | Hp 480/480 | | AT : 108/108 |
| here] | Mp 293/314 | | DF : 113/113 |
|-----| | MA : 255/255 |
|-----| | MD : 236/236 |
| -Name- | | HR : 175/153 |
| Name Lolita | | AV : 283/283 |
| Race Human Being | | SP : 143/143 |
|-----| | LK : 113/113 |
|-----| | MV : 4/4 |
| -Equip- | | |
| Accessories | | -----
| Beautiful Earrings | | -----
| Accessories | | -Magic- |
| Fairy Bracelet | | Magic List |
|-----|-----|

```

```

|-----|
| -Magic List- |
| Medicina CS: 32 PW: 80 RG: 4 EF: A |
| Igniga CS: 36 PW: 24 RG: 4 EF: C |
| Gustoga CS: 36 PW: 20 RG: 4: EF: C |
|-----|

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=====
==Strategy==
=====

```

With Luke's first move, you should move straight forward. Then, choose to toss a jewel right in front of yourself, since you will not be close enough to attack yet. Move your Magical puppets towards Lolita. Again, you will not be close enough to attack. So, use your strongest magic to attack Lolita, or the nearest person. On your second turn, do the same thing for Luke. With your Magical puppets, move closer to Lolita. Attack her if you can get close enough, but if not you will have to settle for magic again.

If you haven't noticed by now, I am suggesting to take Lolita out first. Mainly because she can use Medicina to refill her's or her partner's Health Bar. To take out Lolita, I used an R.H. Pappet and an W.H. Pappet. It only took me one hit with each of those two Mappemon to take out Lolita. The R.H. Pappet would take away well over 350 Health/Hit Points from Lolita. While the W.H. Pappet's attack would take away nearly 300 Health/Hit Points.

The second person you should take out is Jaress. He has the strongest attack power of the three. Whenever Jaress would attack Luke, it would vanish nearly 250 of Luke's Health/Hit Points; as Garland would take away over 150 Health/Hit Points.

Jaress:           How could this be! This kid... Lord... Vorless... Ugh...

-----  
CONGRATULATIONS  
-----

Upon their defeat, you should save and get more items. Specifically, Riceballs and Clovers. After that, go down to End and select Tenth Floor.

-----  
==- Vिलlee Fort - Tenth Floor ==-  
-----

On the Tenth Floor are six Magical puppets and a Demon that awaits you.

Demon:           Eternal Eyes, a kindled flame... Just as the Goddess predicted.

Luke:            !? That's the voice of Ceris! What have you done to yourself? You'd go as far as that to resurrect the Goddess of Destruction?

Demon:           Vorless is my only master... The ideal he pursues is also mine. I'll do anything to stop anyone interfering with his purpose. I'm going to take every last breath from your body with my ultimate death magic. Come here!

=====  
==Lv85 Demon==  
=====

[Place pic ... here]		Lv 85	-Attributes-	
		Hp 698/698	AT	: 174/174
		Mp 304/304	DF	: 139/139
			MA	: 255/255
			MD	: 248/248
-Name-			HR	: 253/253
Name	Demon		AV	: 159/159
Race	Demon		SP	: 194/194
			LK	: 94/94
			MV	: 4/4
-Equip-				
Accessories				
Accessories			-Magic-	
			Magic List	

-----

-Magic List-				
Medicina	CS: 32	PW: 80	RG: 4	EF: A
Igniga	CS: 36	PW: 24	RG: 4	EF: C
Freeze Burn	CS: 50	PW: 30	RG: 4	EF: C

-----

=====  
==Strategy==  
=====

On Luke's first turn, move him as close to the Demon as you can. Then

place a jewel in front of yourself, with the jewel being between the Demon and Luke. If you do not wish to do that, then you can attack a Mappemon that is beside you. That is, if there is one beside you. Move your Mappemon as close to the Demon as you can, or to a nearby Magical puppet. If your Mappemon as a magic spell with a "D" effect, then you could use this, so you would hurt ALL of the enemies. If not, attack a nearby Magical puppet.

The Demon may move near you and cast magic on you. Magic is her strongest type of attack. Before you begin to think of attacking the Demon form of Ceris, you should annihilate the remaining six enemies. This way they will not be bugging you. You may have to decide to attack one enemy with Luke and all of your Mappemon in the same turn, because when an enemy's Heal/Hit points reach below 100, then Ceris will refill there health.

When attacking the Demon, Luke would take away HP numbers in the 70s. My R.H. Pappet would get over 350 HP from Ceris, and my W.H. Pappet could take away nearly 300 HP. However, when the Demon attacked it was a whole different story. Ceris would take away a whooping 30-some HP from Luke on one attack.

Luke: Why are you still fighting? The resurrection of the Goddess has failed! What's the point of all this?

Ceris: Huh... Ha ha! You think the summoning has failed. Do you really think so?

Luke: .....!?

Ceris: You'll... understand... in time. If you want to find you, chase after Lord Vorless... Ugh!

-----  
CONGRATULATIONS  
-----

Upon their defeat, you should save and get more items. Specifically, Riceballs and Clovers. After that, go down to End and select Eleventh Floor.

-----  
-- Villie Fort - Eleventh Floor --  
-----

Throughout this battle, you will go up against none other than Vorless himself. But Vorless did not come alone. He brought along with him four of his own Magical puppets.

Vorless: !? I'm surprised you've reached this far, Eternal Eyes child! Let's get it over and done with quickly!

Luke: Vorless! Where's Luna? She's not here is she! The descent failed, didn't it!

Vorless: Failed? Huh... I don't have to explain anything to someone who is about to die. Come on now.

=====  
==Lv86 Vorless==  
=====

...	Hp	855/855	AT	: 305/255
here]	Mp	0/0	DF	: 220/150
-----			MA	: 0/0
-----			MD	: 210/210
-Name-			HR	: 175/175
Name	Vorless		AV	: 225/195
Race	Human Being		SP	: 270/250
-----			LK	: 95/95
-----			MV	: 6/5
-Equip-				
Accessories			-----	
	Long Horn			
Accessories				
	Ninja Suit			
-----				

=====  
 ==Strategy==  
 =====

Obviously, you should take out the four Magical puppets first, then concentrate on Lord Vorless. Vorless quickly moves towards Luke. His attacks on Luke take away around 300 of Luke's Health/Hit Points. In return, Luke's attacks only deduct about 20 Health/Hit Points from Vorless. However, my R.H. Pappet and W.H. Pappet would make up for the difference. The R.H. Pappet would decrease Vorless' HP by over 300. The W.H. Pappet would subtract around 200 of Vorless' HP.

Whenever Vorless gets in front of Luke, take a step back, and place a jewel in between Luke and Vorless. Just do normal attacks to Vorless with your Magical puppets.

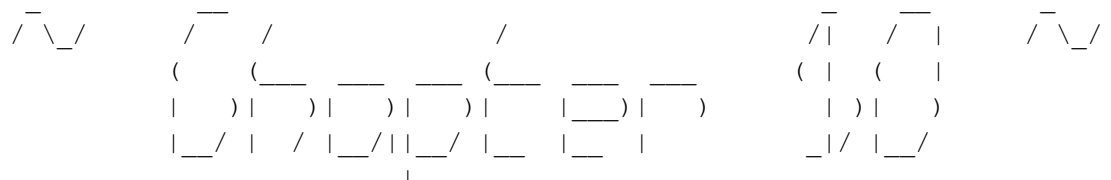
Luke: I am the victor! The summoning must have failed. Give up now!

Vorless: ...Luna still needs more time. I'm going to have to leave!

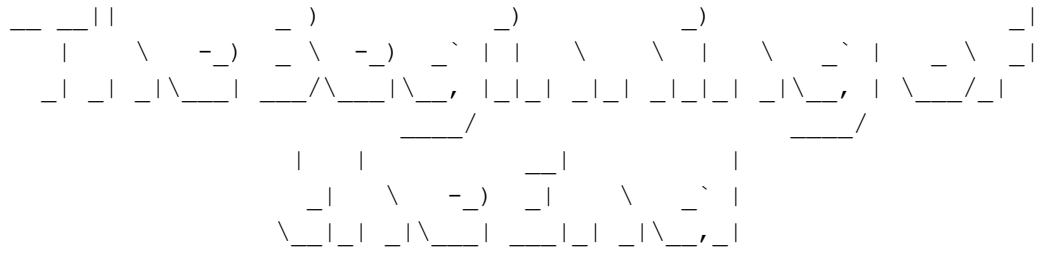
Vorless then walks away from Luke, and disappears into thin air.

Luke: No! Wait!

\*\*\*\*\*



Chapter 10 - The Beginning of the End



\*\*\*\*\*

Vorless walks into the chamber where Luna is supposedly being resurrected. When he walks in, a mysterious voice talks to him.

Mysterious: Wait. You with the evil power!

Vorless: !?

Two Magical puppets appear in front of him (bet you can guess who it is now).

Vorless: Magical puppet?

Mysterious: Wait. YOU with the evil power! Do you think I'm going to greet you?

The Magical puppets morph into Neil and Rufia, the parents of Luke and Elena.

Vorless: What? Neil and Rufia! No! Don't disturb me!

Neil draws back his sword, ready to hit Vorless any second.

Neil: Vorless, you are not going any further!

Vorless: How do you propose to stop me now? All your strength was spent sealing Luna. Whatever feeble powers you have left can make no difference!

Rufia: All we have to do is keep you here! Our children will be arriving soon.

Vorless: Get out of my way!

Vorless streaks towards Rufia and slices her with his double-edged sword.

Rufia: Aah!

Quickly, Luke sprints into the room.

Luke: Mom! Dad!

Rufia: Luke...Is that you...Luke...

Neil: Luke...

Luke: Mom! Dad! Sorry I was late!

Vorless: Hahaa! Your time is up! Let's settle it, Eternal Eyes!

Luke: Vorless! Say your prayers!

The screen fades white, but when it clears up, Vorless will be on his knees.

Luke: Huh... I did it! I defeated Vorless!

Vorless: ... By becoming... a knight... I wanted... my name... to echo... through history. And if I... could be a Blade Earl... the very best of the knights... known to all... If anyone deserved... to be a Blade Earl... it was me. But then... he said that... he could not... give the "Sword of the Blade Earl"... to one with... evil in his heart! That king... I had given him... all my loyalty... and protected... his kingdom... and he could do...

that... to me! I'll show you... who is... the strongest!  
That's why...I will use... even the Goddess... of Destruction.

Luke: You are wrong!

Neil: Luke! Watch out! Vorless still has something up his sleeve!

Vorless: Huh... it's too late... By defeating me, you have made it possible for the Goddess of Destruction to descend. The ceremony has finished!

Luke: Eh! What??!

Vorless: Heh heh heh. It really is beginning... my name will be remembered for ever!

Rufia: Look out! Luna will descend!

The ground begins to shake when the screen is shifted back to the first part of Villee Fort, where it shows Nicol, Mouse, Elena, and Princess Fanna.

Nicol: What's this light...

Elena: Luke...

Elena runs away from the group in an attempt to reach Luke.

Nicol: Hey! Elena! Wh... what happened? I could not prevent the resurrection.

The Battle Preparation Menu will show up for the final showdown.

```
-----  
-- Villee Fort - Top Floor --  
-----
```

In this battle, you will not only fight the Goddess of Destruction, Luna, but you will also fight two Mappemon, and two Demons identical to the Demon form of Ceris.

Luke: Wh... What happened? I could not prevent the resurrection.

Luna: Voooooooooooo..... Haaaaaaaaa.....

Luke: !!

Luna: ...Kill! Kill!.. Kill! Kill! Kill! Kill! Kill! Kill!  
Kill!

Luke: Say your prayers!

```
=====  
==Lv89 Demon==  
=====
```

-----		-----	
[Place pic	Lv 85	-Attributes-	
...	Hp 516/698	AT	: 143/143
here]	Mp 258/258	DF	: 153/153
-----	-----	MA	: 255/255
-----	-----	MD	: 255/255



-Name-		HR	: 255/255
Name	Demon	AV	: 163/163
Race	Demon	SP	: 158/158
-----		LK	: 98/98
-----		MV	: 4/4
-Equip-			
Accessories		-----	
		-----	
Accessories		-Magic-	
		Magic List	
-----		-----	

-Magic List-	
Medica	CS: 16 PW: 40 RG: 3 EF: A
Igniga	CS: 36 PW: 24 RG: 4 EF: C
Freeze Burn	CS: 50 PW: 30 RG: 4 EF: C
-----	

=====  
 ==Strategy==  
 =====

The first thing you should do is kill the two Demons. Do not even worry about the two Magical puppets. After the Demons have been killed, then go after Luna. Luna's attacks will decrease Luke's Health/Hit Points by around 175. While Luke's attacks take away a tiny portion of that. His attacks deduct around 60 Health/Hit Points from Luna. My R.H. Pappet would take away well over 350 health/hit points from Luna.

Luna: This can't be true... I've been defeated... twice... Gooooor!  
 You will see... Eternal Eyes... I will... I will... Vwooooo!

Afterwards, Luna crumbles apart. The, Luke walks towards his mother and father.

Luke: Mom! Dad! Are you alright?

Rufia: Yes, we're fine.

Elena: Luke!

Luke: Elena! Look! Mom and Dad!

Elena: !!

The family embraces in a big hug.

Neil: You managed to get here.

Elena: B... but... the light... I just... couldn't stay!

Luke: That's great! That we've all met again...

Elena: But why... are you in human form? I thought your souls were transferred to Magical puppets...

Neil: Shillay must have used her powers. She was very subtle about it too.

Rufia: She must have sensed the hard battle you were going through.  
Just for now, we have been able to return to human form.

Luke: That means...

Neil: Yes, we will have to return to our doll form soon.

Elena: No...

Rufia: Don't cry! You're a big girl now...

Elena: Mmm.

Luke: But... why did Vorless awaken the Goddess when he knew what was going to happen?

Neil: Unfortunately, he had created a demon within himself.

Luke: A demon... do you mean Luna?

Neil: No. I mean his selfish and twisted heart.

Rufia: Mind you, it's not just Vorless. Everyone comes close to giving in to their bad thoughts at some time or other. It's just that Luna took advantage of it in Vorless.

Elena: Mommy. How do you defeat bad thoughts?

Luke: Yes. Not everyone are brave heroes like you.

Neil: For a start, you need friends who will warn you when your bad side starts to appear. Then you need the courage to fight it. Anyone can do that is a hero.

Rufia: It's not "how you lived" but "how you live."

Elena: Yes.

Neil: It's nearly time.

Luke: .....!

Rufia: The time has come to destroy Luna for ever. You go now!

Luke: Mom! Dad!

Rufia: Always seek the truth, throughout your lives. Don't be afraid. We will always be with you, in your hearts...

Neil: It is time to part. Live happily!

Neil and Rufia transform back into Magical puppets.

Luke: Mom! Dad!

Elena: Mom... Dad...

Luke and Elena walk back to the front of Villee Fort.



=====  
==Strategy==  
=====

This boss is simple, and should not cause you any trouble. The first thing you should do is destroy the Pumpkin Heads. Then, that will just leave the boss, Satapiyo, as the only thing to defeat. From there, just attack him with Luke. With your Magical puppets you have two chooses. One is two use magic, while the other is to attack Satapiyo. I will leave that decision up to you.

○~~~~~  
| Hall of Dolls - Fifth Floor |  
○~~~~~

=====  
==Lv14 War Spirit==  
=====

Lv 14		-Attributes-	
Hp	334/334	AT	: 48/48
Mp	81/73	DF	: 58/58
		MA	: 68/68
		MD	: 46/46
		HR	: 83/83
Name	War Spirit	AV	: 86/86
Race	War Spirit	SP	: 111/111
		LK	: 23/23
		MV	: 5/5
-Equip-			
Accessories			
Silver Bracelet			
Accessories			
		-Magic-	
		Magic List	
-Magic List-			
Gustoma	Power: 16		
Mesatz	Power: 36		

=====  
==Strategy==  
=====

Defeat the War Spirit using the same strategy that you used for the Satapiyo. Just attack the Bone Rocks until they are no longer a threat, then you are left alone with War Spirit. From that point on, attack using Luke. Luke's Mappemon can either attack, or cast a magic spell on War Spirit. It doesn't really matter what you choose.

○~~~~~  
| Hall of Dolls 2 - Seventh Floor |  
○~~~~~



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| Accessories |
|   Bear Claws |
| Accessories |
|   Liger Mask |
-----

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=====
==Lv86 Garland==
=====

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-----
| [Place pic | Lv 86 | | -Attributes- |
|   ...     | Hp    935/935 | | AT      : 286/255 |
|   here]   | Mp    0/0     | | DF      : 210/210 |
----- | MA      : 25/0     |
----- | MD      : 100/100  |
| -Name-    | | HR      : 237/215 | |
| Name      | Garland      | | AV      : 165/165 |
| Race      | Human Being  | | SP      : 145/145 |
----- | LK      : 110/110 |
----- | MV      : 3/3     |
| -Equip-   | | |
| Accessories |
|   Star Pendant |
| Accessories |
|   Champion's Belt |
-----

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=====
==Lv84 Lolita==
=====

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-----
| [Place pic | Lv 84 | | -Attributes- |
|   ...     | Hp    480/480 | | AT      : 108/108 |
|   here]   | Mp    293/314 | | DF      : 113/113 |
----- | MA      : 255/255 |
----- | MD      : 236/236 |
| -Name-    | | HR      : 175/153 | |
| Name      | Lolita      | | AV      : 283/283 |
| Race      | Human Being  | | SP      : 143/143 |
----- | LK      : 113/113 |
----- | MV      : 4/4     |
| -Equip-   | | |
| Accessories |
|   Beautiful Earrings |
| Accessories |
|   Fairy Bracelet |
-----

```

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-----
| -Magic List- |
|   Medicina   CS: 32 PW: 80 RG: 4 EF: A |
|   Igniga     CS: 36 PW: 24 RG: 4 EF: C |
|   Gustoga    CS: 36 PW: 20 RG: 4 EF: C |
-----

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NOTE: If an item has a \* beside its name, it means it is new to that chapter.

-----  
-- Chapter 1 --  
-----

-----  
--Gross Kingdom--  
-----

-Weapon-	-Price-
Wooden Sword	30
Bronze Sword	60
Iron Sword	120
Bamboo Pole	8
Spear	90
Short Bow	90

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240

-----  
-- Chapter 2 --  
-----

-----  
--Gross Kingdom--  
-----

-Weapon-	-Price-
Wooden Sword	30

Bronze Sword	60
Iron Sword	120
Bamboo Pole	8
Spear	90
Short Bow	90

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240

-Accessory-	-Price-
Cat Claws	220
Wooden Mallet	320
Big Blow	300
Hat	160
Glass Mask	240
T-Shirt	60

--Goondocks Port--

-Weapons-	-Price-
Bronze Sword	60
Spear	90
Javelin	160
Short Bow	90
Long Bow	140

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300

-Item-	-Price-
Riceball	20
Rice Sandwich	40

-Accessory-	-Price-
Cat Claws	220
Wooden Mallet	320
Big Blow	300
Hat	160
Glass Mask	240
T-Shirt	60

-----  
 ==- Chapter 3 ==-  
 -----

-----  
 --Gross Kingdom--  
 -----

-Weapon-	-Price-
Wooden Sword	30
Bronze Sword	60
Iron Sword	120
Flame Sword*	280
Frost Blade*	620
Bamboo Pole	8
Spear	90
Javelin*	160
Short Bow	90
Long Bow*	140

-Protective Gear-	-Price-
Tunic	80

Leather Armor	300
Chainmail	480
Breastplate*	780

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn*	60
Moth Wing*	70
Stern Look*	140
Maddening Wine*	260

-Accessory-	-Price-
Cat Claws	220
Wolf Claws*	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel*	250
Glass Mask	240
T-Shirt	60
Wrestling Pants*	240
Wrestler Pants*	310

--Goondocks Port--

-Weapons-	-Price-
Bronze Sword	60
Iron Sword*	120
Spear	90
Javelin	160
Flame Lance*	530
Short Bow	90
Long Bow	140

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail*	480

-Item-	-Price-
Riceball	20
Rice Sandwich	40
Clover*	140
Mint*	80
Whistle*	170
Dad's Smack*	130
Mocha Bean*	240

-Accessory-	-Price-
Cat Claws	220
Wolf Claws*	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel*	250
Glass Mask	240
T-Shirt	60
Wrestling Pants*	240
Wrestler Pants*	310

-----  
 ==- Chapter 4 ==-  
 -----

-----  
 --Gross Kingdom--  
 -----

You are not able to go to the General Store at Gross Kingdom in Chapter 4 because of something in the storyline.

-----  
 --Goondocks Port--  
 -----

-Weapons-	-Price-
Bronze Sword	60
Iron Sword	120

	Flame Sword*	280		
	Frost Blade*	620		
	Spear	90		
	Javelin	160		
	Flame Lance	530		
	Ice Javelin*	1400		
	Wind Spear*	2200		
	Dragon Lance*	3100		
	Short Bow	90		
	Long Bow	140		
	Mythril Bow*	640		
	-----			

	-Protective Gear-	-Price-		
	Tunic	80		
	Leather Armor	300		
	Chainmail	480		
	Breastplate*	780		
	Earthmail*	1600		
	-----			

	-Item-	-Price-		
	Riceball	20		
	Rice Sandwich	40		
	Clover	140		
	Mint	80		
	Whistle	170		
	Dad's Smack	130		
	Mocha Bean	240		
	-----			

	-Accessory-	-Price-		
	Cat Claws	220		
	Wolf Claws	270		
	Wooden Mallet	320		
	Big Blow	300		
	Hat	160		
	Twisted Towel	250		
	Glass Mask	240		
	T-Shirt	60		
	Wrestling Pants	240		
	Wrestler Pants	310		
	Collar of Power*	390		
	Necktie*	400		
	Tortoise Shell*	260		
	-----			

-----  
--- Chapter 5 ---  
-----

-----  
--Gross Kingdom--  
-----

-Weapon-	-Price-
Wooden Sword	30
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Bamboo Pole	8
Spear	90
Javelin	160
Short Bow	90
Long Bow	140
Mythril Bow*	640
Artemis*	1200
Angel Bow*	2100

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Mythril Plate*	2700
Gold Plate*	3600

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn	60
Moth Wing	70
Stern Look	140
Maddening Wine	260
Molotov Cocktail*	410
Star Fragment*	400
Blizzard Essence*	480
Wretched-Looking*	510
Seed of Morale*	390



-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power*	390
Necktie*	400
Tortoise Shell*	260
Bowtie*	360
Gorgeous Earrings*	400

-----  
 --Goondocks Port--  
 -----

-Weapons-	-Price-
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Spear	90
Javelin	160
Flame Lance	530
Ice Javelin	1400
Wind Spear	2200
Dragon Lance	3100
Short Bow	90
Long Bow	140
Mythril Bow	640

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Earthmail	1600

-Item-	-Price-
Riceball	20
Rice Sandwich	40
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn*	60
Moth Wing*	70
Stern Look*	140
Maddening Wine*	260

-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie*	360
Gorgeous Earrings*	400

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 --- Chapter 6 ---  
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 --Gross Kingdom--  
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-Weapon-	-Price-
Wooden Sword	30
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Mythril Blade*	1600

Bamboo Pole	8
Spear	90
Javelin	160
Short Bow	90
Long Bow	140
Mythril Bow	640
Artemis	1200
Angel Bow	2100

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Mythril Plate	2700
Gold Plate	3600
Black Robe*	1800
White Robe*	1600

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn	60
Moth Wing	70
Stern Look	140
Maddening Wine	260
Molotov Cocktail	410
Star Fragment	400
Blizzard Essence	480
Wretched-Looking	510
Seed of Morale	390

-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240

Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie	360
Gorgeous Earrings	400
Collar of Protec*	450
Collar of Ice*	510

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 --Goondocks Port--  
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-Weapons-	-Price-
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Spear	90
Javelin	160
Flame Lance	530
Ice Javelin	1400
Wind Spear	2200
Dragon Lance	3100
Short Bow	90
Long Bow	140
Mythril Bow	640

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Earthmail	1600
Mythril Plate*	2700
Gold Plate*	2600

-Item-	-Price-
Riceball	20
Rice Sandwich	40
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240

	Black Rose Thorn	60	
	Moth Wing	70	
	Stern Look	140	
	Maddening Wine	260	

	-Accessory-	-Price-	
	Cat Claws	220	
	Wolf Claws	270	
	Wooden Mallet	320	
	Big Blow	300	
	Hat	160	
	Twisted Towel	250	
	Glass Mask	240	
	T-Shirt	60	
	Wrestling Pants	240	
	Wrestler Pants	310	
	Collar of Power	390	
	Necktie	400	
	Tortoise Shell	260	
	Bowtie	360	
	Gorgeous Earrings	400	

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 -- Chapter 7 --  
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 --Gross Kingdom--  
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	-Weapon-	-Price-	
	Wooden Sword	30	
	Bronze Sword	60	
	Iron Sword	120	
	Flame Sword	280	
	Frost Blade	620	
	Mythril Blade	1600	
	Bamboo Pole	8	
	Spear	90	
	Javelin	160	
	Short Bow	90	
	Long Bow	140	
	Mythril Bow	640	
	Artemis	1200	
	Angel Bow	2100	

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Mythril Plate	2700
Gold Plate	3600
Black Robe	1800
White Robe	1600

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn	60
Moth Wing	70
Stern Look	140
Maddening Wine	260
Molotov Cocktail	410
Star Fragment	400
Blizzard Essence	480
Wretched-Looking	510
Seed of Morale	390

-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie	360
Gorgeous Earrings	400
Collar of Protection	450
Collar of Ice	510
Bladed Teeth*	570
Fighting Sticks*	640

White Fang\*

620

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--Goondocks Port--  
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-Weapons-	-Price-
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Spear	90
Javelin	160
Flame Lance	530
Ice Javelin	1400
Wind Spear	2200
Dragon Lance	3100
Short Bow	90
Long Bow	140
Mythril Bow	640

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Earthmail	1600
Mythril Plate	2700
Gold Plate	2600

-Item-	-Price-
Riceball	20
Rice Sandwich	40
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn	60
Moth Wing	70
Stern Look	140
Maddening Wine	260
Molotov Cocktail*	410
Star Fragment*	400
Blizzard Essence*	480
W-Looking Statue*	510
Seed of Morale*	390

-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie	360
Gorgeous Earrings	400
Collar of Protection*	450
Collar of Ice*	510
Bladed Teeth*	570
White Fang*	620
Fighting Sticks*	640

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 --- Chapter 8 ---  
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-----  
 --Gross Kingdom--  
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-Weapon-	-Price-
Wooden Sword	30
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Mythril Blade	1600
Light Saber*	820
Bamboo Pole	8
Spear	90
Javelin	160
Short Bow	90
Long Bow	140
Mythril Bow	640
Artemis	1200
Angel Bow	2100
Eleven Bow*	3400
Mirror Bow*	6200



-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480
Breastplate	780
Mythril Plate	2700
Gold Plate	3600
Black Robe	1800
White Robe	1600
Platinum Mail*	6800
Fire Guard*	8600
Frost Guard*	11500

-Item-	-Price-
Riceball	20
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn	60
Moth Wing	70
Stern Look	140
Maddening Wine	260
Molotov Cocktail	410
Star Fragment	400
Blizzard Essence	480
Wretched-Looking	510
Seed of Morale	390
Stone of Purity*	560

-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie	360
Gorgeous Earrings	400

	Collar of Protection	450	
	Collar of Ice	510	
	Bladed Teeth	570	
	White Fang	620	
	Fighting Sticks	640	
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 --Goondocks Port--  
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	-----		
	-Weapons-	-Price-	
	Bronze Sword	60	
	Iron Sword	120	
	Flame Sword	280	
	Frost Blade	620	
	Spear	90	
	Javelin	160	
	Flame Lance	530	
	Ice Javelin	1400	
	Wind Spear	2200	
	Dragon Lance	3100	
	Holy Lance*	8800	
	Short Bow	90	
	Long Bow	140	
	Mythril Bow	640	
	Artemis*	1200	
	Angel Bow*	2100	
	-----		

	-----		
	-Protective Gear-	-Price-	
	Tunic	80	
	Leather Armor	300	
	Chainmail	480	
	Breastplate	780	
	Earthmail	1600	
	Mythril Plate	2700	
	Gold Plate	2600	
	Black Robe*	1800	
	White Robe*	1600	
	Platinum Mail*	6800	
	-----		

	-----		
	-Item-	-Price-	
	Riceball	20	
	Rice Sandwich	40	
	Clover	140	
	Mint	80	

Whistle	170	
Dad's Smack	130	
Mocha Bean	240	
Black Rose Thorn	60	
Moth Wing	70	
Stern Look	140	
Maddening Wine	260	
Molotov Cocktail	410	
Star Fragment	400	
Blizzard Essence	480	
W-Looking Statue	510	
Seed of Morale	390	

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-----		
-Accessory-	-Price-	
Cat Claws	220	
Wolf Claws	270	
Wooden Mallet	320	
Big Blow	300	
Hat	160	
Twisted Towel	250	
Glass Mask	240	
T-Shirt	60	
Wrestling Pants	240	
Wrestler Pants	310	
Collar of Power	390	
Necktie	400	
Tortoise Shell	260	
Bowtie	360	
Gorgeous Earrings	400	
Collar of Protection	450	
Collar of Ice	510	
Bladed Teeth	570	
White Fang	620	
Fighting Sticks	640	

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 --- Chapter 8 ---  
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-----  
 --Gross Kingdom--  
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-----		
-Weapon-	-Price-	
Wooden Sword	30	
Bronze Sword	60	
Iron Sword	120	
Flame Sword	280	
Frost Blade	620	

	Mythril Blade	1600	
	Light Saber	820	
	Butterfly*	1200	
	Bamboo Pole	8	
	Spear	90	
	Javelin	160	
	Short Bow	90	
	Long Bow	140	
	Mythril Bow	640	
	Artemis	1200	
	Angel Bow	2100	
	Eleven Bow	3400	
	Mirror Bow	6200	
	Sniper*	4100	

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	-Protective Gear-	-Price-	
	Tunic	80	
	Leather Armor	300	
	Chainmail	480	
	Breastplate	780	
	Mythril Plate	2700	
	Gold Plate	3600	
	Black Robe	1800	
	White Robe	1600	
	Platinum Mail	6800	
	Fire Guard	8600	
	Frost Guard	11500	
	Dragon Guard*	18000	
	Glamorous Armor*	99999	

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	-Item-	-Price-	
	Riceball	20	
	Clover	140	
	Mint	80	
	Whistle	170	
	Dad's Smack	130	
	Mocha Bean	240	
	Black Rose Thorn	60	
	Moth Wing	70	
	Stern Look	140	
	Maddening Wine	260	
	Molotov Cocktail	410	
	Star Fragment	400	
	Blizzard Essence	480	
	Wretched-Looking	510	
	Seed of Morale	390	
	Stone of Purity	560	

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-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie	360
Gorgeous Earrings	400
Collar of Protection	450
Collar of Ice	510
Bladed Teeth	570
White Fang	620
Fighting Sticks	640

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--Goondocks Port--  
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-Weapons-	-Price-
Bronze Sword	60
Iron Sword	120
Flame Sword	280
Frost Blade	620
Spear	90
Javelin	160
Flame Lance	530
Ice Javelin	1400
Wind Spear	2200
Dragon Lance	3100
Holy Lance	8800
Short Bow	90
Long Bow	140
Mythril Bow	640
Artemis	1200
Angel Bow	2100

-Protective Gear-	-Price-
Tunic	80
Leather Armor	300
Chainmail	480

Breastplate	780
Earthmail	1600
Mythril Plate	2700
Gold Plate	2600
Black Robe	1800
White Robe	1600
Platinum Mail	6800
Fire Guard*	8600
Frost Guard*	11500
Dragon Guard*	18000
Liger Suit*	27000
Glamorous Armor*	99999

-Item-	-Price-
Riceball	20
Rice Sandwich	40
Clover	140
Mint	80
Whistle	170
Dad's Smack	130
Mocha Bean	240
Black Rose Thorn	60
Moth Wing	70
Stern Look	140
Maddening Wine	260
Molotov Cocktail	410
Star Fragment	400
Blizzard Essence	480
W-Looking Statue	510
Seed of Morale	390

-Accessory-	-Price-
Cat Claws	220
Wolf Claws	270
Wooden Mallet	320
Big Blow	300
Hat	160
Twisted Towel	250
Glass Mask	240
T-Shirt	60
Wrestling Pants	240
Wrestler Pants	310
Collar of Power	390
Necktie	400
Tortoise Shell	260
Bowtie	360
Gorgeous Earrings	400
Collar of Protection	450
Collar of Ice	510
Bladed Teeth	570

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| White Fang          620   |
| Fighting Sticks    640   |
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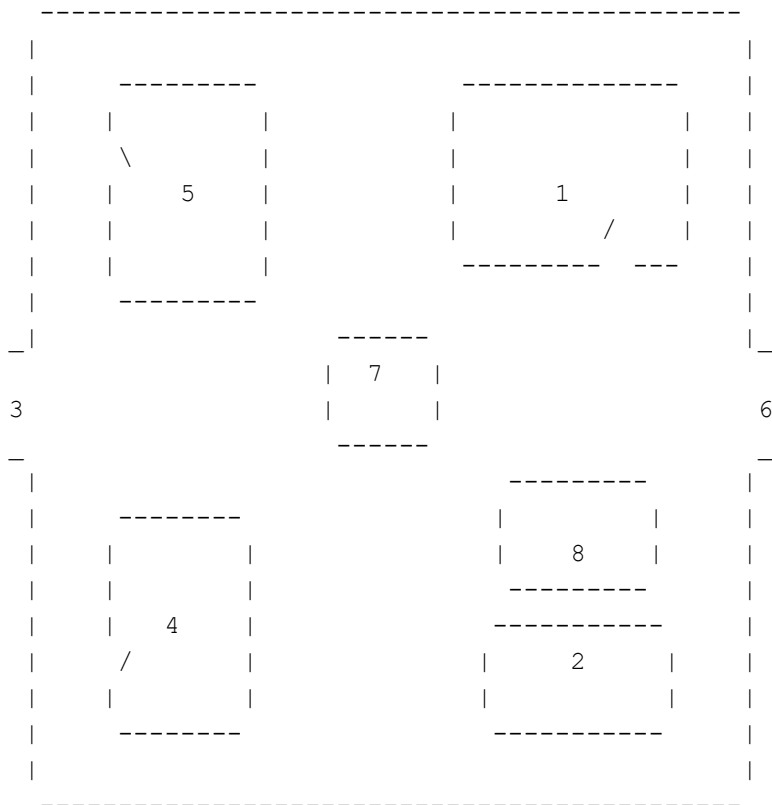
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Section 10:  
Town Maps

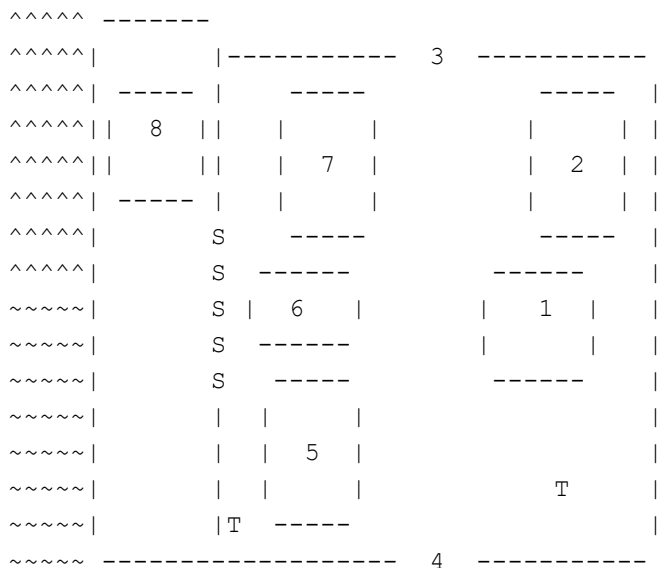
NOTE: These maps are NOT to scale.

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==- 10-a: Gross Kingdom ==-
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Key	
1	- Luke's House
2	- General Store
3	- Gross Kingdom Exit
4	- Mayor's House
5	- Pub
6	- Castle Entrance
7	- Center Fountain
8	- Private House



Key	
1 - General Store	
2 - Pub	
3 - Exit to World Map	
4 - Ground Floor	
5 - Private House 1	
6 - Private House 2	
7 - Private House 3	
8 - Office	
S - Stairs	
T - Tree	
~ - Water	
^ - Ship	



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Section 11:  
 Luke's Leveling Chart

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Key	
AT - Attack Power	
DF - Defense Power	
MA - Magic Attack Power	
MD - Magic Defense Power	
HR - Hit Rate	
AV - Evasion	
SP - Speed	



| LK - Luck |  
 | MV - Moveable spaces |  
EXP - Experience

Level	AT	DF	MA	MD	HR	AV	SP	LK	MV	Total EXP Points
1	27	22	6	55	74	78	41	24	4	100
2	28	24	7	56	75	79	43	26	4	200
3	29	26	8	57	76	80	45	28	4	300
4	30	28	9	58	77	81	47	30	4	400
5	31	30	10	59	78	82	49	32	4	500
6	32	32	11	60	79	83	51	34	4	600
7	33	34	12	61	80	84	53	36	4	700
8	34	36	13	62	81	85	55	38	4	800
9	35	38	14	63	82	86	57	40	4	900
10	36	40	15	64	83	87	59	42	4	1,000
11	37	42	16	65	84	88	61	44	4	1,100
12	38	44	17	66	85	89	63	46	4	1,200
13	39	46	18	67	86	90	65	48	4	1,300
14	40	48	19	68	87	91	67	50	4	1,400
15	41	50	20	69	88	92	69	52	4	1,500
16	42	52	21	70	89	93	71	54	4	1,600
17	43	54	22	71	90	94	73	56	4	1,700
18	44	56	23	72	91	95	75	58	4	1,800
19	45	58	24	73	92	96	77	60	4	1,900
20	46	60	25	74	93	97	79	62	4	2,000
21	47	62	26	75	94	98	81	64	4	2,100
22	48	64	27	76	95	99	83	66	4	2,200
23	49	66	28	77	96	100	85	68	4	2,300
24	50	68	29	78	97	101	87	70	4	2,400
25	51	70	30	79	98	102	89	72	4	2,500
26	52	72	31	80	99	103	91	74	4	2,600

27	53	74	32	81	100	104	93	76	4	2,700
28	54	76	33	82	101	105	95	78	4	2,800
29	55	78	34	83	102	106	97	80	4	2,900
30	56	80	35	84	103	107	99	82	4	3,000
31	57	82	36	85	104	108	101	84	4	3,100
32	58	84	37	86	105	109	103	86	4	3,200
33	59	86	38	87	106	110	105	88	4	3,300
34	60	88	39	88	107	111	107	90	4	3,400
35	61	90	40	89	108	112	109	92	4	3,500
36	62	92	41	90	109	113	111	94	4	3,600
37	63	94	42	91	110	114	113	96	4	3,700
38	64	96	43	92	111	115	115	98	4	3,800
39	65	98	44	93	112	116	117	100	4	3,900
40	66	100	45	94	113	117	119	102	4	4,000
41	67	102	46	95	114	118	121	104	4	4,100
42	68	104	47	96	115	119	123	106	4	4,200
43	69	106	48	97	116	120	125	108	4	4,300
44	70	108	49	98	117	121	127	110	4	4,400
45	71	110	50	99	118	122	129	112	4	4,500
46	72	112	51	100	119	123	131	114	4	4,600
47	73	114	52	101	120	124	133	116	4	4,700
48	74	116	53	102	121	125	135	118	4	4,800
49	75	118	54	103	122	126	137	120	4	4,900
50	76	120	55	104	123	127	139	122	4	5,000
51	77	122	56	105	124	128	141	124	4	5,100
52	78	124	57	106	125	129	143	126	4	5,200
53	79	126	58	107	126	130	145	128	4	5,300
54	80	128	59	108	127	131	147	130	4	5,400
55	81	130	60	109	128	132	149	132	4	5,500
56	82	132	61	110	129	133	151	134	4	5,600

57	83	134	62	111	130	134	153	136	4	5,700
58	84	136	63	112	131	135	155	138	4	5,800
59	85	138	64	113	132	136	157	140	4	5,900
60	86	140	65	114	133	137	159	142	4	6,000
61	87	142	66	115	134	138	161	144	4	6,100
62	88	144	67	116	135	139	163	146	4	6,200
63	89	146	68	117	136	140	165	148	4	6,300
64	90	148	69	118	137	141	167	150	4	6,400
65	91	150	70	119	138	142	169	152	4	6,500
66	92	152	71	120	139	143	171	154	4	6,600
67	93	154	72	121	140	144	173	156	4	6,700
68	94	156	73	122	141	145	175	158	4	6,800
69	95	158	74	123	142	146	177	160	4	6,900
70	96	160	75	124	143	147	179	162	4	7,000
71	97	162	76	125	144	148	181	164	4	7,100
72	98	164	77	126	145	149	183	166	4	7,200
73	99	166	78	127	146	150	185	168	4	7,300
74	100	168	79	128	147	151	187	170	4	7,400
75	101	170	80	129	148	152	189	172	4	7,500
76	102	172	81	130	149	153	191	174	4	7,600
77	103	174	82	131	150	154	193	176	4	7,700
78	104	176	83	132	151	155	195	178	4	7,800
79	105	178	84	133	152	156	197	180	4	7,900
80	106	180	85	134	153	157	199	182	4	8,000
81	107	182	86	135	154	158	201	184	4	8,100
82	108	184	87	136	155	159	203	186	4	8,200
83	109	186	88	137	156	160	205	188	4	8,300
84	110	188	89	138	157	161	207	190	4	8,400
85	111	190	90	139	158	162	209	192	4	8,500
86	112	192	91	140	159	163	211	194	4	8,600

87	113	194	92	141	160	164	213	196	4	8,700
88	114	196	93	142	161	165	215	198	4	8,800
89	115	198	94	143	162	166	217	200	4	8,900
90	116	200	95	144	163	167	219	202	4	9,000
91	117	202	96	145	164	168	221	204	4	9,100
92	118	204	97	146	165	169	223	206	4	9,200
93	119	206	98	147	166	170	225	208	4	9,300
94	120	208	99	148	167	171	227	210	4	9,400
95	121	210	100	149	168	172	229	212	4	9,500
96	122	212	101	150	169	173	231	214	4	9,600
97	123	214	102	151	170	174	233	216	4	9,700
98	124	216	103	152	171	175	235	218	4	9,800
99	125	218	104	153	172	176	237	220	4	9,900

Section 12:	
Items Appendix	

KEY:

Item: The name of the item.

Price: The price of the item. Some items cannot be bought from a General Store. If this is the case, there will be an "N/A" in the slot. NOTE: The prices are in Maica, which is Gross Kingdom's currency.

Sells For: This is how much Maica you will get when you sell the item.

Where Found: This will tell you what General Store you can get the item at and the Chapter it becomes available. You can get most of these items in a battle also.

GK: Gross Kingdom

GP: Goondocks Port

Item	Price	Sells For	Where Found
------	-------	-----------	-------------





who drinks it.

o~::~~::~~::~~::~~=o  
| Magic Drug |  
o~::~~::~~::~~::~~=o

Price: N/A  
Sells For: 50  
Where Found: Battles

A liquid stored in a small green bottle. Hard to get hold of. Fully restores your Magic Power (MP).

o~::~~::~~::~~::~~=o  
| Magical Pappet |  
o~::~~::~~::~~::~~=o

Price: N/A  
Sells For: N/A  
Where Found: You get a Magical Pappet everytime you defeat a boss. You will also occassionally get one after beating another Mappemon.

By combining this figure with jewels, it transforms into a Magical puppet Monster.

o~::~~::~~=o  
| Mint |  
o~::~~::~~=o

Price: 80  
Sells For: 40  
Where Found: Gross Kingdom (Ch. 1), Goondocks Port (Ch. 3), and Battles

A refreshing mint leaf. Increases your resistance (MD).

o~::~~::~~::~~::~~=o  
| Mocha Bean |  
o~::~~::~~::~~::~~=o

Price: 240  
Sells For: 120  
Where Found: Gross Kingdom (Ch. 1), Goondocks Port (Ch. 3), and Battles

Coffee break is always the time for talk. Increases the evasion rate (AV).

o~::~~::~~::~~::~~=o  
| Molotov Cocktail |  
o~::~~::~~::~~::~~=o

Price: 410  
Sells For: 205  
Where Found: Gross Kingdom (Ch. 5), Goondocks Port (Ch. 8), and Battles

A little glas bottle which you light and throw. Effective on water/ice enemies. Use with care.

○~::~~::~~::~~::~~○

| Moth Wing |

○~::~~::~~::~~::~~○

Price: 70

Sells For: 35

Where Found: Gross Kingdom (Ch. 3), Goondocks Port (Ch. 5), and Battles

A wing taken from a poisonous moth. Anyone touched by this suffers from poison.

○~::~~::~~::~~::~~○

| Power Rice |

○~::~~::~~::~~::~~○

Price: 110

Sells For: 55

Where Found: Battles

Made of improved rice produced at Gross. Eat lots and get healthy. Recovers a lot of Health/Hit Points (HP).

○~::~~::~~::~~::~~○

| Riceball |

○~::~~::~~::~~::~~○

Price: 20

Sells For: 10

Where Found: Gross Kingdom (Ch. 1), Goondocks Port (Ch. 2), and Battles

Made of standard rice produced in Gross. Recovers a bit of Health/Hit Points (HP).

○~::~~::~~::~~::~~○

| Rice Sandwich |

○~::~~::~~::~~::~~○

Price: 40

Sells For: 20

Where Found: Goondocks Port (Ch. 2) and Battles

Made of rich rice produced at Gross. Contains meat and vegetables. Recovers your Health/Hit Points (HP).

○~::~~::~~::~~::~~○

| Rigours of Winter |

○~::~~::~~::~~::~~○

Price: N/A

Sells For: 1,600

Where Found: You can get this in battles once you defeat an opposing Magical puppet.

An upgraded version of Blizzard Essence. Buries the enemy in snow from a



distance.

O~::~~::~~::~~::~~::~~::~~::=O

| Seed of Morale |

O~::~~::~~::~~::~~::~~::~~::=O

Price: 390

Sells For: 195

Where Found: Gross Kingdom (Ch. 5), Goondocks Port (Ch. 8), and Battles

A statue that does not look happy. Anyone that looks at it becomes sad themselves.

O~::~~::~~::~~::~~::~~::~~::=O

| Star Dust |

O~::~~::~~::~~::~~::~~::~~::=O

Price: N/A

Sells For: 3,250

Where Found: You can get this in battles once you defeat an opposing Magical puppet.

An upgraded version of Star Fragment. Meteorites obliterate the enemy from a distance.

O~::~~::~~::~~::~~::~~::~~::=O

| Star Fragment |

O~::~~::~~::~~::~~::~~::~~::=O

Price: 400

Sells For: 200

Where Found: Gross Kingdom (Ch. 5), Goondocks Port (Ch. 8), and Battles

A shiny piece of star. Throw, and a comet will shoot down at the enemy.

O~::~~::~~::~~::~~::~~::~~::=O

| Statue of Evil Demon |

O~::~~::~~::~~::~~::~~::~~::=O

Price: N/A

Sells For: 4,000

Where Found: You can get this in battles once you defeat an opposing Magical puppet.

An upgraded version of Wretched-Looking Statue. Touch this, and touch the rage of an evil demon.

O~::~~::~~::~~::~~::~~::~~::=O

| Stern Look |

O~::~~::~~::~~::~~::~~::~~::=O

Price: 140

Sells For: 70

Where Found: Gross Kingdom (Ch. 3), Goondocks Port (Ch. 5), and Battles

A gobsmacking look. Decreases the magical force(MF) of anyone who sees it.

o~::~~::~~::~~::~~::~~::o  
| Stone Purityr |  
o~::~~::~~::~~::~~::~~::o

Price: 560  
Sells For: 280  
Where Found: This can be found in Gross Kingdom at the beginning of Chapter 8.

A suspicious pink mushroom. If used, illusions torment the enemy.

o~::~~::~~::~~::~~::~~::o  
| Whistle |  
o~::~~::~~::~~::~~::~~::o

Price: 170  
Sells For: 85  
Where Found: Gross Kingdom (Ch. 1), Goondocks Port (Ch. 3), and Battles

A small whistle which makes an irritating sound. Increases hit rate(HR).

o~::~~::~~::~~::~~::~~::o  
| Wretched-Looking |  
o~::~~::~~::~~::~~::~~::o

Price: 510  
Sells For: 255  
Where Found: Gross Kingdom (Ch. 5), Goondocks Port (Ch. 8), and Battles

A seed with an unusual color. Enables you to attack with extreme confidence.

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	-----		
		Section 13:	
		Weapons Appendix	
/	-----/		

KEY:

----

- Weapon: The name of the weapon
- Type: What kind of weapon it is. It will be a sword, bow, or spear.
- AT: Attack power of that weapon.
- MD: Resistance to attack by magic. Also known as Magic Defense.
- HR: The accuracy of the weapon, or hit rate.
- AV: This is your probability of dodging an enemies attack, better known as evasion rate.

SP: This is the swiftness (speed) of your character and weapon.

LK: This is the luck that your character and weapon have.

NOTE: ALL OF THIS THE POWER IS FOR WHEN YOU DO NOT HAVE ANYTHING ELSE  
EQUIPPED!!!

Weapon	Type	AT	MD	HR	AV	SP	LK
Ace Blade	Sword	+40					+10
Angel Bow	Bow	+30		+40			
Artemis	Bow	+30				+30	
Bamboo Pole	Spear	+5					
Black Blade	Sword	+50	-10			-20	
Blood Blade	Sword	+80		-20		-40	
Breaker	Sword	+40					
Broken Bow	Bow	+60		-40		+20	
Broken Sword	Sword	+10		-20			
Bronze Sword	Sword	+10					
Butterfly	Sword	+40				+100	+40
Death Sword	Sword	+60	+60	+40			
Dragon Lance	Spear	+40		+20			
Eleven Bow	Bow	+50		+20		+30	
Eleven Sword	Sword	+60		+20		+40	
Flame Lance	Spear	+30				-20	+20
Flame Sword	Sword	+35		+10			
Frost Blade	Sword	+30				+10	
Gawain's Bow	Bow	+70		+40	+60		
Holy Lance	Spear	+60	+20		+40		
Hornet	Spear	+90				-60	+70
Ice Javelin	Spear	+30	+10			-20	
Iron Sword	Sword	+20					
Javelin	Spear	+20				-10	
Light Blade	Sword	+60	+20	+20			

Lightning	Spear	+70		-30		+50	
Longbow	Bow	+12					
Meteor Breaker	Sword	+70				+40	+60
Mirror Bow	Bow	+40	+50	+20			
Mythril Blade	Sword	+40	+20				
Mythril Bow	Bow	+25					
Short Bow	Bow	+8					
Sniper	Bow	+55		+50			+20
Spear	Spear	+10				-5	
Sumihomura	Sword	+100	-60				+40
Wind Spear	Spear	+30		+20		-20	
Wind Sword	Sword	+32		+20		+40	
Wooden Sword	Sword	+5					

o~::~~::~~::~~::~~o  
 | Ace Blade |  
 o~::~~::~~::~~::~~o

Type: Sword  
 AT: +40  
 LK: +10

Legend says it killed a great warrior long ago. Even since evil beings have sought it.

o~::~~::~~::~~::~~o  
 | Angel Bow |  
 o~::~~::~~::~~::~~o

Type: Bow  
 AT: +30  
 HR: +40

A bow with an aura of sacred light. Has the power to make people fall in love.

o~::~~::~~::~~::~~o  
 | Artemis |  
 o~::~~::~~::~~::~~o

Type: Bow  
 AT: +30  
 SP: +30

A bow once offered to the goddess of hunting. Can catch even a swiftly moving object.

○~~~~~○  
| Bamboo Pole |  
○~~~~~○

Type: Spear  
AT: +5

Not something to use in a desperate situation... But there's no reason not to try it out.

○~~~~~○  
| Black Blade |  
○~~~~~○

Type: Sword  
AT: +50  
MD: -10  
SP: -20

Once owned by a demon lord. Traps the enemy in the realm of darkness.

○~~~~~○  
| Blood Blade |  
○~~~~~○

Type: Sword  
AT: +80  
HR: -20  
SP: -40

A cursed sword that seeks blood. The blade is never dry of blood.

○~~~~~○  
| Breaker |  
○~~~~~○

Type: Sword  
AT: +40

It is said that it once destroyed a huge castle. But nobody has yet confirmed this legend.

○~~~~~○  
| Broken Bow |  
○~~~~~○

Type: Bow  
AT: +60  
HR: -40  
SP: +20

The string seems to be loose. Find out for yourself whether it works or not.

○~~~~~○  
| Broken Sword |  
○~~~~~○

Type: Sword  
AT: +10  
HR: -20

The blade is chipped in many places. Extremely hard to use, so be careful.

○~~~~~○  
| Bronze Sword |  
○~~~~~○

Type: Sword  
AT: +10

Easy for even beginners to use. A bit heavy but you'll have to put up with it.

○~~~~~○  
| Butterfly |  
○~~~~~○

Type: Sword  
AT: +40  
SP: +100  
LK: +40

An incredibly light sword. Can be easily wielded.

○~~~~~○  
| Death Sword |  
○~~~~~○

Type: Sword  
AT: +60  
MD: +60  
HR: +40

Finds the enemy's weak point and goes in for it. Favorite sword of the former king of Gross.

○~~~~~○  
| Dragon Lance |  
○~~~~~○

Type: Spear  
AT: +40  
HR: +20

Said to be able to pierce even dragons' scales. Can inflict great damage.

○~::~~::~~::~~::~~::~○  
| Eleven Bow |  
○~::~~::~~::~~::~~::~○

Type: Bow  
AT: +50  
HR: +20  
SP: +30

Said to have been made for an Eleven King. Made from the wood of a 3,000 year old oak.

○~::~~::~~::~~::~~::~○  
| Eleven Sword |  
○~::~~::~~::~~::~~::~○

Type: Sword  
AT: +60  
MD: +30  
SP: +20

Cast with eleven power. Stronger than it looks. Forged with dew on the night of a full moon.

○~::~~::~~::~~::~~::~○  
| Flame Lance |  
○~::~~::~~::~~::~~::~○

Type: Spear  
AT: +30  
SP: -20  
LK: +20

A spear which is said to be able to incinerate anything with just one thrust.

○~::~~::~~::~~::~~::~○  
| Flame Sword |  
○~::~~::~~::~~::~~::~○

Type: Sword  
AT: +35  
HR: +10

Cast with the power of fire. A stroke could incinerate the enemy.

○~::~~::~~::~~::~~::~○  
| Frost Blade |  
○~::~~::~~::~~::~~::~○

Type: Sword  
AT: +30  
SP: +10

Cast with the power of blizzard. A stroke could freeze the enemy.

O~::~~::~~::~~::~~::O  
| Gawain's Bow |  
O~::~~::~~::~~::~~::O

Type: Bow  
AT: +70  
HR: +40  
AV: +60

A bow onced owned by the hunter Gawain. Nothing has ever survived a shot from this bow.

O~::~~::~~::~~::~~::O  
| Holy Lance |  
O~::~~::~~::~~::~~::O

Type: Spear  
AT: +60  
MD: +20  
HR: +40

Has an aura of sacred light. Purifies all evil. Reflects the user's purity of heart.

O~::~~::~~::~~::~~::O  
| Hornet |  
O~::~~::~~::~~::~~::O

Type: Spear  
AT: +90  
SP: -60  
LK: +70

So sharp it could slice a wasp perched on its tip. A spear which was used by many samurai.

O~::~~::~~::~~::~~::O  
| Ice Javelin |  
O~::~~::~~::~~::~~::O

Type: Spear  
AT: +30  
MD: +10  
SP: -20

It is said this sharp spear could freeze the enemy with just one thrust.

O~::~~::~~::~~::~~::O  
| Iron Sword |  
O~::~~::~~::~~::~~::O

Type: Sword  
AT: +20

The blade has been made particulary sharp. Rusts easliy, needs care.



○~::~~::~~○

| Javelin |

○~::~~::~~○

Type: Spear

AT: +20

SP: -10

Popular among the soldiers of Gross Castle. Suitable for more experienced adventurers.

○~::~~::~~○

| Light Blade |

○~::~~::~~○

Type: Sword

AT: +60

MD: +20

HR: +20

Cast with sacred light. Reflects the user's purity of heart.

○~::~~::~~○

| Lightning |

○~::~~::~~○

Type: Spear

AT: +70

HR: -30

SP: +50

Said to be possessed by the gods in the heavens. AS sharp as a lightning bolt.

○~::~~::~~○

| Long Bow |

○~::~~::~~○

Type: Bow

AT: +12

A bit big but it's worth it for the power. The sort that the soldiers of Gross Castle use.

○~::~~::~~○

| Meteor Breaker |

○~::~~::~~○

Type: Sword

AT: +70

SP: +40

LK: +60

On sweep and even a comet can be crushed. But nobody has yet seen that

happen.

○~::~~::~~::~~::~~○  
| Mirror Bow |  
○~::~~::~~::~~::~~○

Type: Bow  
AT: +40  
MD: +50  
HR: +20

Favorite bow of the legendary Sir Kay. It could kill your enemies instantly.

○~::~~::~~::~~::~~○  
| Mythril Blade |  
○~::~~::~~::~~::~~○

Type: Sword  
AT: +40  
MD: +20

A beautifully decorated sword made of mythril. It was once offered to the gods by a king.

○~::~~::~~::~~::~~○  
| Mythril Bow |  
○~::~~::~~::~~::~~○

Type: Bow  
AT: +25

A beautifully decorated bow made of mythril. Apparently looks are not the only thing to it.

○~::~~::~~::~~::~~○  
| Short Bow |  
○~::~~::~~::~~::~~○

Type: Bow  
AT: +8

Relatively small. Great for beginners. Take care of it and let it last a lifetime.

○~::~~::~~::~~::~~○  
| Sniper |  
○~::~~::~~::~~::~~○

Type: Bow  
AT: +55  
HR: +50  
LK: +20

Can catch an opponent unaware. Good at finding the opponent's weak points.

o~::~~::~~o  
| Spear |  
o~::~~::~~o

Type: Spear  
AT: +10  
SP: -5

Small and light. Great for beginners. Not that expensive to buy.

o~::~~::~~::~~o  
| Sumihomura |  
o~::~~::~~::~~o

Type: Sword  
AT: +100  
MD: -60  
LK: +40

A sword with a quietly burning vigor. Once belonged to a samurai.

o~::~~::~~::~~o  
| Wind Spear |  
o~::~~::~~::~~o

Type: Spear  
AT: +30  
HR: +20  
SP: -20

It has teh power to cut through the air. Slices the enemy before they're aware of it.

o~::~~::~~::~~o  
| Wind Sword |  
o~::~~::~~::~~o

Type: Sword  
AT: +32  
HR: +20  
SP: +40

Can cut through even the wind. Can only be used by those with experience.

o~::~~::~~::~~o  
| Wooden Sword |  
o~::~~::~~::~~o

Type: Sword  
AT: +5

Oaken Sword. Great for beginners. But once it's snapped, that's it.

Section 14:  
Protective Gear Appendix

KEY:

----

Armor: The name of the Protective Gear/Armor.

DF: The defensive power of the armor.

MD: The resistance/magic defense raise Luke has when that item is equipped.

AV: The evasion rate raise when Luke equips the protective gear.

SP: The speed raise or fall that occurs to Luke when he equips an armor.

LK: The rise or fall in Luck when Luke has a protective gear item on.

MV: The rise or fall in the number of steps Luke can take when he has this Protective Gear equipped.

AT: The Attack Power that may rise or fall when Luke equips a certain armor.

HR: Hit Rate

HP: Health/Hit Points

Armor	DF	MD	AV	SP	LK	MV	AT	HR	HP
Angel Robe	+40	+10	+40						
Black Robe	+30	-30							+50
Breastplate	+30		-10	-10					
Chainmail	+15			-10					
Chaos Guard	+60		-20		-30				
Damaged Armor	+1								
Demon Guard	+70					-2			-40
Dragon Guard	+65			-40					+50
Druid Robe	+40	+40							
Earth Mail	+35	+20		-20					
Fire Guard	+50	+20	+20						
Force Mail	+50						+30		

Frog Pajamas	+40					+2			
Frost Guard	+60	+20	+10						
Full Metal	+55	-20				-1			
Glamorous Armor	+65		+10	-40					
Gold Plate	+45		-30	-20					
Knight Mail	+35		-10	-20					
Leather Armor	+10		+5						
Liger Suit	+50								+40
Mail of Darkness	+30	+20							-20
Mirage Vest	+30	+20	+20						
Mythril Plate	+40	+10		-10					
Platinum Mail	+50		-20	-10					
Reflector	+60	+40	-20						
Skull Vest	+45			+40				-20	
Star Mail	+40				+10			+10	
Torn Vest	+1								
Tunic	+5								
White Robe	+30	+20	+30						

o~::~~::~~::~~::~~::~~::~o

| Angel Robe |

o~::~~::~~::~~::~~::~~::~o

DF: +40

MD: +10

AV: +40

White and light. Brings joy to everyone around. Recovers from damage.

o~::~~::~~::~~::~~::~~::~o

| Black Robe |

o~::~~::~~::~~::~~::~~::~o

DF: +30

HP: +50

MD: -30

Made of dark animal hair. Used by witches in previous times.

o~==~==~==~==o  
 | Breastplate |  
 o~==~==~==~==o

DF: +30  
 SP: -10  
 AV: -10

Made of strong iron, and difficult to penetrate. Problem is that's heavy.  
 Don't let it rust.

o~==~==~==~==o  
 | Chainmail |  
 o~==~==~==~==o

DF: +15  
 SP: -10

Incredibly heavy. But it's worth the weight to save your life.

o~==~==~==~==o  
 | Chaos Guard |  
 o~==~==~==~==o

DF: +60  
 AV: -20  
 LK: -30

Cursed by those who failed to become heroes. Will it bring good or bad luck?  
 Who knows.

o~==~==~==~==o  
 | Damaged Armor |  
 o~==~==~==~==o

DF: +1

Dented with broken studs. Is there any use for it?

o~==~==~==~==o  
 | Demon Guard |  
 o~==~==~==~==o

DF: +70  
 HP: -40  
 MV: -2

Armor of darkness, once owned by a demon lord. It can drain the strength out  
 of an opponent.

o~==~==~==~==o  
 | Dragon Guard |  
 o~==~==~==~==o

DF: +65  
HP: +50  
SP: -40

Used in teh past when slaying a dragon. Looks a bit old but it works well.

o~::~~::~~::~~::~~::o  
| Druid Robe |  
o~::~~::~~::~~::~~::o

DF: +40  
MD: +40

Used by famous Druid priests. Reflects all forms of attack.

o~::~~::~~::~~::~~::o  
| Earth Mail |  
o~::~~::~~::~~::~~::o

DF: +35  
MD: +20  
SP: -20

It is said that this was worn by the Earth Goddess in battle. Has great protective power.

o~::~~::~~::~~::~~::o  
| Fire Guard |  
o~::~~::~~::~~::~~::o

DF: +50  
MD: +20  
AV: +20

Armor forged in unquenchable flame. Protects the weared from water and ice attacks.

o~::~~::~~::~~::~~::o  
| Force Mail |  
o~::~~::~~::~~::~~::o

DF: +50  
AT: +30

Mysterious armor that boosts spiritual force. Reduces damage with that spiritual force.

o~::~~::~~::~~::~~::o  
| Frog Pajamas |  
o~::~~::~~::~~::~~::o

DF: +40  
MV: +2

In the game, it is called Frog Pyjamas. That is obviously a typo, so I

changed it in this section to what it should have been. Frog Pajamas have a frog design. They help you wake up fresh.

o~::~~::~~::~~::~~o  
| Frost Guard |  
o~::~~::~~::~~::~~o

DF: +60  
MD: +20  
AV: +10

Makes you feel frozen by just looking at it. Apparently it protects the wearer from fire...

o~::~~::~~::~~::~~o  
| Full Metal |  
o~::~~::~~::~~::~~o

DF: +55  
MD: -20  
MV: -1

Armor made of copper. Slightly resembles a copper pan from a kitchen.

o~::~~::~~::~~::~~o  
| Glamorous Armor |  
o~::~~::~~::~~::~~o

DF: +65  
AV: +10  
SP: -40

So colorful it hurts the eyes. Appears to have been made from someone rich. If I were you, I would not waste my money on the Glamorous Armor. It is very expensive (99,999 Maica).

o~::~~::~~::~~::~~o  
| Gold Plate |  
o~::~~::~~::~~::~~o

DF: +45  
SP: -20  
AV: -30

A decorated breast plate made of gold. Easy to move in. Also quite damage resistant.

o~::~~::~~::~~::~~o  
| Knight Mail |  
o~::~~::~~::~~::~~o

DF: +35  
AV: -10  
SP: -20



Once used by a noble knight. Great protection from all kinds of attacks.

○~~~~~○  
| Leather Armor |  
○~~~~~○

DF: +10  
AV: +7

Armor made of buckskin. Light and hard-wearing. You can depend on this in the beginning.

○~~~~~○  
| Liger Suit |  
○~~~~~○

DF: +50  
HP: +40

Armor dedicated to the God of Beasts. Releases all your power. Expect fatigue.

○~~~~~○  
| Mail of Darkness |  
○~~~~~○

DF: +30  
HP: -20  
MD: +20

Said to have been made for the lord of darkness. Absorbs high amounts of damage.

○~~~~~○  
| Mirage Vest |  
○~~~~~○

DF: +30  
MD: +20  
AV: +20

Carries a magical power which causes illusions. Tricked by illusions, enemies miss their attacks.

○~~~~~○  
| Mythril Plate |  
○~~~~~○

DF: +40  
MD: +10  
SP: -10

A breastplate made of mythril. Said to have been worn by a beautiful elf.

o~::~~::~~::~~::~~o  
| Platinum Mail |  
o~::~~::~~::~~::~~o

DF: +50  
AV: -20  
SP: -10

Armor made of platinum, studded with jewels. A decoration from some castle.  
An ornament?

o~::~~::~~::~~::~~o  
| Reflector |  
o~::~~::~~::~~::~~o

DF: +60  
MD: +40  
AV: -20

The armor worn by someone who obliterated a colony in one night. Disperses  
damage inflicted.

o~::~~::~~::~~::~=o  
| Skull Vest |  
o~::~~::~~::~~::~=o

DF: +45  
HR: -20  
SP; +40

A weird item, perhaps a goblin treasure. Made of some animal bones. Power  
unknown.

o~::~~::~~::~~::~~o  
| Star Mail |  
o~::~~::~~::~~::~~o

DF: +40  
HR: +10  
LK: +10

Used in the past by a legendary hero. Makes you feel heroic.

o~::~~::~~::~~::~~o  
| Torn Vest |  
o~::~~::~~::~~::~~o

DF: +1

Smelly and in rags. Treasure or rubbish? Can't be bought, but would anyone  
want to?

o~::~~::~~::~~::~~o  
| Tunic |  
o~::~~::~~::~~::~~o



Black Belt			20				24			
Bladed Teeth			40				-20			
Bracelet of Death	-20	40						-20		
Bracelet of Expu	-30	30								
Bracelet of Strength	40	-20								
Book of Mastery									50	
Bowtie						20		11		
Boxer Shorts				10		30		-20		
Cat Claws			10						5	
Champion's Belt	30		31				22			
Charm						10		5		23
Chokes								15		
Clown Costume				40		30				30
Collar of Ice					20	10				
Collar of Power	10	30								
Collar of Protection						40				
Collar of Thunder					30	10				
Crown of Thistle		40		10						
Cufflinks									16	
Cursed Collar		120								-1
Diamond Bracelet	40	-30								
Dragon Claws	50		40				20			
Dragon Fang	30		50				20			
Dragon Horn	40		45	30						
Earmuffs				35		20		10		
Fairy Bracelet	-6	21								
False Moustache						10		5		35
Farmer's Cloak				10				50		20
Fist of Rage			60				20		40	
Flame Fang			25				20			

Friendship Bracelet					10	5			21	
Gas Mask			20		40					
Genie Mask			20	40		30				
Glass Mask					20					
Gold Bracelet	30	-20								
Gold Hammer			50				-40	30		
Gorgeous Earrings						16				
Hairband		50		7		10				
Hat				10						
Heavy Metal Clot	20			30					-10	
Hood	30			30				20		
Ice Fang			30		20					
Ice Horn			20	20		20				
Iron Mask				30			-30			
Jet Boots								10	30	
Kamikaze Boots								15	30	1
Karate Dogi	10			40				10		
Kempo Gi	20			40						1
Kitten Suit				30				20	10	
Liger Mask				50				40		1
Long Horn			50	30					20	
Magic Belt					25	9	28			
Magma Horn	30		30	15						
Medal							7	13		
Metallic Horn			40	30				-20		
Mjornir			70					-30	30	
Moon Pendant						25				
Muscle Belt			25				17			
Necklace								25		
Necktie								8		



Wooden Mallet			25				-10		-10		
Wrestler Pants				15			10				
Wrestling Pants				10			5				

o~::~~::~~::~~o

| Anklet |

o~::~~::~~::~~o

AV: +15

SP: +25

An anklet made of a pretty stone. Prtoects from confusion spells.

o~::~~::~~::~~o

| Bandana |

o~::~~::~~::~~o

DF: +20

SP: +10

A smart bandana. Wrap it around your head like a pirate.

o~::~~::~~::~~o

| Bear Claws |

o~::~~::~~::~~o

HP: +20

AT: +30

Have the devastating power of a grizzly bear. One slash could tear the enemy apart.

o~::~~::~~::~~o

| Bear Suit |

o~::~~::~~::~~o

HP: +50

DF: +30

AV: -20

A big teddy bear that you can get into. Essential for all those teddy bear fanatics.

o~::~~::~~::~~o

| Beautiful Earring |

o~::~~::~~::~~o

HR: +22

Earrings made of crystal. Increase your attack hit rate.

o~::~~::~~o

| Beret |

o~::~~::~~o

DF: +20

SP: +20

A small and smart hat. Become popular in town with it.

o~::~~::~~o

| Bigblow |

o~::~~::~~o

AT: +35

HR: -10

SP: -20

A huge metallic hammer. Heavy and tough. Take extra care not to drop it on your feet.

o~::~~::~~o

| Black Belt |

o~::~~::~~o

AT: +20

HR: +24

Tie it up tight and boost your morale. Knock the enemy down fiercely like a black belt.

o~::~~::~~o

| Bladed Teeth |

o~::~~::~~o

AT: +40

HR: -20

Fangs made of steel. Cut quite easily. Bite with satisfaction.

o~::~~::~~o

| Bracelet of Death |

o~::~~::~~o

HP: -20

MP: +40

AV: -20

Prevents opponents from escaping. Increases your Magic Power.

o~::~~::~~o

| Bracelet of Expu |

o~::~~::~~o

HP: -30



MP: +30

Slays evil beasts with sacred light. Increases your Magic Power.

O~~~~~O  
| Bracelet of Strenght |  
O~~~~~O

HP: +40  
MP: -20

Useful for times when strength does it all. Increases your Health/Hit Points, but decreases your Magic Points.

O~~~~~O  
| Book of Mastery |  
O~~~~~O

AV: +50

An ancient book passed down from ninjas. Enables you to attack at the speed of light.

O~~~~~O  
| Bowtie |  
O~~~~~O

MD: +20  
AV: +11

What all smart gentleman must have. Enables you to elegantly dodge enemy attacks.

O~~~~~O  
| Boxer Shorts |  
O~~~~~O

DF: +10  
MD: +30  
LK: -20

Dad's slightly large boxers. Slightly warm from the last time they were worn.

O~~~~~O  
| Cat Claws |  
O~~~~~O

AT: +10  
SP: +5

Claws made o metal. Hurst if scratched by them. Can attack swiftly like a cat.

O~~~~~O

| Champion's Belt |  
o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o

HP: +30  
AT: +31  
HR: +22

Do I hear a theme tune from somewhere? Produces instant death blows.

o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o  
| Charm |  
o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o

MD: +10  
AV: +5  
LK: +25

Protects you from all kinds of danger. Includes prayers for safety and prosperity.

o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o  
| Chokes |  
o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o

AV: +15

Just what all smart people need. Enables you to swiftly dodge enemy attacks.

o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o  
| Clown Costume |  
o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o

DF: +40  
MD: +30  
LK: +30

A cheerful clown costume. Looks so joyful that it puts the enemy off.

o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o  
| Collar of Ice |  
o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o

MA: +20  
MD: +10

Made of ice from a million years ago. Incredibly cold.

o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o  
| Collar of Power |  
o~::~~::~~::~~::~~::~~::~~::~~::~~::~~::o

HP: +10  
MP: +30

A collar that exposes your dormant power. Increase your Magic Points by



A bracelet studded with diamonds. Increases your Health/Hit Points.

○~::~~::~~::~~::~~○  
| Dragon Claws |  
○~::~~::~~::~~::~~○

HP: +50  
AT: +40  
HR: +20

Have the terrifying power of a dragon. One slash could split the earth.

○~::~~::~~::~~::~~○  
| Dragon Fang |  
○~::~~::~~::~~::~~○

HP: +30  
AT: +50  
HR: +20

Fangs from the legendary dragon. A bite could crush the enemy into small bits.

○~::~~::~~::~~::~~○  
| Dragon Horn |  
○~::~~::~~::~~::~~○

HP: +40  
AT: +45  
DF: +30

Horn from the legendary dragon. It is said taht it broke off in a tough battle.

○~::~~::~~::~~::~~○  
| Earmuffs |  
○~::~~::~~::~~::~~○

DF: +30  
MD: +20  
AV: +10

Useful for cold winter days. Protects from all status defects.

○~::~~::~~::~~::~~○  
| Fairy Bracelet |  
○~::~~::~~::~~::~~○

HP: -6  
MP: +21

A bracelet cast with fairy powers. Increases your Magic Points.

○~~~~~  
 | False Moustache |  
 ○~~~~~

MD: +10  
 AV: +5  
 LK: +35

A charming moustache. Brings happy feelings.

○~~~~~  
 | Farmer's Cloak |  
 ○~~~~~

DF: +10  
 AV: +50  
 LK: +20

An old-fashioned cloak. Reminds you of the country side.

○~~~~~  
 | Fist of Rage |  
 ○~~~~~

AT: +60  
 HR: +20  
 SP: +40

Increase your spiritual force to its limit. Blows of maximum rage could destroy even heaven.

○~~~~~  
 | Flame Fang |  
 ○~~~~~

AT: +25  
 HR: +20

Fangs casat with the power of fire. Incinerates the enemy with just one bite.

○~~~~~  
 | Friendship Bracelet |  
 ○~~~~~

MD: +10  
 AV: +5  
 LK: +21

Grants certain wishes. Wishes you don't fall into any kind of danger.

○~~~~~  
 | Gas Mask |  
 ○~~~~~

DF: +20

MD: +40

Protects from poison and other magic mixtures. Not a bad idea to own one.

○~::~~::~~::~~::~~○  
| Genie Mask |  
○~::~~::~~::~~::~~○

DF: +20  
MA: +40  
AV: +30

A mask resembling a genie. Makes your body feel lighter.

○~::~~::~~::~~::~~○  
| Glass Mask |  
○~::~~::~~::~~::~~○

MD: +20

A mask made only of glass. Made of reinforced glass, so shatter-proof.

○~::~~::~~::~~::~~○  
| Gold Bracelet |  
○~::~~::~~::~~::~~○

HP: +30  
MP: -20

A bracelet made of gold. Increases your Health/Hit Points.

○~::~~::~~::~~::~~○  
| Gold Hammer |  
○~::~~::~~::~~::~~○

AT: +50  
SP: -40  
LK: +30

An extremely strong hammer made of gold. Doubles the damage dealt.

○~::~~::~~::~~::~~○  
| Gorgeous Earrings |  
○~::~~::~~::~~::~~○

HR: +16

Earrings made of diamond. Increase your attack hit rate.

○~::~~::~~::~~::~~○  
| Hairband |  
○~::~~::~~::~~::~~○

MP: +50

DF: +7  
MD: +10

Stops hair from getting in the way in battle. Should help your concentration.

O~::~~O  
| Hat |  
O~::~~O

DF: +10

A cute little hat. Very fashionable.

O~::~~::~~O  
| Heavy Metal Clot |  
O~::~~::~~O

HP: +20  
DF: +30  
LK: -10

A silver suit covered in rivets. Dodge enemy attacks stylishly.

O~::~~O  
| Hood |  
O~::~~O

HP: +30  
DF: +30  
AV: +20

Covers the whole of your head. Reflects magical attacks.

O~::~~::~~O  
| Ice Fang |  
O~::~~::~~O

AT: +30  
MA: +20

Fangs cast with the power of a blizzard. Freeze the enemy with just one bite.

O~::~~::~~O  
| Ice Horn |  
O~::~~::~~O

AT: +20  
Df: +20  
MD: +20

Made of cold ice from a million years ago. The sharp tip freezes even the enemy's heart.

O~::~~::~~O

| Iron Mask |

o~::~~::~~::~~::~~o

Df: +30

AV: -30

A metallic mask that protects quite well. But it's heavy and rusts easily.

o~::~~::~~::~~::~~o

| Jet Boots |

o~::~~::~~::~~::~~o

AV: +10

SP: +30

An upgraded version of Trainers. You can attack swiftly with them.

o~::~~::~~::~~::~~o

| Kamikaze Boots |

o~::~~::~~::~~::~~o

AV: +15

SP: +30

MV: +1

An upgraded version of Jet Boots. Enables you to defeat the enemy in a flash.

o~::~~::~~::~~::~~o

| Karate Dogi |

o~::~~::~~::~~::~~o

HP: +10

DF: +40

AV: +10

A suit for Karate. Makes you feel a bit stronger.

o~::~~::~~::~~::~~o

| Kempo Gi |

o~::~~::~~::~~::~~o

HP: +20

DF: +40

MD: +10

A suit for Shorinji Kempo. Makes you feel a lot stronger.

o~::~~::~~::~~::~~o

| Kitten Suit |

o~::~~::~~::~~::~~o

DF: +30

AV: +20

SP: +10



A big and furry cat costume. Quite sweet.

○~::~~::~~::~~::~~○  
| Liger Mask |  
○~::~~::~~::~~::~~○

DF: +50  
AV: +40  
MV: +1

The legendary mask worn by the beast god. Just by wearing it strength flows into you.

○~::~~::~~::~~::~~○  
| Long Horn |  
○~::~~::~~::~~::~~○

AT: +50  
DF: +30  
SP: +20

A long horn taken from some kind of animal. Can attack the enemy from a distance.

○~::~~::~~::~~::~~○  
| Magic Belt |  
○~::~~::~~::~~::~~○

MA: +25  
MD: +9  
HR: +28

Mysteriously increases your magic hit rate. Ofter produces great magic.

○~::~~::~~::~~::~~○  
| Magma Horn |  
○~::~~::~~::~~::~~○

HP: +30  
AT: +30  
DF: +15

Made from molten, boiling lava. Annihilates the enemy with the power of magma.

○~::~~::~~::~~○  
| Medal |  
○~::~~::~~::~~○

HR: +7  
AV: +13

An impressive medal. So impressive that the enemy miss their attacks.

○~::~~::~~::~~::~~○  
| Metallic Horn |  
○~::~~::~~::~~::~~○

AT: +40  
DF: +30  
AV: -20

A horn made of copper. Hurts quite a bit if it touches you.

○~::~~::~~::~~::~~○  
| Mjornir |  
○~::~~::~~::~~::~~○

AT: +70  
SP: -30  
LK: +30

Belonged to the god Thor. One blow would shake even the heavens.

○~::~~::~~::~~::~~○  
| Moon Pendant |  
○~::~~::~~::~~::~~○

MD: +25

A gold, moon-shaped pendant. Protects from paralysis and sleep spells.

○~::~~::~~::~~::~~○  
| Muscle Belt |  
○~::~~::~~::~~::~~○

AT: +25  
HR: +17

A mysterious belt that expands your muscles. Often produces death blows.

○~::~~::~~::~~::~~○  
| Necklace |  
○~::~~::~~::~~::~~○

AV: +25

A necklace made of a pretty stone. Protects from silence spells.

○~::~~::~~::~~::~~○  
| Necktie |  
○~::~~::~~::~~::~~○

AV: +8

What all fastidious gentleman must have. Enables you to dodge enemy attacks.

○~::~~::~~::~~::~~○

| Ninja Scroll |

o~o~o~o~o~o~o

SP: +50

Enables you to imitate ninja movements. Attack swiftly and silently.

o~o~o~o~o~o~o

| Ninja Suit |

o~o~o~o~o~o~o

DF: +40

AV: +30

MV: +1

A black suit that covers the whole body. Blend in with darkness to dodge enemy attacks.

o~o~o~o~o~o

| Nunchuk |

o~o~o~o~o~o

AT: +30

HR: -20

SP: +15

Made of hard wood. Be careful not to hit your head with them.

o~o~o~o~o~o

| Party Hat |

o~o~o~o~o~o

DF: +10

MA: +30

MD: +20

The sort you wear at a birthday party. Think happy things and forget about the damage.

o~o~o~o~o~o

| Perfume |

o~o~o~o~o~o

MD: +20

Av: +7

A rose-scented perfume in a small glass bottle. The aroma increases your attack hit rate.

o~o~o~o~o~o

| Pointy Horn |

o~o~o~o~o~o

MP: +40

MA: +20

MD: +30

Taken from some kind of animal. May miss attacks at times, but amazing when on target.

○~~~~~○  
| Prisoner's Suit |  
○~~~~~○

Df: +40  
LK: -40

A stripy prisoners suit. Scares the opponent a bit.

○~~~~~○  
| Razor Nunchuk |  
○~~~~~○

AT: +40  
HR: -20  
SP: +20

Fighting sticks with a sharp blade attached. Be careful not to cut our hands on it.

○~~~~○  
| Ribbon |  
○~~~~○

AV: +20  
SP: +10  
LK: +40

A cute ribbon made of satin. Protects from all status defects.

○~~~~~○  
| Ruby Bracelet |  
○~~~~~○

HP: +20  
MP: -10

A bracelet studded with rubbies. Increases your Health/Hit Points.

○~~~~~○  
| Sansetsukon |  
○~~~~~○

AT: +50  
DF: +30  
HR: +25

Nunchaku that can be converted into a staff. A bit special.



Summer lightning with its bite. Waste anyone wearig anything metallic.

o~::~~o  
| Tiara |  
o~::~~o

MP: +40  
DF: +20  
MD: +40

Shines beautifully. So beautiful that it puts the enemy off.

o~::~~o  
| Tiger Claws |  
o~::~~o

AT: +20  
SP: +10

Can spring out and attack quickly like a tiger. Quite a bit of damage can be expected.

o~::~~o  
| Tiger Mask |  
o~::~~o

DF: +30  
SP: +30

Increases your morale to the limit. Decreases the damage with that morale.

o~::~~o  
| Tortoise Shell |  
o~::~~o

DF: +20  
MD: +10  
AV: +5

Can be fitted on with ease. The hard shell protects you from enemy attacks.

o~::~~o  
| Trainers |  
o~::~~o

SP: +20

Trainers made of leather. Perfect for running around in.

o~::~~o  
| T-Shirt |  
o~::~~o

HP: +5  
DF: +10

Something bought at a souvenir shop. Easy to move in, but has a suspicious logo.

o~::~~::~~::~~::~~::~~::~~::o  
| Twisted Towel |  
o~::~~::~~::~~::~~::~~::~~::o

AT: +10  
DF: +20

A handtowel to twist and wrap around your head. Reflects damage with high moral.

o~::~~::~~::~~::~~::~~::~~::o  
| Venom Bracelet |  
o~::~~::~~::~~::~~::~~::~~::o

HP: -20  
MP: +20

Gives power while poison gnaws into your body. Increases your Magic Points, but decreases your Health/Hit Points.

o~::~~::~~::~~::~~::~~::~~::o  
| Warhammer |  
o~::~~::~~::~~::~~::~~::~~::o

AT: +45  
SP: -30  
LK: +20

A gigantic hammer made of especially for battle. Knocks the opponent down in one blow.

o~::~~::~~::~~::~~::~~::~~::o  
| White Fang |  
o~::~~::~~::~~::~~::~~::~~::o

AT: +40  
MA: +20

Fangs from a white mountain wolf. Crunch bones without difficulty.

o~::~~::~~::o  
| Wig |  
o~::~~::~~::o

HP: +30  
DF: +10  
LK: +10

Covers the whole of your head. Change your hairstyle and feel different.

○~~~~~○  
| Wind Bracelet |  
○~~~~~○

MP: +20  
AV: +10

A bracelet cast with the great power of nature. Increases your Magic Points.

○~~~~~○  
| Wolf Claws |  
○~~~~~○

AT: +15  
SP: +5

Can attack violently like a wolf. The blows leave the enemy no time to breathe.

○~~~~~○  
| Wooden Mallet |  
○~~~~~○

AT: +25  
HR: -10  
SP: -10

Made of hard wood and will hurt if it hits you. Something those do-it-yourself dads just can't miss.

○~~~~~○  
| Wrestler Pants |  
○~~~~~○

DF: +15  
HR: +10

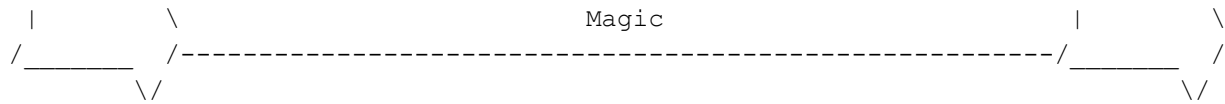
Tight pants that professional wrestlers wear. Boosts your morale.

○~~~~~○  
| Wrestling Pants |  
○~~~~~○

DF: +10  
HR: +5

Often worn by amateur wrestlers. Boosts your morale in a different way.





```

=====
-- 16-a: Magic Effects  --
=====

```

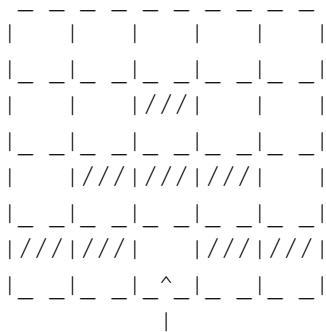
There are four different magic effects that you must first learn. In the game they are called 'A', 'B', 'C', and 'D'.

```

o~::~~::~~::~~=0
| Effect A |
o~::~~::~~::~~=0

```

Attack one enemy inside a set range.



You're in this block.

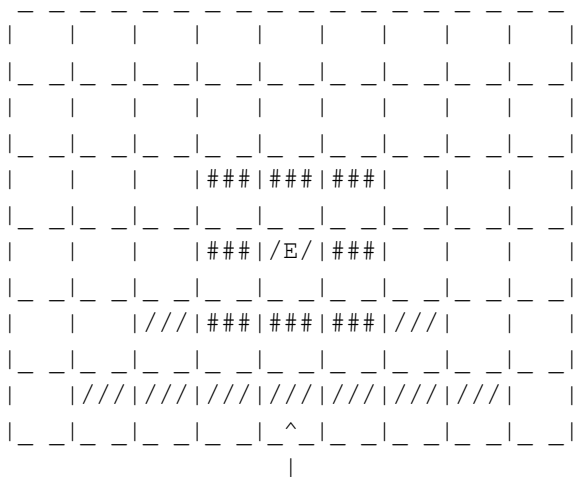
The blocks with a "///" in them are the blocks you can use your magic.

```

o~::~~::~~::~~=0
| Effect B |
o~::~~::~~::~~=0

```

Attack an enemy and a few that are near that enemy.



You're in this block.

The blocks with a "///" in them are the blocks you can use your magic on an enemy. The blocks with a "###" in them are the blocks that can have magic casted on if there is another enemy there. Your primary enemy will be an E.

```

o~::~~::~~::~~=0
| Effect C |

```



```
|||||\\\\|\\\\|\\\\|\\\\|\\\\|
|_|_|_|_|_|_|_|_|
|\\\\|\\\\|\\\\|\\\\|\\\\|
|_|_|_|_|_|_|_|_|
|

```

You're in this block.

The blocks with a "///" in them are the blocks you can use your magic.

```
=====
-- 16-b: Magic Appendix --
=====
```

This section lists all of the different magic spells that I have found in the game.

```
o~o~o~o~o
| Acure |
o~o~o~o~o
```

EF: A  
Restores a medium amount of Magic Power to you and your companions.

```
o~o~o~o~o
| Amedico |
o~o~o~o~o
```

EF: C  
Restores a medium amount of Health/Hit Points to some of your companions.

```
o~o~o~o~o
| Amedy |
o~o~o~o~o
```

EF: B  
Restores a small amount of Health/Hit Points to some of your companions.

```
o~o~o~o~o
| Bolt |
o~o~o~o~o
```

EF: A  
Throws a thunderbolt. A small amount of damage results.

```
o~o~o~o~o~o~o~o
| Bone Dance |
o~o~o~o~o~o~o~o
```

EF: A  
Same effect as Sleep.

```
o~o~o~o~o
```

| Cure |

o~::~~::~~o

EF: A

Restores a small amount of Magic Power to you and your companions.

o~::~~::~~~o

| Death Dance |

o~::~~::~~~o

EF: A

Sudden death is a certain probability.

o~::~~::~~o

| Drop |

o~::~~::~~o

EF: A

Throws a thunderbolt. A small amount of damage results.

o~::~~::~~~o

| Exgion |

o~::~~::~~~o

EF: A

Surrounds the enemy with a luminous light and then explodes. A large amount of damage results.

o~::~~::~~~o

| Flame |

o~::~~::~~~o

EF: A

A bonfire flame rises under the feet. A small amount of damage results.

o~::~~::~~~~o

| Flame Dance |

o~::~~::~~~~o

EF: A

A bonfire flame rises under the feet. A small amount of damage results.

o~::~~::~~~o

| Flash |

o~::~~::~~~o

EF: A

Surrounds the enemy with a luminous light and then explodes. A large amount of damage results.

o~::~~::~~~~o

| Flash Bolt |

o~::~~::~~~~o

EF: A

Causes a lightning flash. A medium amount of damage results.

○~::~~::~~::~~::~~○  
| Freeze Raid |  
○~::~~::~~::~~::~~○

EF: C

Surrounds the enemy with a blizzard. A medium amount of damage results.

○~::~~::~~::~~::~~○  
| Freeze Ray |  
○~::~~::~~::~~::~~○

EF: A

Surrounds the enemy with the cold. A small amount of damage results.

○~::~~::~~::~~::~~○  
| Glicicle |  
○~::~~::~~::~~::~~○

EF: A

Drops a large icicle. A medium amount of damage results.

○~::~~::~~::~~::~~○  
| Grage |  
○~::~~::~~::~~::~~○

EF: A

Throws a large stone from above. A medium amount of damage results.

○~::~~::~~::~~::~~○  
| Grail |  
○~::~~::~~::~~::~~○

EF: A

Throws a small stone from above. A small amount of damage results.

○~::~~::~~::~~::~~○  
| Gravito |  
○~::~~::~~::~~::~~○

EF: A

Changes the gravity. A small amount of damage results.

○~::~~::~~::~~::~~○  
| Gustoa |  
○~::~~::~~::~~::~~○

EF: A

Causes a vacuum whirlwind. A small amount of damage results.

○~::~~::~~○

| Gustoma |

○~::~~::~~○

EF: C

Spreads a vacuum whirlwind. A small amount of damage results.

○~::~~::~~○

| Hammer |

○~::~~::~~○

EF: A

A bonfire flame rises under the feet. A small amount of damage results.

○~::~~::~~○

| Icicle |

○~::~~::~~○

EF: A

Drops a small icicle. A small amount of damage results.

○~::~~::~~○

| Igs |

○~::~~::~~○

EF: B

Makes a high-heat explosion. A small amount of damage results.

○~::~~::~~○

| Illue |

○~::~~::~~○

EF: A

Sends the enemy into a different dimension of space and eliminates them.

○~::~~::~~○

| InCle |

○~::~~::~~○

EF: A

Decreases the evasion for a certain amount of time.

○~::~~::~~○

| Ison |

○~::~~::~~○

EF: A

Decreases resistance of one enemy.

○~::~~::~~○

| Kemail |

○~::~~::~~○

EF: A

Attacks with invisible claws. A small amount of damage result.

O~::~~::~~::~~::~~=O  
| Killer Sword |  
O~::~~::~~::~~::~~=O

EF: B

Throws a wave of ice. A medium amount of damage results.

O~::~~::~~::~~=O  
| Kishone |  
O~::~~::~~::~~=O

EF: A

Increases evasion rate of one ally.

O~::~~::~~=O  
| Lavy |  
O~::~~::~~=O

EF: A

Throws a block of ice. A small amount of damage results.

O~::~~::~~::~~=O  
| Lavyne |  
O~::~~::~~::~~=O

EF: B

Throws a wave of ice. A medium amount of damage results.

O~::~~::~~=O  
| Lips |  
O~::~~::~~=O

EF: A

Decreases hit rate of one enemy.

O~::~~::~~::~~=O  
| Medica |  
O~::~~::~~::~~=O

EF: A

Restores a medium amount of Health/Hit Points to you and your companions.

O~::~~::~~=O  
| Medy |  
O~::~~::~~=O

EF: A

Restores a small amount of Health/Hit Points to you and your companions.

○~::~~=○

| Metz |

○~::~~=○

EF: A

Sudden death is a certain probability.

○~::~~=○

| Nap |

○~::~~=○

EF: A

Same effect as Sleep.

○~::~~::~~=○

| Natural Blessing |

○~::~~::~~=○

EF: C

Restores a medium amount of Health/Hit points to some of your companions.

○~::~~::~~=○

| Nebula |

○~::~~::~~=○

EF: A

Bursts a dark fog from the ground. A small amount of damage results.

○~::~~::~~=○

| Nebulass |

○~::~~::~~=○

EF: B

Causes a huge fog to burst from the ground. A medium amount of damage results.

○~::~~::~~=○

| Needle Sword |

○~::~~::~~=○

EF: A

Throws a block of ice. A small amount of damage results.

○~::~~::~~=○

| Poison |

○~::~~::~~=○

EF: A

Decreases the Magic Defense for a certain amount of time.

○~::~~::~~=○

| Revenge |



O~::~~::~~::~~O

EF: A

Surrounds the enemy with the cold. A small amount of damage results.

O~::~~::~~::~O

| Shamma |

O~::~~::~~::~O

EF: C

Makes more than one geyser. A medium amount of damage results.

O~::~~::~~O

| Shan |

O~::~~::~~O

EF: C

Makes a geyser. A small amount of damage results.

O~::~~::~~O

| Siah |

O~::~~::~~O

EF: C

Throws a fireball. A small amount of damage results.

O~::~~::~~::~O

| Skily |

O~::~~::~~::~O

EF: A

Increases hit rate of one ally.

O~::~~::~~O

| Tarm |

O~::~~::~~O

EF: A

Decreases the defense for a certain amount of time.

O~::~~::~~O

| Temp |

O~::~~::~~O

EF: C

O~::~~::~~::~O

| Terman |

O~::~~::~~::~O

EF: A

Decreases Attack Power for a certain amount of time.

○~~~~~○  
| Thunder Fang |  
○~~~~~○

EF: A  
Throws a thunder bolt. A small amount of damage results.

○~~~~~○  
| Tomento |  
○~~~~~○

EF: A  
Increases resistance of one ally.

○~~~~○  
| Wave |  
○~~~~○

EF: A  
Throws an SW (WTF?!). A medium amount of damage results.

○~~~~~○  
| Wokus |  
○~~~~~○

EF: A  
Increases magical force to one ally.

○~~~~~○  
| Yaraff |  
○~~~~~○

EF: A  
Decreases the magical force of one enemy.

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Section 17:  
Mappemon List

Here is a list of all of the Mappemon, Magical puppets, that are in the game. They will be in alphabetical order and will have what evolution each Mappemon is at.

Name	Evolution
Apple Bat	5th
Baboon	2nd

Banri	5th
Baron	4th
Beheyup	4th
Bell Hat	4th
Big Head	5th
Bolt	2nd
Boltlet	4th
Bone Knight	5th
Bone Rock	2nd
Brushy	3rd, 4th, and 5th
Bubbly	3rd
Bug Beast	3rd
B.B. Pappet	5th
B.H. Pappet	5th
B.P. Pappet	5th
B.W. Pappet	5th
Calab	1st
Cardian	1st
Card Knight	2nd
Chalizardon	2nd
Chappy	5th
Chuff	1st
Chymera	5th
Clavell	4th
Crab Helm	5th
Cross	3rd
Crusher	3rd
Cyboze	3rd
Death Arms	4th
Death Bat	2nd

Death Mail	5th
Defensor	5th
Delamushini	4th
Dewberry	3rd
Doctor Egg	5th
Dogu 1	2nd and 3rd
Dogu 2	3rd and 4th
Dogu 3	4th and 5th
Dolos	1st
Dorothy	2nd
Dreamer	3rd
Dream Master	4th
Elekin	1st
Elekina	4th
Evil Cat	1st
Evil Cougar	2nd
Ewan	3rd
Flipper	1st
Fuwaneel	5th
Fuwatto	4th
Fuwawa	3rd
Genera	5th
Ghost Girl	4th
Gizmon	4th
Gollariat	4th
Good Sleep	2nd
Gottsy	4th
Grey	3rd
Griffin	4th
G.B. Pappet	5th

G.H. Pappet	5th
G.P. Pappet	5th
G.W. Pappet	5th
=====	
Hageem	4th
Hals	1st
Hawking	4th and 5th
Head	2nd
Hell Armor	4th
Hell Planter	4th
Heracles	4th
Heyup	1st
High Jackel	2nd and 3rd
Holy Baby	1st
Hound Dog	3rd and 4th
Hurricane	3rd
=====	
Jackel	1st
Jiparg	2nd and 3rd
Joker	3rd
Justin	1st
=====	
Kalizadon	3rd
Kareen	4th
Kemo Kemo	1st
Kemorin	4th
Killer Bee	3rd
King Boz	5th
King Kareen	5th
Kinoppi	5th
Kirinji	3rd
=====	
Lady Phantom	3rd
Little Mooscue	5th

Lizadon	5th
=====	=====
Mad Pumpkin	4th
-----	-----
Magical Hat	3rd
-----	-----
Mantango	4th
-----	-----
Manteeyo	3rd
-----	-----
Manty	1st
-----	-----
Medusa Ball	5th
-----	-----
Mew	4th
-----	-----
Mimi	5th
-----	-----
Moh	2nd
-----	-----
Mooscue	1st
-----	-----
Moosmoos	2nd
-----	-----
Mu (Alicia in Eng vers)	5th
-----	-----
Mud Skeleton	3rd
-----	-----
Mummy	5th
-----	-----
Mushini	3rd
=====	=====
Nanai	4th
-----	-----
Nautilus	5th
-----	-----
Nightmare	3rd
=====	=====
Otogi	2nd
=====	=====
Penguino	4th
-----	-----
Pera Pera	3rd
-----	-----
Phew	1st
-----	-----
Pikuchi	2nd
-----	-----
Pipo	1st
-----	-----
Piporino	5th
-----	-----
Pipot	4th
-----	-----
Pixie	2nd
-----	-----
Piyo	3rd
-----	-----
Planter	1st and 5th
-----	-----

Powan	1st and 2nd
Pumpkin Head	1st and 2nd
P.B. Pappet	5th
P.H. Pappet	5th
P.P. Pappet	5th
P.W. Pappet	5th
Rayray	2nd and 3rd
Red Cross	4th
Red Eye	4th
Rich	5th
Riverhaze	2nd
Riverhood	1st
R.B. Pappet	5th
R.H. Pappet	5th
R.P. Pappet	5th
R.W. Pappet	5th
Sakika	3rd and 4th
Sashtock	4th
Satapiyo	4th
Scream	5th
Screw	1st
Shadow	3rd
Shadow Move	4th
Sheperin	2nd
Silver Wolf	5th
Sleeper	1st
Spell Hat	4th
Spirit	3rd
Sylph	3rd
Tsuitock	1st

Unicorn	4th
-----	-----
Usui	4th
=====	=====
Waller	4th
-----	-----
War Bat	4th
-----	-----
War Spirit	4th
-----	-----
White Cross	3rd
-----	-----
W.B. Pappet	5th
-----	-----
W.H. Pappet	5th
-----	-----
W.P. Pappet	5th
-----	-----
W.W. Pappet	5th
=====	=====
Yunipikuchi	4th
-----	-----
Yamabo	4th
-----	-----
Y.B. Pappet	5th
-----	-----
Y.H. Pappet	5th
-----	-----
Y.P. Pappet	5th
-----	-----
Y.W. Pappet	5th
=====	=====
Ziglariat	3rd
-----	-----

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|  )_ |           Section 18: |  )_ |
|  \ |           Mappemon Evolutions |  \ |
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First of all, I would like to thank Darren NG (ngkleong@hotmail.com) for allowing me to use his Mappemon Evolution chart. A lot of praise goes out to him. Upon his request, I did NOT change anything from his chart.

The chart has not been check for mistakes and errors. If you find one, e-mail me at mtincher69@yahoo.com or Darren NG at ngkleong@hotmail.com.

Thanks to Darkside721 for submitting on how to get the R. B. Pappet and the G. B. Pappet. Thanks a lot!!!

Note that all 1st Evolution starts with a normal Doll.

- Key: R =Red
- Rh=Red Holy
- Rb=Red Beast
- Rw=Red Wisdom
- Rp=Red Power



G =Green  
Gh=Green Holy  
Gb=Green Beast  
Gw=Green Wisdom  
Gp=Green Power

B =Blue  
Bh=Blue Holy  
Bb=Blue Beast  
Bw=Blue Wisdom  
Bp=Blue Power

Y =Yellow  
Yh=Yellow Holy  
Yb=Yellow Beast  
Yw=Yellow Wisdom  
Yp=Yellow Power

P =Pink  
Ph=Pink Holy  
Pb=Pink Beast  
Pw=Pink Wisdom  
Pp=Pink Power

W =White  
Wh=White Holy  
Wb=White Beast  
Ww=White Wisdom  
Wp=White Power

When I say "W", I mean use any White jewels. If I say "WBY", means use "White", "Blue" and then "Yellow" in THAT order.

Note: I'll make an example for this one... I don't know how to explain ^\_^; Let's say that your Head is evolved from a Pumpkin Head, if you use "RB" on it, it won't work like other Head which evolves from Powan. So you'll need to remember where your puppet monsters come from.

Note2: From 2nd Stage of Evolution onwards, the game will remember the last jewel you used on a puppet monster. Every time you choose the option "Jewels" (out of battle), you'll see that your right side screen, which usually shows Luke and his puppets, will only show his puppets and without Luke. There, you'll see your puppet's HP, MP, Lvl, etc. and the jewels last-used on your puppets. If you want to evolve a puppet, you'll need to clear off that jewels first. To clear off the jewels in your puppet, simply use more jewels until the all the jewels disappear. It may sound complicated now but when you try it, you'll understand deeper.

++++  
1st-3rd Stage Evolution Chart  
++++

Well, the basics are explained above. As for the others, I'm quite sure it's understandable...

Use	Puppet Name	Use	Puppet Name	Use	Puppet Name
	(1st Evolution)		(2nd Evolution)		(3rd Evolution)

Rh	Cardian	R	Chalizadon	RG	Magical Hat
				RY	Kolizadon
		W	Pumpkin Head	WG	Pera Pera
				WY	Mushini
Rb	Elekin	R	Chalizadon	RG	Magical Hat
				RB	Kolizadon
		Y	Card Knight	YG	Mushini
				YB	Crusher
Rw	Pumpkin Head	G	Card Knight	GP	Mushini
				GW	Crusher
		B	Head	BP	Magical Hat
				BW	Pera Pera
Rp	Powan	R	Head	RB	Pera Pera
				RY	Grey
		G	Card Knight	GB	Cross
				GY	Mushini
Gh	Holy Baby	G	High Jackel	GB	Hound Dog
				GW	Crusher
		Y	Evil Cougar	YB	Bug Beast
				YW	Kirinji
Gb	Jackel	R	Pikuchi	RB	Bug Beast
				RP	Kirinji
		G	High Jackel	GB	Hound Dog
				GP	Crusher
Gw	Pipo	B	Sheperin	BG	Kirinji
				BB	Hound Dog
		Y	Evil Cougar	YG	Crusher
				YB	Bug Beast
Gp	Evil Cat	G	Evil Cougar	GB	Hound Dog
				GY	Crusher
		P	Pikuchi	PB	Bug Beast
				PY	Kirinji
Bh	Riverhood	B	River Haze	BR	Cyboze
				BG	Hurricane
		Y	Baboon	YR	Bubbley
				YG	Ziglariat
Bb	Flipper	B	Rayray	BY	Brushy
				BW	Hurricane
		P	Baboon	PY	Bubbley
				PW	Ziglariat
Bw	Calab	R	River Haze	RR	Hurricane
				RY	Cyboze
		W	Baboon	WR	Ziglariat
				WY	Bubbley
Bp	Screw	G	Baboon	GR	Bubbley
				GY	Hurricane
		Y	River Haze	YR	Cyboze
				YY	Ziglariat

Yh	Planter	Y	Moh	YB	Dewberry
				YW	High Jackel
		P	Dorothy	PB	Piyo
				PW	Ewan
Yb	Manty	R	Powan	RY	Piyo
				RW	Ewan
		P	Moh	PY	Dewberry
				PW	Manteeyo
Yw	Justin	G	Dorothy	GY	Piyo
				GP	Ewan
		W	Dogu 1	WY	Manteeyo
				WP	Dogu 2
Yp	Dolos	R	Pixie	RG	Ewan
				RY	Sylph
		B	Moh	BG	Dewberry
				BY	Manteeyo
Ph	Mooscue	P	Moosmoos	PR	Fuwawa
				PB	Dogu 1
		W	Otogi	WR	Dreamer
				WB	Sakika
Pb	Kemo Kemo	R	Bolt	RB	Sakika
				RY	Cross
		W	Otogi	WB	Rayray
				WY	Dreamer
Pw	Chuff	G	Otogi	GY	Dreamer
				GP	Fuwawa
		B	Bolt	BY	Cross
				BP	Sakika
Pp	Hals	G	Otogi	GP	Fuwawa
				GW	Dreamer
		Y	Bolt	YP	Sakika
				YW	Cross
Wh	Phew	G	Good Sleep	GR	Joker
				GB	Nightmare
		W	Jiparg	WR	Spirit
				WB	Lady Phantom
Wb	Sleeper	R	Good Sleep	RB	White Cross
				RY	Shadow
		P	Bone Rock	PB	Nightmare
				PY	Mud Skeleton
Ww	Tsuitock	R	Bone Rock	RG	Nightmare
				RB	Jiparg
		W	Death Bat	WG	Mud Skeleton
				WB	Spirit
Wp	Heyup	R	Rayray	RG	Nightmare
				RY	Jiparg
		B	Death Bat	BG	Joker
				BY	Shadow

You can evolve at level 3 or higher for Second stage.  
 You can evolve at level 8 or higher for Third stage.

+++++  
 4th-5th Stage Evolution Chart  
 +++++

This is actually a "continue" to the chart above. Just that there's not enough places, so I made this one separately.

Well, there's a new column here. "From Jewel" means like if your Magical Hat is evolved from Chalizadon, and Chalizadon is evolved from Cardian, then the "From Jewel" is Rh, which evolves a doll into Cardian. Got it?

The Chart below IS now completed! Now, it covers ALL of the jewels!!! Hurrah! This chart, up to "Gh" jewel, is actually an extracted version of a FAQ originally owned by Sugiyanto Yusup. All others are made by me... Day and night :)

From Jewel	Puppet Name (3rd Evolution)	Use	Puppet Name (4th Evolution)	Use	Puppet Name (5th Evolution)
Rh	Magical Hat	RGY	Spell Hat	RGYR	R. H. Puppet
		RGP	Spell Hat	RGPB	Big Head
	Kolizadon	RYY	Kareen	RYYR	King Kareen
		RYP	Kareen	RYPB	King Kareen
	Pera Pera	WGY	Usui	WGYR	Banri
		WGP	Elekina	WGPB	Scream
	Mushini	WYY	Delamushini	WYYR	Apple Bat
		WYP	Delamushini	WYPB	Apple Bat
Rb	Magical Hat	RGG	Spell Hat	RGGR	Crab Helm
		RGW	Kareen	RGWP	R. B. Pappet
	Kolizadon	RBG	Elekina	RBGR	Big Head
		RBW	Elekina	RBWP	Scream
	Mushini	YGG	Delamushini	YGGR	Apple Bat
		YGW	Delamushini	YGWP	Apple Bat
	Crusher	YBG	Red Eye	YBGR	Medusa Ball
		YBW	Usui	YBWP	Banri
Rw	Mushini	GPR	Kareen	GPRY	Lizadon
		GPB	Delamushini	GPBG	Lizadon
	Crusher	GWR	Delamushini	GWRY	R. W. Puppet
		GWB	Spell Hat	GWBG	Big Head
	Magical Hat	BPR	Elekina	BPRY	Apple Bat
		BPB	Kareen	BPBG	King Kareen
	Pera Pera	BWR	Usui	BWRY	Banri
		BWB	Usui	BWBG	Banri
Rp	Pera Pera	RBP	Usui	RBPY	Banri
		RBW	Usui	RBWR	Banri
	Grey	RYP	Hageem	RYPY	Big Head
		RYW	Elekina	RYWR	R. P. Puppet
	Cross	GBP	Kareen	GBPY	Lizadon
		GBW	Mad Pumpkin	GBWR	Big Head
	Mushini	GYP	Delamushini	GYPY	Apple Bat

		GYW	Delamushini	GYWR	Apple Bat
Gh	Hound Dog	GBR	Pipot	GBRG	Killer Bee
		GBY	Pipot	GBYP	Killer Bee
	Crusher	GWR	Hell Armour	GWRG	Death Mail
		GWY	Hell Armour	GWYP	Death Mail
	Bug Beast	YBR	Nanai	YBRG	G. H. Puppet
		YBY	Yunipikuchi	YBYP	Chappy
	Kirinji	YWR	Unicorn	YWRG	Piporino
		YWY	Unicorn	YWYP	Piporino
Gb	Bug Beast	RBY	Nanai	RBYG	Killer Bee
		RBW	Nanai	RBWW	Killer Bee
	Kirinji	RPY	Unicorn	RPYG	Mimi
		RPW	Unicorn	RPWW	Mimi
	Hound Dog	GBY	Pipot	GBYG	Piporino
		GBW	Yunipikuchi	GBWG	G. B. Pappet
	Crusher	GPY	Hell Armour	GPYG	Death Mail
		GPW	Hell Armour	GPWW	Death Mail
Gw	Kirinji	BGR	Pipot	BGRG	G. W. Puppet
		BGW	Unicorn	BRWY	Doctor Egg
	Hound Dog	BBR	Baron	BBRG	Killer Bee
		BBW	Baron	BBWY	Killer Bee
	Crusher	YGR	Hell Armour	YGRG	Death Mail
		YGW	Hell Armour	YGWY	Death Mail
	Bug Beast	YBR	Nanai	YBRG	Mimi
		YBW	Nanai	YBWY	Mimi
Gp	Hound Dog	GBR	Nanai	GBRG	Mimi
		GBG	Nanai	GBGB	Mimi
	Crusher	GYR	Hell Armour	GYRG	G. P. Puppet
				GYRB	Death Mail
		GYG	Yunipikuchi	GYGB	Chappy
	Bug Beast	PBR	Pipot	PBRG	Killer Bee
		PBG	Pipot	PGBG	Killer Bee
	Kirinji	PYR	Yunipikuchi	PYRG	Chappy
		PYG	Unicorn	PYGG	Piporino
				PYGB	Piporino
Bh	Cyboze	BRG	Yamabo	BRGR	King Boz
		BRW	Mew	BRWP	King Boz
	Hurricane	BGG	Griffin	BGGR	Chymera
		BGW	Griffin	BGWP	Chymera
	Bubbley	YRG	Clavell	YRGR	B. H. Puppet
				YRGP	Apple Bat
		YRW	Penguino	YRWR	Nautilus
				YRWP	Nautilus
	Ziglariat	YGG	Gollariat	YGGR	Lizadon
		YGW	Gollariat	YGWP	Lizadon
Bb	Brushy	BYR	Hawking	BYRB	King Boz
		BYG	Hawking	BYGY	King Boz
	Hurricane	BWR	Griffin	BWRB	Chymera
		BWG	Griffin	BWGY	Chymera
	Bubbley	PYR	Penguino	PYRB	B. B. Puppet
				PYRY	Lizadon
		PYG	Clavell	PYGB	Nautilus
				PYGY	Kinoppi
	Ziglariat	PWR	Gollariat	PWRB	Defensor

		PWG	Gollariat	PWGY	Defensor
Bw	Hurricane	RRG	Matango	RRGW	Kinoppi
		RRB	Matango	RRBB	Kinoppi
	Cyboze	RYG	Yamabo	RYGB	King Boz
				RYGW	King Boz
		RYB	Penguino	RYBB	B. W. Puppet
				RYBW	Scream
	Ziglariat	WRG	Gollariat	WRGW	Lizadon
		WRB	Gollariat	WRBB	Lizadon
	Bubbley	WYG	Clavell	WYGW	Nautilus
		WYB	Clavell	WYBB	Scream
Bp	Bubbley	GRR	Clavell	GRRB	Chappy
		GRP	Clavell	GRPW	Kinoppi
	Hurricane	GYR	Yamabo	GYRB	Mu
		GYP	Sakika	GYPB	B. P. Puppet
				GYPW	Scream
	Cyboze	YRR	Penguino	YRRB	Nautilus
				YRRW	Nautilus
		YRP	Yamabo	YRPW	King Boz
	Ziglariat	YYR	Gollariat	YYRB	Lizadon
		YYP	Gollariat	YYPW	Lizadon
Yh	Dewberry	YBR	Hell Planter	YBRY	Y. H. Puppet
				YBRP	Planter
		YBG	Mad Pumpkin	YBGY	Big Head
				YBGP	Big Head
	High Jackel	YWR	Hound Dog	YWRY	Silver Wolf
		YWG	Hound Dog	YWGP	Silver Wolf
	Piyo	PBR	Satapiyo	PBRY	Chymera
		PBG	Satapiyo	PBGW	Chymera
	Ewan	PWR	Gottsy	PWRY	Defensor
		PWG	Gottsy	PWGP	Defensor
Yb	Piyo	RYB	Satapiyo	RYBY	Doctor Egg
		RYY	Baron	RYYW	Chymera
	Ewan	RWB	Waller	RWBY	Silver Wolf
		RWY	Gottsy	RWYY	Y. B. Puppet
				RWYW	Defensor
	Dewberry	PYB	Mew	PYBW	Gizmon
		PYY	Hell Planter	PYYY	Gizmon
	Manteeyo	PWB	Matango	PWBW	Kinoppi
				PWBW	Scream
		PWY	Hound Dog	PWYW	Silver Wolf
Yw	Piyo	GYR	Baron	GYRY	Doctor Egg
		GYW	Satapiyo	GYWG	Silver Wolf
	Ewan	GPR	Gottsy	GPRG	Defensor
		GPW	Gottsy	GPWY	Defensor
	Manteeyo	WYR	Death Arms	WYRG	Scream
				WYRY	General
		WYW	Evil Cougar	WYWG	Chymera
				WYWY	Y. W. Puppet
	Dogu 2	WPR	Hell Planter	WPRY	Gizmon
		WPW	Dogu 3	WPWG	Killer Bee
Yp	Ewan	RGP	Gottsy	RGPG	Defensor
		RGW	Gottsy	RGWR	Defensor
	Sylph	RYP	Mooscue	RYPG	Doctor Egg

		RYW	Satapiyo	RYWR	Chymera	
	Dewberry	BGP	Hell Planter	BGPG	Killer Bee	
		BGW	Hell Planter	BGWR	Killer Bee	
	Manteeyo	BYP	Matango	BYPR	Kinoppi	
				BYPG	Silver Wolf	
		BYW	Mad Pumpkin	BYWR	Y. P. Puppet	
				BYWG	Big Head	
+-----+-----+-----+-----+-----+-----+-----						
Ph	Fuwawa	PRY	Fuwatto	PRYP	P. H. Puppet	
				PRYG	Fuwaneel	
		PRW	Kemorin	PRWG	Hawking	
				PWRP	Hawking	
	Dogu 1	PBY	Dogu 2	PBYG	Dogu 3	
		PBW	Dogu 2	PBWP	Dogu 3	
	Dreamer	WRY	Dream Master	WRYG	Nautilus	
		WRW	Dream Master	WRWP	Nautilus	
	Sakika	WBY	Waller	WBYG	Banri	
		WBW	Waller	WBWP	Banri	
+-----+-----+-----+-----+-----+-----+-----						
Pb	Sakika	RBY	Boltet	RBYG	Apple Bat	
		RBP	Boltet	RBPP	Apple Bat	
	Cross	RYY	Heracles	RYYG	Crab Helm	
				RYYP	Crab Helm	
		RYP	Kemorin	RYPG	Dogu 3	
				RYPP	P. B. Puppet	
	Rayray	WBY	Brushy	WBYG	Banri	
		WBP	Waller	WBPP	Banri	
	Dreamer	WYY	Dream Master	WYYG	Brushy	
		WYP	Dream Master	WYPP	Brushy	
+-----+-----+-----+-----+-----+-----+-----						
Pw	Dreamer	GYR	Dream Master	GYRB	Nautilus	
				GYRP	P. W. Puppet	
		GYW	Bell Hat	GYWB	Dogu 3	
				GYWP	Dogu 3	
	Fuwawa	GPR	Fuwatto	GPRB	Little Mooscue	
		GPW	Fuwatto	GPWP	Little Mooscue	
	Cross	BYR	Heracles	BYRB	Crab Helm	
		BYW	Heracles	BYWP	Crab Helm	
	Sakika	BPR	Boltet	BPRB	Apple Bat	
		BPW	Boltet	BPWP	Apple Bat	
+-----+-----+-----+-----+-----+-----+-----						
Pp	Fuwawa	GPR	Fuwatto	GPRW	Little Mooscue	
		GPB	Fuwatto	GPBP	Little Mooscue	
	Dreamer	GWR	Dream Master	GWRP	Banri	
				GWRW	Banri	
		GWB	Bell Hat	GWBW	P. P. Puppet	
				GWBW	Boltet	
	Sakika	YPR	Dogu 2	YPRW	Nautilus	
		YPB	Dogu 2	YPBP	Nautilus	
	Cross	YWR	Heracles	YWRW	Crab Helm	
		YWB	Heracles	YWBP	Crab Helm	
+-----+-----+-----+-----+-----+-----+-----						
Wh	Joker	GRY	Ghost Girl	GRYG	Rich	
		GRP	Ghost Girl	GRPW	Rich	
	Nightmare	GBY	Red Cross	GBYG	Mummy	
		GBP	Red Cross	GBPW	Mummy	
	Spirit	WRY	War Spirit	WRYG	Bone Knight	
		WRP	War Spirit	WRPW	Bone Knight	
	Lady Phantom	WBY	Shadow Move	WBYG	Alicia	
				WBYW	W. H. Puppet	

		WBP	Red Eye	WBPG	Medusa Ball	
				WBPW	Medusa Ball	
+-----+-----+-----+-----+-----+-----+-----+						
Wb	White Cross	RBG	Red Cross	RBGR	Mummy	
		RBW	Red Cross	RBWW	Mummy	
	Shadow	RYG	Shadow Move	RYGR	Mu	
		RYW	War Bat	RYWR	W. B. Puppet	
				RYWW	Bone Knight	
	Nightmare	PBG	War Spirit	PBGR	Medusa Ball	
		PBW	War Spirit	PBWW	Medusa Ball	
	Mud Skeleton	PYG	Death Arms	PYGR	General	
				PYGW	General	
		PYW	Beheyup	PYWW	Mu	
+-----+-----+-----+-----+-----+-----+-----+						
Ww	Nightmare	RGY	Sashtock	RGYB	Mu	
				RGYW	W. W. Puppet	
		RGP	Ghost Girl	RGPB	Medusa Ball	
				RGPW	Medusa Ball	
	Jiparg	RBY	Red Cross	RBYB	Mummy	
		RBP	Red Cross	RBPW	Mummy	
	Mud Skeleton	WGY	Death Arms	WGYB	General	
		WGP	Death Arms	WGPW	General	
	Spirit	WBY	War Spirit	WBYB	Bone Knight	
		WBP	War Spirit	WBPW	Bone Knight	
+-----+-----+-----+-----+-----+-----+-----+						
Wp	Nightmare	RGY	Death Arms	RGYW	General	
		RGP	Death Arms	RGPP	General	
	Jiparg	RYY	Beheyup	RYYP	Medusa Ball	
				RYYW	W. P. Puppet	
		RYP	Sashtock	RYPB	Bone Knight	
				RYPW	Bone Knight	
	Joker	BGY	Brushy	BGYW	Hawking	
		BGP	Brushy	BGPP	Hawking	
	Shadow	BYY	Shadow Move	BYYP	Rich	
		BYP	Shabow Move	BYPW	Rich	
+-----+-----+-----+-----+-----+-----+-----+						

You can evolve at level 15 or higher for Forth stage.

You can evolve at level 30 or higher for Fifth stage.

\_ _____/	-----	_____ \
_)_	Section 19:	_)_
\	Jewel Leveling Up Chart	\
/ _____/	-----	/ _____/
\		\

Thanks to Darkside721 for submitting the data in this section. Major props goes out to you, man!

-----		
	Red Jewel	
=====		
	Type	
-----		
	Effect	
-----		
	Holy	
	Magic Power/Force (MA) +1	



Beast	Speed/Swiftness (SP) +1
Wisdom	Hit Rate (HR) +1
Power	Attack Power (AT) +1

Green Jewel	
Type	Effect
Holy	Evasion Rate (AV) +1
Beast	Defense Power (DF) +1
Wisdom	Speed/Swiftness (SP) +1
Power	Magical Points (MP) +1

Blue Jewel	
Type	Effect
Holy	Health/Hit Points (HP) +1
Beast	Attack Power (AT) +1
Wisdom	Magical Points (MP) +1
Power	Hit Rate (HR) +1

Yellow Jewel	
Type	Effect
Holy	Magic Defense (MD) +1
Beast	Health/Hit Points (HP) +1
Wisdom	Evasion Rate (AV) +1
Power	Defense Power (DF) +1

Pink Jewel	
Type	Effect
Holy	Speed/Swiftness (SP) +1

Beast	Luck (LK) +1
Wisdom	Luck (LK) +1
Power	Luck (LK) +1

White Jewel	
Type	Effect
Holy	Magical Points (MP) +1
Beast	Magic Power/Force (MA) +1
Wisdom	Magic Defense (MD) +1
Power	Health/Hit Points (HP) +1

Section 20:  
Frequently Asked Questions (FAQs)

Here is the Frequently Asked Questions section, better known as FAQs. I will list questions that are commonly asked. Here they are for you.

o~::~~::~~::~~::~~::o  
| Question 1 |  
o~::~~::~~::~~::~~::o

Q: How many Experience Points do I need to gain a level?  
A: To gain a new level, you will need to get 100 Experience Points. You will only need to get 100 Experience Points for each new level.

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| Question 2 |  
o~::~~::~~::~~::~~::o

Q: Later in the game, why do I not get any Experience Points for defeating an enemy?  
A: Well, I am guessing you went back to an old place to level up. If this is so, you are too high of a level and you do not get any Experience Points.

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| Question 3 |  
o~::~~::~~::~~::~~::o

Q: What's is the highest level that is possible for me to gain?

A: The highest level you can get to is level 99.

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| Question 4 |  
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Q: Where can I buy items, weapons, armor, and/or Mappemon accessories?  
A: You can get these items from General Stores. There are two General Stores in the game. One is located in Gross Kingdom, while the other is at Goondocks Port.

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| Question 5 |  
o~::~~::~~::~~::~~=o

Q: If I have already beaten an area, for example The Lost Forest, is it possible for me to go back to that place and battle again?  
A: Yes, you can go back to a previous area and battle. This is a good way to level up if you are having trouble in the next area.

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| Question 6 |  
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Q: After I beat the Goondocks Port area, is it possible for me to go back there and battle?  
A: Yes, it is possible. Once you walk into Goondocks Port, go straight and stay on the road. You will soon exit the port and the Battle Preparation Menu appears on the screen.

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| Question 7 |  
o~::~~::~~::~~::~~=o

Q: Where is the best place to level up Luke and my Magical puppets?  
A: Personally, I don't think there is a "best" place to level up. If you were going to try to level up, I recommend that you go to the previous area and battle.

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| Question 8 |  
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Q: How many different Mappemon, Magical puppets, are there in the game?  
A: There are 169 different Magical puppets in the game.

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| Question 9 |  
o~::~~::~~::~~::~~=o

Q: What is the best party to use?  
A: Seriously, I do not think there is a best party. It is all up to you to decide what Mappemon you think are the best to use. Everyone has their own opinions on what they like to use and not.

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| Question 10 |

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Q: What Mappemon do you use most in your party?

A: I usually use a High Jackel and an R.H. Pappet. The third Magical puppet I use just depends on the type of magic that Mappemon has.

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| Question 11 |

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Q: What is your favorite Mappemon in this game?

A: I would say that my favorite Mappemon is High Jackel. Mainly because he is so powerful to be so small. Another favorite of mine is the R.H. Pappet. I like him because, like High Jackel, he is strong.

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| Question 12 |

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Q: Why is this game so easy?

A: I wouldn't say this game is easy. It is easy up till the last chapter. That is when you will start to fight the "real" battles.

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| Question 13 |

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Q: Should I buy or rent this game?

A: If I were you, I would buy it. It should not cost more than \$10 new. If you find this game at a higher price, don't buy it because you can get it almost anywhere for \$10 or lower.

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| Question 14 |

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Q: What type of game is this considered to be?

A: I consider this game a strategy/role-playing (RPG) game.

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| Question 15 |

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Q: I liked this game, is there any other games similiar to it?

A: There is a game for Playstation called Final Fantasy Tactics. It has a battle system similiar to Eternal Eyes and a whole lot better storyline. You might also want to try one of the Pokémon games for Game Boy/Color/Advance. It has a system where you collect creatures called Pokémon and use them in battles, like the way you collect Mappemon in Eternal Eyes and use them in battles.

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| Question 16 |

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Q: Why are there so many grammar mistakes in this game?

A: I cannot give you a sure answer. I think that the game may have been rushed and the producers didn't check for grammar errors. Or it could have been that the producers were just too lazy to go back and check for mistakes.

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| Question 17 |

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Q: Sometimes after a battle I will get "...!?" from a treasure chest instead of an item. What does this mean?

A: I am not for sure, but I think it means that your inventory for the item you were going to receive is full. I think that is what it is, but I am not 100% sure.

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| Question 18 |

o~::~~::~::~::~::~o

Q: How do I start getting new Mappemon?

A: Throughout battles and at the end of the first few boss fights, you will get Magical puppets that you can give jewels to. Which in return, creates a new Mappemon.

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| Question 19 |

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Q: When do I start getting jewels?

A: You will get jewels throughout battles.

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| Question 20 |

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Q: Can I buy jewels...ever?

A: No, I am 99% sure that you cannot buy jewels.

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_)		_)
\	Section 21:	\
/_____/	Added Bonuses	/_____/
\		\

Once you defeat the game, you can play through again on the same file, but this time around there are new features. I have yet to play through a second time on the same file, but here are the differences I can quickly distinguish.



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