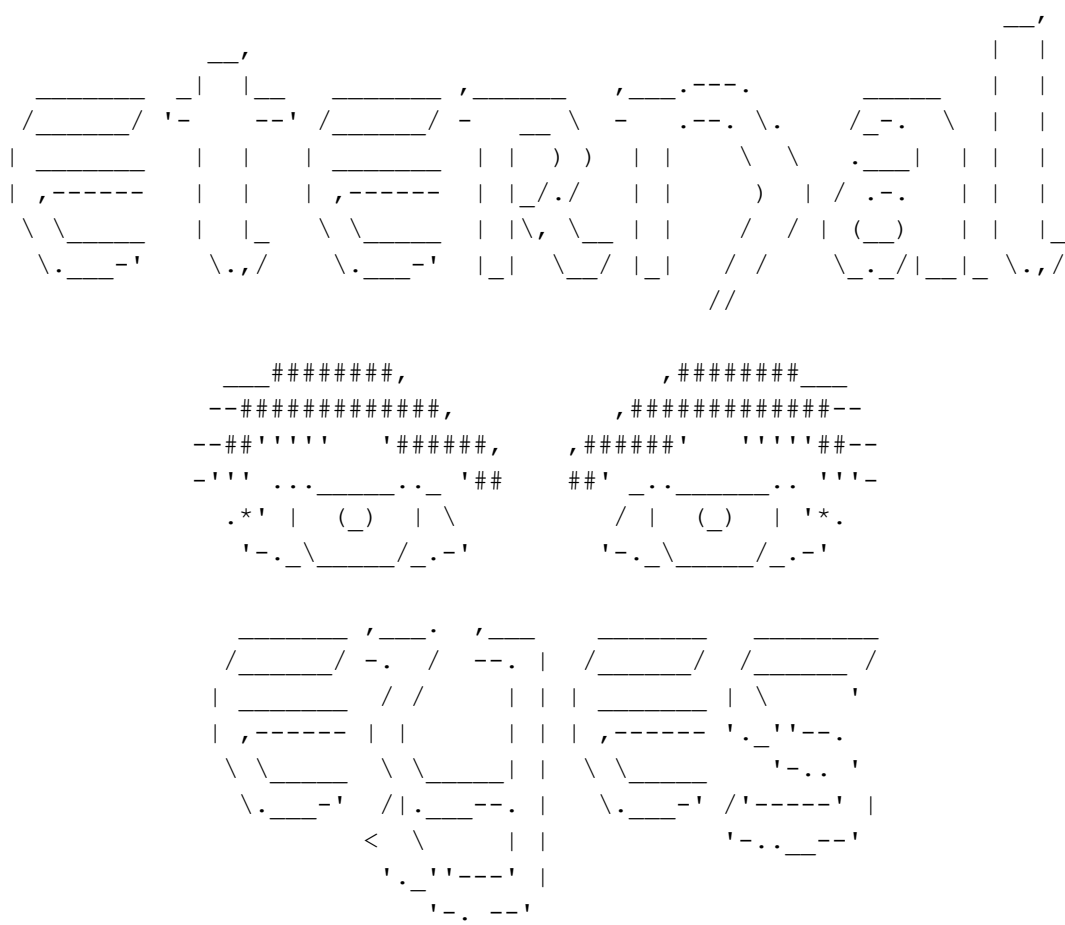


Eternal Eyes FAQ/Walkthrough

by Darren Ng

Updated to v1.20 on Nov 29, 2001



The ASCII above is made by Ignacio de Lucas. A very special thanks to him.
Cool, eh? :)

```

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           Eternal Eyes
             For Sony Playstation
             Version 1.20 29/11/2001 (FINAL)
             By Darren Ng (ngkleong@hotmail.com)
             ICQ 55261040
  
```

Unpublished work Copyright 2001-2002 Darren Ng

"Eternal Eyes" is (c) Sunsoft and (c) Sony Entertainment of America.

```

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|| This walkthrough will be made as spoiler-free as possible ||
~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+
  
```

- ```

$$
$ Contribution needed $
$$
$ -Can you actually explore Goondocks BEFORE the first battle there? $
$ -Do you know the use of SP and LK attribute? $
$ -Do you know what is the "Ef" in my "Magics" section under "Battling"? $

```



webmasters, publishers, and magazine staff) without my express written permission. Remember, plagiarism is a crime and is punishable by law.

The Copyright notice is being picked from Kao Megura's Super Street Fighter II X (Saturn) FAQ with his permission.

Special thanks to him.

=====  
( ( 2. Updates ) )  
=====

+++++  
[ Version 1.20 ]  
+++++  
29/11/2001

- Completed the "Evolution Chart" sub-section for the "Charts" section.
- Removed the To Do List section, since I've decided to make this the final version...
- Updated the "Bonuses" sub-section under "Walkthrough" section.
- Corrected some mistakes made by Ms. Word; bullets, numberings, spacings etc.

+++++  
[ Version 1.10 ]  
+++++  
20/11/2001

- Corrected the date of Version 1.00, it's actually 14/11, not 14/10. That's month's difference ^\_^;
- Recently discovered that battles can be different from the fact that the enemy's monsters are actually random.
- Also discovered that you can actually view enemy's stats and their names. Stupid me!
- For these discoveries, I've changed the whole walkthrough's structure. (Man, quite a lot of work, that is!)
- Walkthrough is now completed!
- Enhanced the Introduction section...
- Added "Evolving" sub-section under "Battling".
- Added two tips in the "Tips" sub-section under "Battling". (You'll "grow" as you fight ^\_^;)
- Corrected some mistakes (spelling, grammar that I noticed)
- Corrected some errors in "Battling" section:
  - a) Bonus Exp. will actually be affected by your level. (Sorry!! ^\_^;)
  - b) Reviewed almost the whole "Battling" section, updated almost all the sub-sections
- Changed the ASCII. Thanks to Ignacio for this one!
- Added "Chart" section, added "Evolution Chart" sub-section. Thanks to Sugiyanto Yusup for allowing me to use his FAQ (There's a "Evolution" section in his FAQ...)
- Added "Tricks" section for all advanced battling tricks.

+++++

[ Version 1.00 ]

+++++

14/11/2001

- Yay!!! I've started my first walkthrough!!!
- I've added these sections into my walkthrough:
  - a) Disclaimer
  - b) Updates
  - c) To do list
  - d) Introduction
  - e) Contribution
  - f) Battling
  - g) Walkthrough up to Chapter VI
  - h) How to contact me
  - i) Asked Questions
  - j) Credit
  - k) Author's Note
- Did my ASCII logo, but it sucks...

=====

(( 4. Introduction ))

=====

Welcome ladies and gentlemen, to my first walkthrough about EE (Eternal Eyes)

"'The war of the goddess...' A battle fought between humans and a black-hearted deity... The resurrection of the black-hearted deity, who had once devastated a large portion of the world, frightened people. Like silent lamb, they were swallowed up by the darkness of 'fear'. But there are some who were not afraid... Six heroes chosen by fate rose to restore 'light' to the world. Among the heroes were some who were very unlikely to 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, called 'magical puppets' grew according to the number of jewels they were given and were the equals to the monsters in power and appearance. Eventually the power to control what were called 'magical puppet monsters' were handed down only to selected number of 'Eternal Eyes' called 'magical puppets Master'. The 'magical puppet monsters' fought as a divine beings in the 'War of the goddess...' However, as soon as the war ended the 'Eternal Eyes' disappeared from the society and went somewhere unknown to people. Gradually the existence of the 'Eternal Eyes' faded from people's mind. The story which now begins concerns a boy with scarlet eyes"

The introduction above is being picked from Eternal Eyes' introduction.

Eternal Eyes (EE) is an RPG game. It's created by Sunsoft. What's RPG? Well, RPG means Role-Playing Game. It's sort of like walking around, picking up things, battling and probably some puzzles too. Uhh... well, that's about the introduction ^\_^;

=====

(( 5. Contribution ))

=====  
Well, did you notice if I missed something or is there any errors in the walkthrough? Have a trick or tips to share? If you do, please kindly send it to me so that I can correct my walkthrough. Please, please, pretty please... There will be "Contributors Alert" anywhere in the walkthrough where I need your help. Your name and e-mail address will be added into the "Credits" Section as a token of appreciation. Also, if you find any places confusing to you, please contact me too. If you didn't notice, my e-mail address and my ICQ number is

< ngkleong@hotmail.com >  
ICQ 55261040  
[Inferno II]

Your contribution is greatly needed and appreciated. Thanks.

=====  
( ( 6. Battling ) )  
=====

In EE, most of the story line is fight, fight and fight. So you'll need to at least master the basics of battling in EE to play the game easily. I've divided the whole battling process into 8 portions.

Note that if Luke dies, the game will be over regardless how many puppets you still have alive.

Also note that you can only bring 3 puppets along with you to battle (which is 4 members in a party including Luke).

#### \_a. Level-up\_

To level up, what you need is Exp. Points. Exp. Points are awarded to you when you hit an enemy SUCCESSFULLY or casted a spell (In exception of Luke). You won't get any Exp. Points if your attack missed or you're being attacked. These Exp. Points you gain are affected by your current level. There's bonus Exp. Points awarded after each battle. That will be affected by your current level too. The amount of bonus Exp. Points awarded are divided amongst your party member. You'll need an exact 100 Exp. Points to level-up.

Level will determine the difficulty of each battle. Why? Because when you level-up, your attributes will increase too, thus making you stronger. In conclusion, you must battle a lot before facing the battle ahead.

Note that once you've level-up, your HP and MP will replenish. Make use of this.

Also note that, like most RPG games (probably ALL RPG games), EE has a limit on levels. The limit is Lvl99, as expected. It is REALLY easy to reach that level, in fact, I think Sunsoft MEANS to have us reaching that level.

Attribute descriptions will be explained one by one now.

#### \_b. Attributes\_

There are a total of 11 attributes in EE. They are:

| Attribute     | Short form | Explanation                                                                                                                                                                                                                                                                                                                                                              |
|---------------|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Health Point  | HP         | This is your health status. When it reaches 0, you lose. It can be healed with healing items such as Riceball and Rice Sandwich. It can be healed by magics casted by your puppet or yourself. It will replenish once one levels-up.                                                                                                                                     |
| Mana Point    | MP         | This is needed to cast magics. This applies to your puppets only. You, yourself won't have any MP. Instead, you uses Jewels to cast a spell. As for the puppets, the caster will deduct his MP (amount shown in the top right of your screen) in order to cast a spell. If you don't have enough MP, the spell will not be casted. It will replenish once one levels-up. |
| Attack        | AT         | Attack is the amount of damage you will inflict to your opponent through normal attacks, though it will be countered by your opponent's Defense. This means, the more AT you've got, the easier you can beat an opponent.                                                                                                                                                |
| Defense       | DF         | This is your endurance to your opponent's normal attack.                                                                                                                                                                                                                                                                                                                 |
| Magic Attack  | MA         | Magic Attack is essential to casters because it determines how many damage will it inflict to an opponent, though it is countered by your opponent's Magic Defense. I think this effects healing magics too.                                                                                                                                                             |
| Magic Defense | MD         | Magic Defense is your shield against an opponent's magic attacks. In cases, it determines your life and death (in the game, of course ^_^);                                                                                                                                                                                                                              |
| Hit Rate      | HR         | Hit rate determines your chance to hit an opponent with normal attacks, though it is countered by your opponent's evade rate. So, if you've high AT but lack in HR, you'll have problems to even touch your opponent, thus your AT Points will render useless.                                                                                                           |
| Evade Rate    | AV         | This determines the chance of evasion you have against an opponent's normal attack. So if you're lack of DF, you might need some AV points.                                                                                                                                                                                                                              |
| Speed?        | SP         | I'm not sure how this works but I think it has something to do with HR and AV in some way or another.                                                                                                                                                                                                                                                                    |

|       |    |                                                                                                                                                                           |
|-------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Luck? | LK | I'm not sure how this works either. But I think it effects what type of treasure you will get in battles (the more luck you have, the more valuable the treasure will be) |
| Moves | MV | This is the amount of blocks you can move in a battle.                                                                                                                    |

### c. Weapon types

There are three kind of weapons in the game. They are swords, spears and bows. Their descriptions can be found by talking to an old man in Gross Kingdom's bar. I simply make it simpler...

| Weapon Type | Description                                                                                                                                                                                                                                                                                                                                                        |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sword       | This is a short-range weapon. But in change of it's short range, it's awarded with more AT Points. Short range means that you can strike an opponent 1 block from you only, with greater damage.                                                                                                                                                                   |
| Spear       | This is a weapon which can strike an opponent 2 blocks from you, horizontally and vertically only. It's attack point, in other case, is less than Sword.                                                                                                                                                                                                           |
| Bow         | This is a good weapon if you want to be keep away from an enemy. It can strike opponent far away (not really that FAR, though... From 3-4 blocks). You can't hit those who's too near to you (which is 1-2 blocks). I think this applies to ALL kind of bows) for it's attack point, it's less than Spear. Note that you can collect treasure from afar with bows. |

Do you notice that, Gross Kingdom always has the best of Swords, Bows, Armors and Items while Goondocks always has a step ahead with spears. That's why we should always check two of the General Stores' update always.

### d. Magics

Magics are another element of attack in EE. Your puppets can cast any magics they learn from Jewels by using their MP and Luke can cast magics by using Jewels. Note that you can only have 9 jewels of a type at a time. That means, you can have a total of 216 jewels at a time. If you'd, by any chance, get more than 9 Jewels, the additional Jewel will be discarded without notice.

Note that if you lay a trap and an opponent steps on it, the damage is a lot higher than the one you casted directly on it. And when I say a lot, I mean 35:224 damage, direct:trap. See the difference? Traps won't be activated if it is on the path. It will only be activated if it's stood on. This applies to YOUR party member too.

Also note that a trap only last for 3 turns (Your turn + enemy's turn= 1 turn).

This is what opened up if you choose a magic to cast on the top right of your screen:

```
+-----+
|Mp :111|
|Cs :6 |
|Pw :8 |
|Rg :3 |
|Ef :C |
+-----+
```

Which:

Mp- Current MP your puppet have.  
Cs- MP needed to cast the spell.  
Pw- The grade of damage it will inflict (it still depends on your MA)  
Rg- The reach of this magic.  
Ef- I'm not sure what this is...

#### \_e. Deaths\_

As mentioned above, if Luke dies, the game's over. But if your puppet's the one who dies, then it's resurrectable. Just evolve it like a normal Magical Puppet and it'll be a new puppet. (Yes, this works in battle too) Unfortunately, all the magics it learnt will disappear. Only its level remains.

#### \_f. Evolving\_

You should evolve your puppets in order to battle with greater opponents. By that, your attributes will increase a little and most importantly, your magics will be more powerful. You must upgrade your learnt magics to unleash its power.

I've an evolution chart in the "Chart" section, though it's not completed...

Also, evolving doesn't mean losing your puppet's learnt magics. It'll just remain there once you've evolved. But evolving a puppet from a Magical Puppet is different.

#### \_g. What you gain\_

##### I: Treasure Chest

Well, for every opponent you've defeated, there'll be a treasure chest. In the treasure chest is ANYTHING! (Well, ok... Not anything... Anything as of available in your current Chapter...) Sometimes, it gives a Magical Puppet too! If you leave the treasure chest, at the end of the battle, you'll automatically retrieve it. But the risk of leaving it is that if an enemy SO bad, he destroys the chest, then you'll gain nothing. So, it's better if you retrieve it once you've defeat one enemy. You can also retrieve it with bow. But note that you can't retrieve it with magics.

##### II: Mica

After each battle, you'll receive Mica, which is the currency in the game. This means if you battle more, then you can shop more! :)



### III: Exp. Points

You will receive Exp. Points as you fight and at the end of the battle, you'll receive bonus Exp. Points, which is divided amongst your party member.

Note that bonus Exp. Points are affected by your current level.

### \_h. Tips\_

Well... where should I start...? First, when you're about to get a level-up (like with 94 or 95 Exp.), don't heal (but if it's critical, I don't know...). After you level-up, all your HP and MP will replenish. So is at near end of a battle, don't heal. The game will replenish for you in between fights (where you can save, change your equipment, etc.)

Then, when you see that an opponent is about to die, use your most lack-of-Exp. party member to defeat it. That way, you'll get much more Exp. and level-up. You know, you should have a balance in all your puppet's level.

Also, if you notice, most opponents you encounter focuses their attacks on Luke. This is because if Luke dies, game over. So take advantage of this. How? Well, I know that you all have good brains that can guess where the opponent will go... When you are certain of that, have Luke to plant a trap there. Remember: A trap's damage is MUCH higher than a direct hit from Luke's Jewel.

From my oppinion, I think you should get the treasure chests which is in range of an opponent. The opponents are so bad that they will destroy the chest and you'll lose a treasure. You can have a bow for a far-fetch :)

Also, you can always take a peek at an enemy's status. By that, you can see their names AND status. THAT is very useful. By that, you'll know which to use normal attacks on and who should you use magic attacks on.

Well... should I consider this as a tip or a trick? Well, it's like this: If your position is something like this:

```
X
LOE
X
```

Where L is Luke, X is your puppets, and E is an enemy (Hard-To Defeat, only uses normal attacks), set a trap at O. He'll definitely step on it except if you had some other puppets which annoyed him at first ;) After this, you go back a step, your puppets all go back a step, and then set another trap in front of you. The enemy will happily step on it again!!! LOL!! (I've posted one copy at the "Battling tricks" section too)

Well, that's about all the tips I've now. Have any tips? Share with us!

```
=====
((7. Walkthrough))
=====
```

\*Before starting the walkthrough, I want you to know that whenever I suggest to train your puppets and yourself, I do. I do train in the WHOLE level of a dungeon. Like, if I say "Lost Forest", I battle in ALL parts of

the forest, which is "Near Entrance", "Part 1", "Part 2" and "Part 3"\*

As usual, the opening scene comes first. Then...

C H A P T E R I:  
S E T T I N G  
O U T

You'll see Luke and his friends in a cave after the opening scene. After the somewhat funny sequence, you'll back in...

---Gross Kingdom---

Why do they call this place "Gross" Kingdom? It sounds gross! :)

Anyway, you're needed to be prepared for the adventure... So wander around! I went to the pub and talked to the old man there. He'll teach you how to use your weapons...

---Tips-----  
| How to use a sword | "This is the orthodox weapon. You can only use it in |  
| | close battle. It's attacking power is great" |  
-----  
| How to use a spear | "This is a weapon with a long reach. It reaches one |  
| | block beyond the adjacent block. You can attack an |  
| | enemy who is not directly adjacent to you" |  
-----  
| How to use a bow | "This is a long-distance weapon. In battle it can |  
| | attack an enemy on a distance block. It is no good |  
| | for attacking an adjacent block, though. |  
-----

Apart from that, I didn't find anything more... Ohh yeah... there's a General Store in the town too. They sell...

General Store in Gross Kingdom sells:

Chapter I

Weapons

|              |      |
|--------------|------|
| Wooden Sword | 30M  |
| Bronze Sword | 60M  |
| Iron Sword   | 120M |
| Bamboo Pole  | 8M   |
| Spear        | 90M  |
| Short Bow    | 90M  |

Armors

|                |      |
|----------------|------|
| Tunic          | 80M  |
| Leather Armour | 300M |
| Chainmail      | 480M |

Items

|             |      |
|-------------|------|
| Riceball    | 20M  |
| Clover      | 140M |
| Mint        | 80M  |
| Whistle     | 170M |
| Dad's Smack | 130M |
| Mocha Bean  | 240M |



C H A P T E R II:  
T H E C A L L O F  
T H E W I N D

---Gross Kingdom---

You'll end up in the Luke's secret chamber in his house. Then you'll see Luke summons some CUTE monsters out of the Magical Puppets. After that, there'll be a sequence in your enemy's place. Then, the camera will go back to Luke, where he will get the permission from the Mayor to go into the Lost Forest.

After that, you'll gain control of Luke. Now you can wander around again. The General Store sells new items already!

General Store in Gross Kingdom sells:  
Chapter II

Weapons

|              |      |
|--------------|------|
| Wooden Sword | 30M  |
| Bronze Sword | 60M  |
| Iron Sword   | 120M |
| Bamboo Pole  | 8M   |
| Spear        | 90M  |
| Short Bow    | 90M  |

Armors

|                |      |
|----------------|------|
| Tunic          | 80M  |
| Leather Armour | 300M |
| Chainmail      | 480M |

Items

|             |      |
|-------------|------|
| Riceball    | 20M  |
| Clover      | 140M |
| Mint        | 80M  |
| Whistle     | 170M |
| Dad's Smack | 130M |
| Mocha Bean  | 240M |

Accessories \*New\*

|               |      |       |
|---------------|------|-------|
| Cat Claws     | 220M | *New* |
| Wooden Mallet | 320M | *New* |
| Bigblow       | 300M | *New* |
| Hat           | 160M | *New* |
| Glass Mask    | 240M | *New* |
| T-Shirt       | 60M  | *New* |

\*Compared to General Store in Gross Kingdom on Chapter I\*

When you're ready, leave the town! Don't forget to save this time!!!  
Woooops, I forgot to explore the Goondocks! So here goes...

---Goondocks---

Well, there's mostly nothing around... There's just a General Store here that I could find useful.

General Store in Goondocks sells:  
Chapter II

Weapons

|              |      |
|--------------|------|
| Bronze Sword | 60M  |
| Spear        | 90M  |
| Javelin      | 160M |
| Short Bow    | 90M  |
| Long Bow     | 140M |

|                |      |
|----------------|------|
| Armors         |      |
| Tunic          | 80M  |
| Leather Armour | 300M |

|               |     |
|---------------|-----|
| Items         |     |
| Riceball      | 20M |
| Rice Sandwich | 40M |

|               |      |
|---------------|------|
| Accessories   |      |
| Cat Claws     | 220M |
| Wooden Mallet | 320M |
| Bigblow       | 300M |
| Hat           | 160M |
| Glass Mask    | 240M |
| T-Shirt       | 60M  |

You can always go back to the dungeon to fight the monsters inside again to get some Exp. It'll unlock even more levels of basements too! I did battle for my Exp.

There's only 2 levels in Goondocks so I advanced to the Lost Forest.

---Lost Forest---

Once in there, a sequence follows. Note for the battle: you should save before the boss battle...

```
#####
BATTLE
#####
```

```
Place
~The Lost Forest~
~~Near Entrance~~
~~Part 1~~
~~Part 2~~
```

```
BOSS BATTLE
~~Part 3~~
1 Lvl7 Pumpkin Head
1 Lvl6 Pumpkin Head
Boss Lvl7 Satapiyo
 HP 212/212
 MP 102/92
```

I've my Powan evolved into Head (body with blue coloured pumpkin as his head) and Mooscue evolved into Moosmoos (Same; just colour changed into blue) for this battle, dude!

Well, it's mostly like normal boss battle: Exterminate the Pumpkin Heads and then the furball will approach. Quite easy actually ^\_^; The magic the Pumpkin Heads do took 18HP from Luke only. Well, it means they're history. As for the furball, I'm not sure if it's his best shot... His magic did 19 damage on Luke ONLY!!! As for his normal attacks, 31 damage is quite small...

What disappointment, eh? Ohh yeah... In case that you're a shopping maniac, I don't shop. My equipments are so lousy because I equip the equipments which are picked up. So no wonder it does less damage to you if it does.

#####  
# VICTORY #  
#####

\*Yawns...\* When will the real battle begin? Also, you'll received another Magical Puppet!!!

C H A P T E R III:  
B A P T I S M O F  
F I R E

---Gross Kingdom---

You'll be back at Gross Kingdom (again). Luke will explain all that happened to Elena. Then off you go to Vulado. But first, wander around :)

General Store in Gross Kingdom sells:  
Chapter III

Weapons

|              |            |
|--------------|------------|
| Wooden Sword | 30M        |
| Bronze Sword | 60M        |
| Iron Sword   | 120M       |
| Flame Sword  | 280M       |
| Frost Blade  | 620M *New* |
| Bamboo Pole  | 8M         |
| Spear        | 90M        |
| Javelin      | 160M *New* |
| Short Bow    | 90M        |
| Longbow      | 140M *New* |

Armors

|                |            |
|----------------|------------|
| Tunic          | 80M        |
| Leather Armour | 300M       |
| Chainmail      | 480M       |
| Breastplate    | 780M *New* |

Items

|                  |            |
|------------------|------------|
| Riceball         | 20M        |
| Clover           | 140M       |
| Mint             | 80M        |
| Whistle          | 170M       |
| Dad's Smack      | 130M       |
| Mocha Bean       | 240M       |
| Black Rose Thorn | 60M *New*  |
| Moth Wing        | 70M *New*  |
| Stern Look       | 140M *New* |
| Maddening Wine   | 260M *New* |

Accessories

|               |            |
|---------------|------------|
| Cat Claws     | 220M       |
| Wolf Claws    | 270M *New* |
| Wooden Mallet | 320M       |
| Bigblow       | 300M       |
| Hat           | 160M       |

|                 |      |       |
|-----------------|------|-------|
| Twisted Towel   | 250M | *New* |
| Glass Mask      | 240M |       |
| T-Shirt         | 60M  |       |
| Wrestling Pants | 240M | *New* |
| Wrestler Pants  | 310M | *New* |

\*Compared to General Store in Gross Kingdom on Chapter II\*

Ohh yeah... Since you've a new doll, you can choose whether to evolve it into a new puppet or not. I didn't. Remember to save before you evolve a puppet because sometimes if you're not satisfied with the result...

Well, if you're ready, let's go to Goondocks because there's new stock there too!

---Goondocks---

General Store in Goondocks sells:

Chapter III

Weapons

|              |      |       |
|--------------|------|-------|
| Bronze Sword | 60M  |       |
| Iron Sword   | 120M | *New* |
| Spear        | 90M  |       |
| Javelin      | 160M |       |
| Flame Lance  | 530M | *New* |
| Short Bow    | 90M  |       |
| Longbow      | 140M |       |

Armors

|                |      |       |
|----------------|------|-------|
| Tunic          | 80M  |       |
| Leather Armour | 300M |       |
| Chainmail      | 480M | *New* |

Items

|               |      |       |
|---------------|------|-------|
| Riceball      | 20M  |       |
| Rice Sandwich | 40M  |       |
| Mint          | 70M  | *New* |
| Whistle       | 170M | *New* |
| Dad's Smack   | 130M | *New* |
| Mocha Bean    | 240M | *New* |

Accessories

|                 |      |       |
|-----------------|------|-------|
| Cat Claws       | 220M |       |
| Wolf Claws      | 270M | *New* |
| Wooden Mallet   | 320M |       |
| Bigblow         | 300M |       |
| Hat             | 160M |       |
| Twisted Towel   | 250M | *New* |
| Glass Mask      | 240M |       |
| T-Shirt         | 60M  |       |
| Wrestling Pants | 240M | *New* |
| Wrestler Pants  | 310M | *New* |

\*Compared to General Store in Goondocks on Chapter II\*

And again, I don't shop much :) You should go to the Lost Forest and have some fun first!

After you've done training, head to the Vulado (Hall of Dolls).

---Hall of Dolls---

Well, prepare for battle!

```

BATTLE #
#####
```

Place  
~Hall of Dolls~  
~~1F~~  
~~2F~~  
~~3F~~  
~~4F~~

BOSS BATTLE  
~~5F~~  
1 Lvl13 Bone Rock  
1 Lvl15 Bone Rock  
Boss Lvl14 War Spirit  
HP 334/334  
MP 81/73

Wha? Another boss? Why all the bosses around so lausy one? This, just clear off the skeleton warriors and you won't be having problems. Actually, those skeleton warriors won't cause much troubles too if you don't clear them off first. Beware, though, that the boss has a magic which will cause up to 43 damage to Luke and another which will affect a small area (40+ to Luke and Mousmous (evolved Mouscue), 70+ to Head (evolved Powen)). Other than that, the boss is just a fake.

```

VICTORY #
#####
```

Phew... Finally... The boss has quite many HP, making him not so easily defeated. Well, you've earned yourself a Magical Puppet and a Stone... The Stone of Darkness! (It's not a stone which is for fighting! It's involved in the evolving business where it returns a puppet into a doll)

Then you'll automatically go back to Gross Kingdom and...

C H A P T E R IV:  
I N S E R I B E B (?)  
P R O M I S E

---Gross Kingdom---

There'll be a sequence and you'll need to be prepared for battle again. You can go outside of Gross Kingdom and go to Goondocks to replenish your stock first if you need.

---Goondocks---

Now there's the REAL stuff in the General Store!!

General Store in Goondocks sells:  
Chapter IV

Weapons



|              |             |
|--------------|-------------|
| Bronze Sword | 60M         |
| Iron Sword   | 120M        |
| Flame Sword  | 280M *New*  |
| Frost Blade  | 620M *New*  |
| Spear        | 90M         |
| Javelin      | 160M        |
| Flame Lance  | 530M        |
| Ice Javelin  | 1400M *New* |
| Wind Spear   | 2200M *New* |
| Dragon Lance | 3100M *New* |
| Short Bow    | 90M         |
| Longbow      | 140M        |
| Mythril Bow  | 640M *New*  |

Armors

|                |             |
|----------------|-------------|
| Tunic          | 80M         |
| Leather Armour | 300M        |
| Chainmail      | 480M        |
| Breastplate    | 780M *New*  |
| Earth Mail     | 1600M *New* |

Items

|               |      |
|---------------|------|
| Riceball      | 20M  |
| Rice Sandwich | 40M  |
| Mint          | 80M  |
| Whistle       | 170M |
| Dad's Smack   | 130M |
| Mocha Bean    | 240M |

Accessories

|                 |            |
|-----------------|------------|
| Cat Claws       | 220M       |
| Wolf Claws      | 270M       |
| Wooden Mallet   | 320M       |
| Bigblow         | 300M       |
| Hat             | 160M       |
| Twisted Towel   | 250M       |
| Glass Mask      | 240M       |
| T-Shirt         | 60M        |
| Wrestling Pants | 240M       |
| Wrestler Pants  | 310M       |
| Collar of Power | 390M *New* |
| Necktie         | 400M *New* |
| Tortoise Shell  | 260M *New* |

\*Compared to General Store in Goondocks on Chapter III\*

Once you've finished, go back to Gross Kingdom.

---Gross Kingdom---

Head to the castle for some battles.

```
#####
BATTLE
#####
```

Place

```
~Gross Castle~
~~Ground Floor~~
~~1F~~
~~2F~~
```

~~3F Hall~~

~~4F Hall~~

Well, these battles are easy too. There's humans in GF. First, you've gotta rescue the humans!!! No, no... just kidding... Hit 'em hard!

#####  
# VICTORY #  
#####

Alas, that's the final meaningless battle. You'll see a sequence between Vorless and the King. After that... \*Sniff\* \*Sniff\*... What happened? Watch for yourself! :)

Then, you'll receive a Magical Puppet and you'll be told to head for the Lost Forest again. I hope the enemies there are better now :)

C H A P T E R V:  
F A I R Y O F T H E  
W I N D

---Gross Kingdom---

Well, as usual, go and visit the General Store first!

General Store in Gross Kingdom sells:

Chapter V

Weapons

|              |             |
|--------------|-------------|
| Wooden Sword | 30M         |
| Bronze Sword | 60M         |
| Iron Sword   | 120M        |
| Flame Sword  | 280M        |
| Frost Blade  | 620M        |
| Bamboo Pole  | 8M          |
| Spear        | 90M         |
| Javelin      | 160M        |
| Short Bow    | 90M         |
| Longbow      | 140M        |
| Mythrill Bow | 640M *New*  |
| Artemis      | 1200M *New* |
| Angel Bow    | 2100M *New* |

Armors

|                |             |
|----------------|-------------|
| Tunic          | 80M         |
| Leather Armour | 300M        |
| Chainmail      | 480M        |
| Breastplate    | 780M        |
| Mythrill Plate | 2700M *New* |
| Gold Plate     | 3600M *New* |

Items

|                  |      |
|------------------|------|
| Riceball         | 20M  |
| Clover           | 140M |
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |

|                  |            |
|------------------|------------|
| Moth Wing        | 70M        |
| Stern Look       | 140M       |
| Maddening Wine   | 260M       |
| Molotov Cocktail | 410M *New* |
| Star Fragment    | 400M *New* |
| Blizzard Essence | 480M *New* |
| W-Looking Statue | 510M *New* |
| Seed of Morale   | 390M *New* |

Accessories

|                 |            |
|-----------------|------------|
| Cat Claws       | 220M       |
| Wolf Claws      | 270M       |
| Wooden Mallet   | 320M       |
| Bigblow         | 300M       |
| Hat             | 160M       |
| Twisted Towel   | 250M       |
| Glass Mask      | 240M       |
| T-Shirt         | 60M        |
| Wrestling Pants | 240M       |
| Wrestler Pants  | 310M       |
| Collar of Power | 390M *New* |
| Necktie         | 400M *New* |
| Tortoise Shell  | 260M *New* |
| Bowtie          | 360M *New* |
| G Earrings      | 400M *New* |

\*Compared to General Store in Gross Kingdom on Chapter III\*

Wooo... I've been saving quite a lot by not shopping until now... See: 10,000M!!! I'll save more! :)

The General Store in Goondocks has not restocked yet except for the accessories, which is now the same as the one in here.

So, when you're ready, let's head to the Lost Forest again.

---The Misty Forest---

The name has been changed into Misty Forest once you've entered it. Once there, prepare yourself for some battles.

```
#####
BATTLE
#####
```

Place

```
~The Misty Forest~
~~Near Entrance~~
~~Part 1~~
~~Part 2~~
~~The Nether Regions~~
~~~Part 1~~~
~~~Part 2~~~
~~~Part 3~~~
```

Don't worry... There's no mistake: No boss.

```
#####
# VICTORY #
#####
```

Then Luke will reach a place and... ["Hey, no spoilers!"] Ohh yeah...  
Sorry ^\_^;

C H A P T E R VI:

T H E L A N D  
O F L I G H T

---Gross Kingdom---

Let's head to "the end of the Earth"!

But before that, visit the General Store! :)

General Store in Gross Kingdom sells:

Chapter V

Weapons

|                |             |
|----------------|-------------|
| Wooden Sword   | 30M         |
| Bronze Sword   | 60M         |
| Iron Sword     | 120M        |
| Flame Sword    | 280M        |
| Frost Blade    | 620M        |
| Mythrill Blade | 1600M *New* |
| Bamboo Pole    | 8M          |
| Spear          | 90M         |
| Javelin        | 160M        |
| Short Bow      | 90M         |
| Longbow        | 140M        |
| Mythrill Bow   | 640M        |
| Artemis        | 1200M       |
| Angel Bow      | 2100M       |

Armors

|                |             |
|----------------|-------------|
| Tunic          | 80M         |
| Leather Armour | 300M        |
| Chainmail      | 480M        |
| Breastplate    | 780M        |
| Mythrill Plate | 2700M       |
| Gold Plate     | 3600M       |
| Black Robe     | 1800M *New* |
| White Robe     | 1600M *New* |

Items

|                  |      |
|------------------|------|
| Riceball         | 20M  |
| Clover           | 140M |
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |
| Moth Wing        | 70M  |
| Stern Look       | 140M |
| Maddening Wine   | 260M |
| Molotov Cocktail | 410M |
| Star Fragment    | 400M |
| Blizzard Essence | 480M |
| W-Looking Statue | 510M |
| Seed of Morale   | 390M |

Accessories

|                 |            |
|-----------------|------------|
| Cat Claws       | 220M       |
| Wolf Claws      | 270M       |
| Wooden Mallet   | 320M       |
| Bigblow         | 300M       |
| Hat             | 160M       |
| Twisted Towel   | 250M       |
| Glass Mask      | 240M       |
| T-Shirt         | 60M        |
| Wrestling Pants | 240M       |
| Wrestler Pants  | 310M       |
| Collar of Power | 390M       |
| Necktie         | 400M       |
| Tortoise Shell  | 260M       |
| Bowtie          | 360M       |
| G Earrings      | 400M       |
| Collar of P     | 450M *New* |
| Collar of Ice   | 510M *New* |

\*Compared to General Store in Gross Kingdom on Chapter V\*

Well, little new items only... Well, let's see if Goondocks have some new stocks...

---Goondocks---

General Store in Goondocks sells:

Chapter VI

Weapons

|              |       |
|--------------|-------|
| Bronze Sword | 60M   |
| Iron Sword   | 120M  |
| Flame Sword  | 280M  |
| Frost Blade  | 620M  |
| Spear        | 90M   |
| Javelin      | 160M  |
| Flame Lance  | 530M  |
| Ice Javelin  | 1400M |
| Wind Spear   | 2200M |
| Dragon Lance | 3100M |
| Short Bow    | 90M   |
| Longbow      | 140M  |
| Mythril Bow  | 640M  |

Armors

|                |             |
|----------------|-------------|
| Tunic          | 80M         |
| Leather Armour | 300M        |
| Chainmail      | 480M        |
| Breastplate    | 780M        |
| Earth Mail     | 1600M       |
| Mythril Plate  | 2700M *New* |
| Gold Plate     | 2600M *New* |

Items

|                  |      |
|------------------|------|
| Riceball         | 20M  |
| Rice Sandwich    | 40M  |
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |

|                |      |
|----------------|------|
| Moth Wing      | 70M  |
| Stern Look     | 140M |
| Maddening Wine | 260M |

Accessories

|                 |      |
|-----------------|------|
| Cat Claws       | 220M |
| Wolf Claws      | 270M |
| Wooden Mallet   | 320M |
| Bigblow         | 300M |
| Hat             | 160M |
| Twisted Towel   | 250M |
| Glass Mask      | 240M |
| T-Shirt         | 60M  |
| Wrestling Pants | 240M |
| Wrestler Pants  | 310M |
| Collar of Power | 390M |
| Necktie         | 400M |
| Tortoise Shell  | 260M |
| Bowtie          | 360M |
| G Earrings      | 400M |

\*Compared to General Store in Goondocks on Chapter V (which is not written out in this walkthrough)\*

What happened to the shops!? Why aren't there anything good equipments coming in?

Well, after all the shoppings, it's a good time to train yourself and prep up... I went to the Misty Forest because that's where most Exp. Points lie.

After a considerate training (about Lvl40 for Luke and about equal to your puppets), go to the Stone Ruins.

---Stone Ruins---

You'll see a scene... Then you'll fight, on your own, again.

```
#####  
# BATTLE #  
#####
```

```
Place  
~Stone Ruins~  
~~B1~~  
~~B2~~  
~~B3~~  
~~B4~~  
~~B5~~  
~~B6~~
```

Yap, still no boss around. If you did as I said (train), you won't be having problems here.

```
#####  
# VICTORY #  
#####
```

Finally, the battle's over and you've earned yourself: a Rod of Life. Then you'll be back at...

Ohh yeah... Note that that Rod is not an equipment ^\_^; It's a Key Item.

---Gross Kingdom---

After the scene with the Princess...

C H A P T E R VII:

T H E M Y S T E R I O U S  
R O U N D D A N C E

---Gross Kingdom---

You'll be in front of your house as a start again. Well, what are you waiting for? Go to the General Store!

General Store in Gross Kingdom sells:

Chapter VII

Weapons

|                |       |
|----------------|-------|
| Wooden Sword   | 30M   |
| Bronze Sword   | 60M   |
| Iron Sword     | 120M  |
| Flame Sword    | 280M  |
| Frost Blade    | 620M  |
| Mythrill Blade | 1600M |
| Bamboo Pole    | 8M    |
| Spear          | 90M   |
| Javelin        | 160M  |
| Short Bow      | 90M   |
| Longbow        | 140M  |
| Mythrill Bow   | 640M  |
| Artemis        | 1200M |
| Angel Bow      | 2100M |

Armors

|                |       |
|----------------|-------|
| Tunic          | 80M   |
| Leather Armour | 300M  |
| Chainmail      | 480M  |
| Breastplate    | 780M  |
| Mythrill Plate | 2700M |
| Gold Plate     | 3600M |
| Black Robe     | 1800M |
| White Robe     | 1600M |

Items

|                  |      |
|------------------|------|
| Riceball         | 20M  |
| Clover           | 140M |
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |
| Moth Wing        | 70M  |
| Stern Look       | 140M |
| Maddening Wine   | 260M |
| Molotov Cocktail | 410M |
| Star Fragment    | 400M |
| Blizzard Essence | 480M |

|                  |      |
|------------------|------|
| W-Looking Statue | 510M |
| Seed of Morale   | 390M |

#### Accessories

|                 |            |
|-----------------|------------|
| Cat Claws       | 220M       |
| Wolf Claws      | 270M       |
| Wooden Mallet   | 320M       |
| Bigblow         | 300M       |
| Hat             | 160M       |
| Twisted Towel   | 250M       |
| Glass Mask      | 240M       |
| T-Shirt         | 60M        |
| Wrestling Pants | 240M       |
| Wrestler Pants  | 310M       |
| Collar of Power | 390M       |
| Necktie         | 400M       |
| Tortoise Shell  | 260M       |
| Bowtie          | 360M       |
| G Earrings      | 400M       |
| Collar of P     | 450M       |
| Collar of Ice   | 510M       |
| Bladed Teeth    | 570M *New* |
| White Fang      | 620M *New* |
| Fighting Sticks | 640M *New* |

\*Compared to General Store in Gross Kingdom on Chapter VI\*

Nothing new accept for the accessories category. Let's head to Goondocks and see if there's anything new.

---Goondocks---

General Store in Goondocks sells:  
Chapter VII

#### Weapons

|              |       |
|--------------|-------|
| Bronze Sword | 60M   |
| Iron Sword   | 120M  |
| Flame Sword  | 280M  |
| Frost Blade  | 620M  |
| Spear        | 90M   |
| Javelin      | 160M  |
| Flame Lance  | 530M  |
| Ice Javelin  | 1400M |
| Wind Spear   | 2200M |
| Dragon Lance | 3100M |
| Short Bow    | 90M   |
| Longbow      | 140M  |
| Mythril Bow  | 640M  |

#### Armors

|                |       |
|----------------|-------|
| Tunic          | 80M   |
| Leather Armour | 300M  |
| Chainmail      | 480M  |
| Breastplate    | 780M  |
| Earth Mail     | 1600M |
| Mythril Plate  | 2700M |
| Gold Plate     | 2600M |

#### Items

|          |     |
|----------|-----|
| Riceball | 20M |
|----------|-----|



|                  |      |       |
|------------------|------|-------|
| Rice Sandwich    | 40M  |       |
| Mint             | 80M  |       |
| Whistle          | 170M |       |
| Dad's Smack      | 130M |       |
| Mocha Bean       | 240M |       |
| Black Rose Thorn | 60M  |       |
| Moth Wing        | 70M  |       |
| Stern Look       | 140M |       |
| Maddening Wine   | 260M |       |
| Molotov Cocktail | 410M | *New* |
| Star Fragment    | 400M | *New* |
| Blizzard Essence | 480M | *New* |
| W-Looking Statue | 510M | *New* |
| Seed of Morale   | 390M | *New* |

Accessories

|                 |      |       |
|-----------------|------|-------|
| Cat Claws       | 220M |       |
| Wolf Claws      | 270M |       |
| Wooden Mallet   | 320M |       |
| Bigblow         | 300M |       |
| Hat             | 160M |       |
| Twisted Towel   | 250M |       |
| Glass Mask      | 240M |       |
| T-Shirt         | 60M  |       |
| Wrestling Pants | 240M |       |
| Wrestler Pants  | 310M |       |
| Collar of Power | 390M |       |
| Necktie         | 400M |       |
| Tortoise Shell  | 260M |       |
| Bowtie          | 360M |       |
| G Earrings      | 400M |       |
| Collar of P     | 450M | *New* |
| Collar of Ice   | 510M | *New* |
| Bladed Teeth    | 570M | *New* |
| White Fang      | 620M | *New* |
| Fighting Sticks | 640M | *New* |

\*Compared to General Store in Goondocks on Chapter VI\*

Man, is these the best equipments you can get from stores in this game? Anyways, when you're ready, go to Vulado (Hall of Dolls)! If you want to train yourself, go on. But I don't think it's needed if you did practise the last time I told you to.

---Hall of Dolls---

After seeing how badly hurt the doll at the entrance is, Luke'll go on and...

#####  
# BATTLE #  
#####

Place  
~Hall of Dolls~  
~~1F~~  
~~2F~~  
~~3F~~  
~~4F~~  
~~5F~~  
~~6F~~

BOSS BATTLE

~~7F~~

2 Lvl47 skeleton warrior

1 Lvl46 Mummy

1 Lvl48 Mummy

2 Lvl49 Mummy

Boss Lvl49 Ceris

HP 576/576

MP 306/276

Well, like normal boss battle, exterminate the pests before going for the real stuff. The "Pests" are not powerful, so you won't have any troubles. As for the boss, she does about at max 66 damage to Luke. In conclusion, it's just a normal battle :)

And did you notice: Hey!!! Isn't there only 5 floors the last time we went here!? Why is there 6F and 7F now!? Renovation!?

#####  
# VICTORY #  
#####

Well, after the battle, you'll watch a scene. Then you'll be back in...

---Gross Kingdom---

Then you'll see a scene with Princess Fanna. Then the camera will go to the enemy's side. After that, a new chapter emerges.

C H A P T E R VIII:

F O R G E T T E R

O F T I M E

---Gross Kingdom---

Like how all the previous chapters start, you'll be in front of Luke's house. And if you didn't know, the "Blade Earl" is being changed to Death Sword. Since the game is getting harder, I thought of evolving my puppets into stronger breed so that it's magics will be more powerful. Finally, I've got myself a Fuwawa and a Pera Pera. Wow, the magics are great (After I upgrade then, of course!)

After you're satisfied with the result in evolving your puppets, go to the General Store. There's new stocks already!

General Store in Gross Kingdom sells:

Chapter VIII

Weapons

|                |            |
|----------------|------------|
| Wooden Sword   | 30M        |
| Bronze Sword   | 60M        |
| Iron Sword     | 120M       |
| Flame Sword    | 280M       |
| Frost Blade    | 620M       |
| Mythrill Blade | 1600M      |
| Light Saber    | 820M *New* |
| Bamboo Pole    | 8M         |
| Spear          | 90M        |

|              |       |       |
|--------------|-------|-------|
| Javelin      | 160M  |       |
| Short Bow    | 90M   |       |
| Longbow      | 140M  |       |
| Mythrill Bow | 640M  |       |
| Artemis      | 1200M |       |
| Angel Bow    | 2100M |       |
| Elven Bow    | 3400M | *New* |
| Mirror Bow   | 6200M | *New* |

#### Armors

|                |        |       |
|----------------|--------|-------|
| Tunic          | 80M    |       |
| Leather Armour | 300M   |       |
| Chainmail      | 480M   |       |
| Breastplate    | 780M   |       |
| Mythrill Plate | 2700M  |       |
| Gold Plate     | 3600M  |       |
| Black Robe     | 1800M  |       |
| White Robe     | 1600M  |       |
| Platinum Mail  | 6800M  | *New* |
| Fire Guard     | 8600M  | *New* |
| Frost Guard    | 11500M | *New* |

#### Items

|                  |      |       |
|------------------|------|-------|
| Riceball         | 20M  |       |
| Clover           | 140M |       |
| Mint             | 80M  |       |
| Whistle          | 170M |       |
| Dad's Smack      | 130M |       |
| Mocha Bean       | 240M |       |
| Black Rose Thorn | 60M  |       |
| Moth Wing        | 70M  |       |
| Stern Look       | 140M |       |
| Maddening Wine   | 260M |       |
| Molotov Cocktail | 410M |       |
| Star Fragment    | 400M |       |
| Blizzard Essence | 480M |       |
| W-Looking Statue | 510M |       |
| Seed of Morale   | 390M |       |
| Stone of Purity  | 560M | *New* |

#### Accessories

|                 |      |  |
|-----------------|------|--|
| Cat Claws       | 220M |  |
| Wolf Claws      | 270M |  |
| Wooden Mallet   | 320M |  |
| Bigblow         | 300M |  |
| Hat             | 160M |  |
| Twisted Towel   | 250M |  |
| Glass Mask      | 240M |  |
| T-Shirt         | 60M  |  |
| Wrestling Pants | 240M |  |
| Wrestler Pants  | 310M |  |
| Collar of Power | 390M |  |
| Necktie         | 400M |  |
| Tortoise Shell  | 260M |  |
| Bowtie          | 360M |  |
| G Earrings      | 400M |  |
| Collar of P     | 450M |  |
| Collar of Ice   | 510M |  |
| Bladed Teeth    | 570M |  |
| White Fang      | 620M |  |

Fighting Sticks 640M

\*Compared to General Store in Gross Kingdom on Chapter VII\*

Now all the new equipments ROCK! Well, let's go to Goondocks and see if there's anything new too.

---Goondocks---

General Store in Goondocks sells:

Chapter VIII

Weapons

|              |       |       |
|--------------|-------|-------|
| Bronze Sword | 60M   |       |
| Iron Sword   | 120M  |       |
| Flame Sword  | 280M  |       |
| Frost Blade  | 620M  |       |
| Spear        | 90M   |       |
| Javelin      | 160M  |       |
| Flame Lance  | 530M  |       |
| Ice Javelin  | 1400M |       |
| Wind Spear   | 2200M |       |
| Dragon Lance | 3100M |       |
| Holy Lance   | 8800M | *New* |
| Short Bow    | 90M   |       |
| Longbow      | 140M  |       |
| Mythril Bow  | 640M  |       |
| Artemis      | 1200M | *New* |
| Angel Bow    | 2100M | *New* |

Armors

|                |       |       |
|----------------|-------|-------|
| Tunic          | 80M   |       |
| Leather Armour | 300M  |       |
| Chainmail      | 480M  |       |
| Breastplate    | 780M  |       |
| Earth Mail     | 1600M |       |
| Mythril Plate  | 2700M |       |
| Gold Plate     | 2600M |       |
| Black Robe     | 1800M | *New* |
| White Robe     | 1600M | *New* |
| Platinum Mail  | 6800M | *New* |

Items

|                  |      |
|------------------|------|
| Riceball         | 20M  |
| Rice Sandwich    | 40M  |
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |
| Moth Wing        | 70M  |
| Stern Look       | 140M |
| Maddening Wine   | 260M |
| Molotov Cocktail | 410M |
| Star Fragment    | 400M |
| Blizzard Essence | 480M |
| W-Looking Statue | 510M |
| Seed of Morale   | 390M |

Accessories

|           |      |
|-----------|------|
| Cat Claws | 220M |
|-----------|------|

|                 |      |
|-----------------|------|
| Wolf Claws      | 270M |
| Wooden Mallet   | 320M |
| Bigblow         | 300M |
| Hat             | 160M |
| Twisted Towel   | 250M |
| Glass Mask      | 240M |
| T-Shirt         | 60M  |
| Wrestling Pants | 240M |
| Wrestler Pants  | 310M |
| Collar of Power | 390M |
| Necktie         | 400M |
| Tortoise Shell  | 260M |
| Bowtie          | 360M |
| G Earrings      | 400M |
| Collar of P     | 450M |
| Collar of Ice   | 510M |
| Bladed Teeth    | 570M |
| White Fang      | 620M |
| Fighting Sticks | 640M |

\*Compared to General Store in Goondocks on Chapter VII\*

Woooo... Holy Lance sounds cool! But it's a bit slow with the Angel Bow though... Once you're done, ready, prepared, trained, go to the Shillay's Tower.

I DID train myself at the Stone Ruins to get some jewels. Note that I didn't get ANY Exp. Points except for the Bonus Exp. Points, which is 50- in total only. I battled only at B2 because there's many monsters there, thus you can get more jewels.

From that jewel, I evolved Pera Pera into Usui and got myself a new monster: Phew. I then train Phew to at least lvl30 and evolved Phew into Jiparg. Note that Jiparg uses bows as its weapon so it's pretty useful at times.

---Shillay's Tower---

```
#####
# BATTLE #
#####
```

```
Place
~Shillay's Tower~
~~1F~~
~~2F~~
~~3F~~
~~4F~~
~~5F~~
~~6F~~
```

The battling music here is the one from the opening scene! I don't feel about this :)

Plus the places here are like nostalgia of what we've battled!!! Man, I hate this feeling! :)

As for the battles... From 1F to 3F is nothing but I'm not sure why... From 4F onwards, it's pretty hard... Well, maybe it's just me...

#####  
# VICTORY #  
#####

After the battles (no boss battle...), a sequece will follow where you'll know more about Luke's parents. After that, the camera will go to Gross Castle. What happened is sensored :) Then, new chapter, here we come!

C H A P T E R IX:  
D A R K C L O U D S

---Gross Kingdom---

You'll be in your home again when you knew what happened. Then you'll be at outside of your house. It's really urgent!!! You need to go to Goondocks at ONCE!!! But first, visit the General Store!! :)

General Store in Gross Kingdom sells:  
Chapter IX

Weapons

|                |             |
|----------------|-------------|
| Wooden Sword   | 30M         |
| Bronze Sword   | 60M         |
| Iron Sword     | 120M        |
| Flame Sword    | 280M        |
| Frost Blade    | 620M        |
| Mythrill Blade | 1600M       |
| Light Saber    | 820M        |
| Butterfly      | 1200M *New* |
| Bamboo Pole    | 8M          |
| Spear          | 90M         |
| Javelin        | 160M        |
| Short Bow      | 90M         |
| Longbow        | 140M        |
| Mythrill Bow   | 640M        |
| Artemis        | 1200M       |
| Angel Bow      | 2100M       |
| Elven Bow      | 3400M       |
| Mirror Bow     | 6200M       |
| Sniper         | 4100M *New* |

Armors

|                  |              |
|------------------|--------------|
| Tunic            | 80M          |
| Leather Armour   | 300M         |
| Chainmail        | 480M         |
| Breastplate      | 780M         |
| Mythrill Plate   | 2700M        |
| Gold Plate       | 3600M        |
| Black Robe       | 1800M        |
| White Robe       | 1600M        |
| Platinum Mail    | 6800M        |
| Fire Guard       | 8600M        |
| Frost Guard      | 11500M       |
| Dragon Guard     | 18000M *New* |
| Glamorous Armour | 99999M *New* |

Items

|          |      |
|----------|------|
| Riceball | 20M  |
| Clover   | 140M |

|                  |      |
|------------------|------|
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |
| Moth Wing        | 70M  |
| Stern Look       | 140M |
| Maddening Wine   | 260M |
| Molotov Cocktail | 410M |
| Star Fragment    | 400M |
| Blizzard Essence | 480M |
| W-Looking Statue | 510M |
| Seed of Morale   | 390M |
| Stone of Purity  | 560M |

#### Accessories

|                 |      |
|-----------------|------|
| Cat Claws       | 220M |
| Wolf Claws      | 270M |
| Wooden Mallet   | 320M |
| Bigblow         | 300M |
| Hat             | 160M |
| Twisted Towel   | 250M |
| Glass Mask      | 240M |
| T-Shirt         | 60M  |
| Wrestling Pants | 240M |
| Wrestler Pants  | 310M |
| Collar of Power | 390M |
| Necktie         | 400M |
| Tortoise Shell  | 260M |
| Bowtie          | 360M |
| G Earrings      | 400M |
| Collar of P     | 450M |
| Collar of Ice   | 510M |
| Bladed Teeth    | 570M |
| White Fang      | 620M |
| Fighting Sticks | 640M |

\*Compared to General Store in Gross Kingdom on Chapter VIII\*

Wha!? 99999M!? I don't think this armour is worth THAT much! I think it's because of it's "Glamorous"! Not worth it... But perhaps it has special effects or will it affect the storyline? I don't know because I've only 60KM ^\_^; It's not really worth buying it... To add in, I've got one (Yes, one Glamorous Armour worth 99999M) in a battle later on!! As for the Butterfly, I don't think it's good until we find out what's SP is used for...

Well, I think it's time to go to Goondocks!

---Goondocks---

Once there, a scene will trigger and after all the scenes, you'll be in Villee Fort. Choose "Go Outside" if you want to visit Goondocks first to see what's new.

General Store in Goondocks sells:  
Chapter IX

#### Weapons

|              |      |
|--------------|------|
| Bronze Sword | 60M  |
| Iron Sword   | 120M |
| Flame Sword  | 280M |

|              |       |
|--------------|-------|
| Frost Blade  | 620M  |
| Spear        | 90M   |
| Javelin      | 160M  |
| Flame Lance  | 530M  |
| Ice Javelin  | 1400M |
| Wind Spear   | 2200M |
| Dragon Lance | 3100M |
| Holy Lance   | 8800M |
| Short Bow    | 90M   |
| Longbow      | 140M  |
| Mythril Bow  | 640M  |
| Artemis      | 1200M |
| Angel Bow    | 2100M |
| Elven Bow    | 3400M |
| Mirror Bow   | 6200M |
| Sniper       | 4100M |

#### Armors

|                  |              |
|------------------|--------------|
| Tunic            | 80M          |
| Leather Armour   | 300M         |
| Chainmail        | 480M         |
| Breastplate      | 780M         |
| Earth Mail       | 1600M        |
| Mythril Plate    | 2700M        |
| Gold Plate       | 2600M        |
| Black Robe       | 1800M        |
| White Robe       | 1600M        |
| Platinum Mail    | 6800M        |
| Fire Guard       | 8600M *New*  |
| Frost Guard      | 11500M *New* |
| Dragon Guard     | 18000M *New* |
| Liger Suit       | 27000M *New* |
| Glamorous Armour | 99999M *New* |

#### Items

|                  |      |
|------------------|------|
| Riceball         | 20M  |
| Rice Sandwich    | 40M  |
| Mint             | 80M  |
| Whistle          | 170M |
| Dad's Smack      | 130M |
| Mocha Bean       | 240M |
| Black Rose Thorn | 60M  |
| Moth Wing        | 70M  |
| Stern Look       | 140M |
| Maddening Wine   | 260M |
| Molotov Cocktail | 410M |
| Star Fragment    | 400M |
| Blizzard Essence | 480M |
| W-Looking Statue | 510M |
| Seed of Morale   | 390M |
| Stone of Purity  | 560M |

#### Accessories

|               |      |
|---------------|------|
| Cat Claws     | 220M |
| Wolf Claws    | 270M |
| Wooden Mallet | 320M |
| Bigblow       | 300M |
| Hat           | 160M |
| Twisted Towel | 250M |



|                 |      |
|-----------------|------|
| Glass Mask      | 240M |
| T-Shirt         | 60M  |
| Wrestling Pants | 240M |
| Wrestler Pants  | 310M |
| Collar of Power | 390M |
| Necktie         | 400M |
| Tortoise Shell  | 260M |
| Bowtie          | 360M |
| G Earrings      | 400M |
| Collar of P     | 450M |
| Collar of Ice   | 510M |
| Bladed Teeth    | 570M |
| White Fang      | 620M |
| Fighting Sticks | 640M |

\*Compared to General Store in Goondocks on Chapter VIII\*

This is about the same as the one in Gross Kingdom but Liger Suit is new. Well, that's all the best you'll get from General Stores. Hey, I mean it! That's the last update in General Stores! So, let's go to Villee Tower again.

---Villee Tower---

Once there, battle's ahead. But before that, I'd recommend that you train for a bit now. I DID NOT train. That's why I'm have MUCH trouble going through (I'm eager to kick Vorless' butt! Is that alright!? :) )

#####  
# BATTLE #  
#####

Place

~Villee Fort~  
~~Underground Passage~~  
~~Ground Floor~~  
~~1F~~  
~~2F~~  
~~3F~~  
~~4F~~  
~~5F~~  
~~6F~~  
~~7F~~  
~~8F~~

BOSS BATTLE

~~9F~~

Boss Garland

HP 929/929

MP 0/0

Boss Lolita

HP 476/476

MP 291/291

Boss Jaress

HP 664/664

MP 0/0

The Underground Passage is pretty easy (maybe in MY battle only...) As for the GF, whoa... In MY battle, the opponents' attribute's priority is

power!!! Others are relatively low but they have steady defense too! They've got me by surprise because I didn't think that they would have priority over ONE attribute. Fortunately, my magics, Luke's set-trap ability and my brain saved the day :)

Battle by battle it's getting harder. At 1F, I've fought twice to get perfect victory. The first time, my Jigurd died because of the lack of level. So I re-load and keep my Jigurd out of range. Fortunately, it uses long-range attack so it is easy to keep it out of range.

As for the other battles, manage them yourself... You might have "some" problems but you'll manage them all with strategy. Here's a piece of advice from me: peek at their stats, see who is the most powerful one, and focus all on one if possible.

Finally, as for the boss battle, it's "pretty" hard... ^\_^;

First, I'll happily tell you that the red coloured guy is VERY bad to magics. So just whack him with your magics and he'll be a goner. As for the two other guys, just normal-attack on blue-headed girl and traps on that guy with long claws.

LOL!!! I've discovered something FUNNY here!!! If your position is something like this:

```
X
LOE
X
```

Where L is Luke, X is your puppets, and E is an enemy (Hard-To Defeat, only uses normal attacks, and on this case: Garland or Jaress), set a trap at O. He'll definitely step on it except if you had some other puppets which annoyed him at first ;) After this, you go back a step, your puppets all go back a step, and then set another trap in front of you. The enemy will happily step on it again!!! LOL!!

With that trick on hand, you'll defeat them all with no sweat!!  
Wait! There's more!!

BOSS BATTLE

~~10F~~

2 Lvl84 Death Mail

1 Lvl86 Death Mail

1 Lvl88 Mummy

2 Lvl87 Bone Knight

Boss Lvl86 Demon (Ceris)

HP 700/700

MP 305/305

Well... as usual, clear the pests first and then only focus on Demon. You CAN'T use the trick above on this one because the enemy's a spell user too. If you want, wait until her MP dries away. But in my game, when Demon is out of Mana, she'll just wait and wait... Doing nothing! She didn't come to Luke, or when I'm so near that I can use normal attacks on her, she didn't even retaliate. It's weird, huh? I think it's just my luck ^^ By the way, my characters has pretty high LK :)

Wait!!! That's not all!!!! Now, you'll face...

BOSS BATTLE

~~11F~~

2 Lvl87 Death Mail  
1 Lvl88 Defensor  
1 Lvl90 Defensor  
Boss Lvl90 Vorless  
HP 867/867  
MP 0/0

VORLESS!!! I'll kick your butt with my own leg NOW!! Anyway, ^\_^; by judging his MP, you'll know immedietely that Vorless is a sucker. Woopps, no, I meant he's a type that only uses normal attacks. So you can use the trap trick to kill him. But first, you'll need to clear off these ignorant monsters. Note that Vorless has 6 moves. (Yes, I'm not mistaken. 6 moves!) So don't even think of playing catch with him ^\_^;

"I am the victor!" Man, I like this word! :) Congratulation!!! You've beaten Vorless and the game!!!..... Wooops, sorry, my mistake :P But it's still congratulate-able for you've reached the final chapter of the game.

C H A P T E R X:  
T H E B E G I N N I N G  
O F T H E E N D

Well, from the chapter's name, you'll know that it's the final chapter. You'll see a sequence here. A VERY interesting sequence. Then, you'll challenge Goddess Luna for a battle of life and death! \*Note that I've checked the General Stores back in Gross Kingdom and Goondocks. No updated. That's the best equipments you'll get from General Stores, I think\*

[][][][][][][][]  
!!! FINAL BATTLE !!!  
[][][][][][][][]

Place  
~Villee Fort~

FINAL BATTLE  
~~Top Floor~~  
1 Lvl88 Demon  
1 Lvl90 Demon  
2 Lvl90 Chymera

FINAL BOSS Luna  
HP 999/999  
MP 999/999

Wow, the music rocks, and the background has added effect of thunders!! As for Luna, she's so powerful that I can't view her stats!! And two Demons!!! Yeah, Demons identical to those you fought at 10F!! Wow, this battle is gonna ROCK!!!

First, if you've got any spells which can help increase any attributes, use it on Luke! Raise his DF until considerable amount and then raise his AT. I've got weird spells in my monsters: Poisron is a magic which can increase my people's AT!!! There's also Sleepra, which increases my people's DF!! The description says that it's actually used to poison/make opponent to sleep!! Cool eh? ^\_^;

Also, keep ALL your puppets away from Luke like 3 blocks. That will

prevent your puppets from getting hit by area magics. Finally heal when your HP reaches critical stage!!! This is the basic!

As for the strategy, since this is the final battle, I'd say that you'll be VERY eager to see the ending, right? So I'd suggest that you focus on Luna only. Just hit her hard and it'll be her downfall soon. Note that Demons has healing ability, which is VERY irritating, especially when Luna's about to die with 20+HP and you're doing a victory dance around your room ^\_^; Hey, it's based on my personal experience! :) But if you still have the patience, try killing all other monsters first before killing Luna.

Note that: This is supposed to be the final battle, isn't it? Then why is there still chests with equipments inside? Well, you'll know soon!

I've managed to get some info about Luna's stat, since you can't view it. Her AT is about like the Lvl90 Chymera's. As for her DF, I've got 215 AT and could damage her 120 at a time. MA, I've got 213 MD and she takes 22 out of me with a Flash Bolt (Or something similar), Freeze Burn or Igniga. Hmmm... this is weird... It's pretty easy!!!

Well, in conclusion, I'm not sure why, but this battle is "quite" easy to me... Is this REALLY the final battle??? Ohh, by the way, I'm Lvl99 at that time :)

After that,

## C H A P T E R XI:

No, no... just kidding :P Well, after that tiresome battle, lie on a cushion, relax, and enjoy the ending. Congratulations on beating the game officially :) Pat yourself on your head for a reward!!! :)

After the ending, you'll get a message saying \*Don't worry, no spoilers here ^\_^;\* that you should "save your game". You'll get special bonuses, it adds. So, save your game! I might come up with something new with these so-called bonuses.

## B O N U S E S

Well, I can't see any special bonuses around (I thought it is like infinite jewels or infinite dolls ^\_^;) Well, too bad... But there's some bonuses noticed by me:

Bonuses after completing the game once:

### Bonus

- Your levels remains, thus making the game MORE easier. (Man, the normal game is easy enough already ^\_^;)
- Elena is now available!!! She'll fight with you as a puppet!! Her equipments are actually those as of for Puppets, which is Accessories, too! But too bad, she won't evolve like normal puppets does ;) She has no spell, no jewel usage, and her only advantage is 5 MV. Well, she's not a use to me though... If you want, though, her AT and DF can reach 255 at quite a low level, which much better than Luke's. Her MD is also pretty good. Try to raise her until she's Lvl99 and all you'll need to protect her is high-AT peoples or simply just equip her with DF Accessories.
- There's a SLIGHT difference in the basement of Luke's house... I'm not sure if yours is but my description (You know, the "Gross Kingdom" and Chapter

number thing) is not translated yet. Who is the translator anyway? Well, forget about that... Aside that, you'll see a new box beside the Puppet List cupboard. In it, you'll see illustrated characters!! Yap, including the enemy side's character, and Luke's parents!!

- Now, your puppets list has enemy's characters and Luna's details! Although it's just a "???", it's enjoyable to see them as a puppet :)

Bad side

- The WHOLE map of where's Shillay's Tower, Lost Forest, and all are disappeared. You'll need to unlock it again by following the game.
- The dialogue is unchanged, although there's Puppets and Elene beside Luke in his first battle. Also for many sequences in the game. Like the first time Luke summons his puppets (Mooscue and Powan), it's not valid as your puppet, which I hope it does (2 free Magical Puppets :) )
- The translation still lousy ^\_^;
- Elena's a BIG bug, man! Don't try to use jewels on her or the game MAY jam. Even in the battle!!

Although the title of the list is "Completed the game ONCE", I've actually completed the game twice. And there's still no changes, so I decided to stop playing.

It's a good time to try out the evolutions and try to full fill your puppets list. Whoa... I've tried out the R. P. Puppet's magic and it has no range! It will take effect of the WHOLE battlefield! (Exclude you and your puppets, of course) You'll be able to collect Jewels easily this way too. Choose a place with most monsters and then clear them off in a shot.

I warn you again: Don't EVER try jewels on Elena. Sometimes, it'll just trigger a "can't do" sound but once, I've tried just for fun and the whole game jammed!!! (Although Elena DOES glow like other puppets do when they're used jewels on, but after that, it jammed... Then I tried again but this time, it didn't jam, just that Elena glows and then back to Elena again and no upgrades, no spells, just typical Elena. It's just a waste of jewels. I'm not sure if there'll be any more damage other than that (I meant to your system)... So don't try if you don't want to take a risk. Any damages are not my fault. I warned you)

If you really want to get Elena out of sight, or you're short of puppets, you CAN turn Elena into a puppet for your use ^\_^; Serious! Use "S of D", which is actually Stone of Darkness, on Elena. Normally, she'll reject it. But, there's a trick to make her accept it. It's the same trick to try the jewels on her and make her glow. I tried to make her into a puppet and it succeeded. (This is done OUT of battle. Please, save before you do this in case you did wrongly or the system jam. Again, any other damages are not my fault! I warned you) First, choose the "S of D" from the jewels. Then highlight the puppet above or below her 1 stake. Then press up or down (move your cursor to Elena) and the button "X" about together (Directional button first, "X" second, about together) Then she'll become a doll (At least she does become a doll for me)

Well, that's about all the bonuses I've got till now. Anymore to share with us?

=====  
( ( 8. Charts ) )  
=====

This section is created specially for charts related to EE.

#### \_a. Evolution Chart\_

The chart below is actually from Sugiyanto Yusup's FAQ. I've extracted it into a chart for easier fitting. Special Thanks to Sugiyanto Yusup for allowing me to use his FAQ.

I didn't check the chart for mistakes, therefore, if there is, please kindly send in the error and the correction, if possible, to my e-mail address. Thank you.

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 (1st Evolution) | Use | Puppet Name (2nd Evolution) | Use | Puppet Name (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                      | RGWR | King Kareen                 |  |  |
|                                                   | 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 | GBWW | Chappy       |  |
|                                                   |  | 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       | PBGB | 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     | GWBP | 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 | Mu             |
|    |              |     |              | 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.

=====  
( ( 9. Battling tricks ) )  
=====

This is a section created specially for tricks in battling. It must be more advance than "Battling", therefore I created this section.

-----  
Traps  
-----

If your position is something like this:

X  
LOE  
X

Where L is Luke, X is your puppets, and E is an enemy (Hard-To Defeat, only uses normal attacks, and on this case: Garland or Jaress), set a trap at O. He'll definitely step on it except if you had some other puppets which annoyed him at first ;) After this, you go back a step, your puppets all go back a step, and then set another trap in front of you. The enemy will happily step on it again!!! LOL!!

I discovered this trick myself.

Have any tricks? Share with us!

=====  
( ( 10. How to contact me ) )  
=====

Well, my contacts are actually written above but I'll write it down again.

< ngkleong@hotmail.com >  
ICQ 55261040  
[Inferno II]

I accept only contributions, suggestion and errors regarding THIS walkthrough. I might be able to answer a few questions though... But I'm not good in answering. No stupid questions, please! All answerable questions will be posted below this, which is under "Asked Questions"

I will ignore those with questions regarding the future chapters, which is not covered by this walkthrough. Also, NO PERSONAL QUESTIONS ;) Well, maybe if it's not THAT personal, I'll answer. Finally, PLEASE!!! No grammar mistakes or spelling mistakes understandable.

Contributors who contribute via e-mail will be replied to notify you that I received your contributions.

You see, my English is not even near "average" in usage so don't send in

hard-to-understand words, ok? ^\_^;

=====  
( ( 10. Asked Questions ) )  
=====

There are still no questions in the bank...

=====  
( ( 11. Credits ) )  
=====

---Very Special Thanks-----  
Ignacio de Lucas (de\_lucas@yahoo.com)

- 
- For his time teaching me how to make a walkthrough.
  - For allowing me to use his Xenogears walkthrough as a step-by-step guide in making a walkthrough.
  - For making the ASCII above (at the start) for me. It's DAMN cool!! Thanks Ignacio!!! Billion thanks!!!
  - And finally for answering my hundreds and hundreds of questions about making FAQ, copyright, and how FAQ goes around.

PS: I really owe you really much, man!!! Thanks again!

---Special Thanks-----  
My parents

- 
- For bringing me into this world :)
  - For buying me this Computer, that PS and also this game.
  - For encouraging me in doing this walkthrough because it's my interest.

---Special Thanks-----  
Kao Megura (kmegura@yahoo.com)

- 
- For letting me use his Copyright notice. It's COOL!!! ^^
  - Also for some helps on Copyright things.

---Special Thanks-----  
Sugiyanto Yusup (syusup@hotmail.com)

- 
- For letting me use the content in his FAQ to make out a chart.

---Thanks-----  
Sunsoft

- 
- For making such a cool game.

---Thanks-----  
GameFaqs (www.gamefaqs.com)

- 
- For posting this walkthrough.

---Thanks-----  
Pyro Vesten (vesten@optusnet.com.au)

- For answering my questions regarding Copyright in  
www.gamefaqs.com's board.

---Thanks-----

You (your\_e-mail@site.com)

-----  
- For reading this walkthrough.

=====  
( ( 12. Author's Note) )  
=====

To end my FAQ, I'd like to really thank Ignacio for what he had done to me...  
Take a look at "Credits" section for more details!

Thank you, Ignacio!!!

And now, it's time to announce that, this is the final version of the  
walkthrough. Any questions are still accepted but the walkthrough, itself,  
won't be updated anymore.

For my fans who likes my work, even though there doesn't seem to be any  
^\_^; , I'm planning to make another FAQ. If you want to know what's the FAQ,  
please e-mail me.

Thank you for reading my walkthrough!  
Good Luck on beating the game!

The last updated and this walkthrough, itself, can be obtained from these  
following sites as of at 29/11/2001:

1. GameFaqs (www.gamefaqs.com)
2. Playstation Cheat.net (http://www.psxcodez.com)

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