



receive 75 ELM and go out

~evaluation~

\*1a - buy Bandana,

talk with a man near of the store (1st, 1st) and lead him to the store

\*1b - in the 2nd store, there is no storekeeper.

if you attempt to steal something there, you will learn the "Steal" ability

\*2 - speak with the LLM lecturer and make all these questions correct

(1: 3rd, 2: 3rd, 3: 1st, 4: 3rd, 5: 4th, 6: 3rd, 7: 1st, 8: 2nd)

\*3 - find the 9 manholes and get the Dandy Book (3 or 9)

\*4 - near of the inn (1st, 1st -> 1st -> 2nd, 4th, 1st, 1st -> 1st, 2nd, 1st)

\*5 - buy Bronze Sword, Cloth

\*6 - girl near of the stairs

(1st, 1st -> got temporary "S" Gladius, Cloth -> 1st, 2nd -> got a R.

Potion)

\*7 - 2 boys who squarrel themselves (1st -> 2nd, 3rd -> 1st, 1st, 3rd)

\*8 - give 10 ELM to the old man

\*9 - roulette (no.1 -> up, no.2 -> down, no.3 -> left)

\*10 - search for the kids (1 -> behind the gatekeeper, 2 -> behind a house, 3

-> behind a tree,

4 -> use a couple to catch)

[ ROSARIA, west and north part ]

-----  
Bandana 10

[ ROSARIA, east and north part ]

-----  
"S" Seidou no Ken (Bronze Sword) 15 +2 P,A  
"S" Gladius 80 +5 P,A  
Cloth 30 +2 ALL

[ ROSARIA, east and south part ]

-----  
Kaifukugusuri (Recovery Potion) 10 Restore HP 30~37  
Dokukeshisou (Antidote Grass) 8 Heal Poison

talk back with Sandra (about TIPI's evaluation: 1st, 2nd -> 4th, 1st, 1st)

Sandra gives you 2 Shibire-dama (to paralyse an enemy)

you can save outside (if your Memory Card 1 doesn't have any GL saves)

>> 2. Yume de mita misaki e [To the cape seen in a dream]

```
+-----+
|      . |
|      |
|  +---+
|  |
+- -+
+- -+
|  |  ---+
| E2\ / E3 -> [LATER]
\   /  -+
 \   /
+-----+ \ E2 \----+
|      | \      |
| MY   | +----- -+
| CITY |   +- -+
|      |   |   |
```

```

+- ----+ | E4|
+- -----+ +----+ +----+ +-----+
| M E1 -> ROSARIA
+-----+ +-----+ +-----+

```

go to the west and north of Rosaria  
1st battle with a Gel, TIPI explains you the rules (1st: explain, 2nd: not)

MONSTER(S) on the field

E1 -> 1 Gel (Lv1)  
E2 -> 2 Gels (Lv1)

at the cape, talk with ARIOST  
Tr: 1 Recovery Potion  
GET "Shiela no Yubiwa" [Shiela's Ring]

>> 3. Misaki kara no kitaku tochuu [On the way home from the cape]

MONSTER(S) on the field (night)

E3 -> 1 Gel (Lv1)  
E4 -> 1 Imp (Lv2)

return to Rosaria, there is a merchant [M] -> Recovery Potion, 10 ELM  
a girl is attacked by a group of thieves (1st to help her)

BT #1 vs. 3 Thieves (2x Lv1, 1x Lv2) + KAREN (NPC)

EVENT #1 ~Touzoku ni nerawareta jousei sukue!~  
[Save the woman aimed by the thieves!]

EVENT #2 ~Map hashi ni tsuresarareru na!~  
[Don't be taken away in the map end!]

to succeed: don't let the thief reach the town (use Shibire-dama if needed)

question for KAREN -> 1st: stay in this place,  
2nd: go toward the capital, 3rd: follow

BT #2 vs. Oswald (Lv3) + 2 Thieves (Lv1) + coming XENOS (NPC)

question for XENOS -> 1st: ask KAREN, 2nd: attack freely,  
3rd: choose a target to attack

speak with XENOS and KAREN -> CG no.02

back to Rosaria, speak with Sandra (2nd, 2nd)

GET "Mahou no Megane" [Magic Glasses]  
RUISE reaches the party (Rosary's inn is open)

[ ROSARIA, west and north part ]

```

-----
"M" Tetsu no Tsue (Steel Cane)          35   +4   R,M
    Atsude no Fuku (Thick Cloth)        100  +8   ALL
    Bandana                             10

```

[ ROSARIA, west and south part ]

```

-----
Kaifukugusuri (Recovery Potion)        10   Restore HP 30~37
Dokukeshisou (Antidote Grass)          8    Heal Poison
Kitsukegusuri (Tonic)                   12   Heal Paralyse

```

>> 4. Wallace no moto e [Towards Wallace]

```

+-----+ +-----+
| E1 E2 -> DELICE

```

```

      | +---+ +-----+
+---+ |
ROSARIA <- |
+-----+

```

go to the east of Rosaria, near of the bridge take the sword thrown  
follow the person and give back the sword

MONSTER(S) on the field

E1 -> 1 Gel (Lv)

E2 -> 1 Gremlin (Lv)

at Delice village, talk to the owner of the inn  
go out and speak to the person previously seen (it's JURIAN)  
return to the inn speaking with RUISE, WALLACE comes in  
talk with WALLACE and give him the [Magic Glasses]  
WALLACE reaches the party

[ DELICE, south part ]

```

-----
Kaifukugusuri (Recovery Potion)          10   Restore HP 30~37
Dokukeshisou (Antidote Grass)           8     Heal Poison

```

[ DELICE, north part ]

```

-----
"S" Gladius                               80   +5   P,A
"L" Ishi Yari (Stone Lance)              330  +10  P
"M" Tetsu no Tsue (Steel Cane)           35   +4   R,M
"M" Wand                                  380  +8   R,M
"N" Knuckle Guard                         55   +6   W
    Atsude no Fuku (Thick Cloth)         100  +8   ALL

```

>> 5. Kenkyuusho wo torikaese! [Get back the research book!]

```

      +---H---+
      |      |
      |  BT  |
      |      |
      +--- ---+
+-----+ +--- ---+
      |      |
      |  + +  E2 |
+---+ E1 | |      |
DELICE <- | |      |
+-----+ +--- ---+
      +--- ---+
      | +-----+
      |           ] [ -> Cave to BOULOGNE
+-----+

```

go to the north-east of Delice, to the mountain's hut  
in the south, there is a bridge but it's broken

MONSTER(S) on the field

E1 -> Imp (Lv4) + Gremlin (Lv)

E2 -> Imp (Lv)

BT #1 vs. 1 Masked boy (Lv6) + 3 Thieves (Lv4)

EVENT ~Teki wo nigasu na!~ [Don't let enemies flee!]

to succeed: don't let any enemies flee, otherwise game over

BT #2 vs. 1 Masked boy (Lv5) + JURIAN (NPC) -> 2 from south  
question for JURIAN -> 1st: choose a target to attack,  
2nd: attack freely, 3rd: act at this place

GET "Sandra no Kenkyuusho" [Sandra's Research Book]  
received when BT #1 is over, JURIAN reaches the party as NPC  
you can use the hut to restore HP (1st)

>> 6. Outo e no kikan tochuu [On the way to the capital]

return to Delice, ELIOTTE and his parents come  
BT #1 vs. Oswald (Lv5) + 3 Thieves (Lv3) + 5 villagers (NPC)  
+ ELIOTTE's Father (NPC) + ELIOTTE's Mother (NPC)  
+ ELIOTTE (NPC) + JURIAN (NPC)  
EVENT ~Shounen to sono futaoya, murabito wo mamore!~  
[Protect the boy, his parents and the villagers!]

BT #2 vs. 3 Thieves (Lv3)  
when 1st thief, question for JURIAN  
-> 1st: choose a target to attack, 2nd: attack freely,  
3rd: guard for ELIOTTE, 4th: defense at this place  
when 2nd thief, question for ELIOTTE  
-> 1st: encourage, 2nd: relief, 3rd: abandon, 4th: ignore

if there are no killed villagers -> 150 ELM, otherwise Bandana  
after the battle, a reunion with characters  
3 choices amongst RUISE, WALLACE, ELIOTTE, JURIAN, TIPI

in the inn, JURIAN comes and talks to you -> Sandra is in danger  
RUISE learns the "Teleport" magic (but not learned yet, 2 SP needed)

>> 7. Sandra no kyuushutsu [Rescue of Sandra]

teleported in the research lab of Sandra, go to the roof  
BT vs. 2 Masked Knights (Lv7) + 4 Gremlins (Lv5) + Sandra (NPC)  
EVENT ~Nazo no heishi kara Sandra wo sukue!~  
[Save Sandra from the mysterious soldiers!]

question for JURIAN -> 1st: attack freely, 2nd: choose a target to attack  
question for Sandra -> 1st: attack magic, 2nd: protection magic,  
3rd: restoration magic,  
4th: only minimum restoration action  
after the battle, Sandra is poisoned

[ ROSARIA, west and north part ]

---

"M" Tetsu no Tsue (Steel Cane)	35	+4	R,M
"M" Wand	380	+8	R,M
"N" Iron Knuckle	420	+9	W
Atsude no Fuku (Thick Cloth)	100	+8	ALL
Bandana	10		
Leather Boots	130		

[ ROSARIA, south and east part ]

---

"S" Broad Sword	650	+13	P,A
"L" Ishi Yari (Stone Lance)	330	+10	P
Kegawa no Kooto (Fur Coat)	260	+15	ALL
Talisman	170		

>> 8. Featherian ni au houhou wo sagashite [Search to meet with Featherians]

return to Delice's west entrance (out of the city), ELIOTTE reaches as NPC  
then go to Rosaria in Rosary's Inn and leave ELIOTTE there  
you learn ARIOST was there and the bridge in the south is fixed

>> 9. ARIOST wo sagashite [Searching for ARIOST]

at the south-east of Delice where there is a bridge, a boss awaits  
BT vs. 2 Imps (Lv6) + 2 Gels (Lv3) + 1 Decagel (Lv11) -> can regenerate

```

+-----+
+-----+ +----+ E5 .3|
ENTRY ->      E1  _      +-----+ +-----+
+----+  +----+----+ +----+ E4      _      |
      |      E1 |      +-----+ +----+ |
      +----+  |      |      |      |
      |      |      |      |      |
+----+  +----+ +----+      |      +----+
| E1      _      |      |      -> EXIT
+-----+ +      |      +-----+
      |      E2|
      |      |
      +- -+
      +- -+
      |      |
      +-----+ |
      |      |
      | .1 E3 |
      | .2      |
      +-----+
```

MONSTER(S) in the cave

E1 -> 1 Specter (Lv7) + 1 Imp (Lv6) + 1 Skelton (Lv7)

E2 -> 2 Specters (Lv7)

E3 -> 2 Specters (Lv7) + 1 Skelton (Lv7) + 1 Imp (Lv6)

E4 -> 1 Skelton (Lv7)

E5 -> 2 Skeltons (Lv7) + 2 Specters (Lv7) -> when you take the money

Tr: 1 Kegawa no Kooto (.1) + 1 Recovery Potion (.2) + 300 ELM (.3)

```

+-----+
<-      +-----+
+-----+      E1 -> BOULOGNE
      +-----+
```

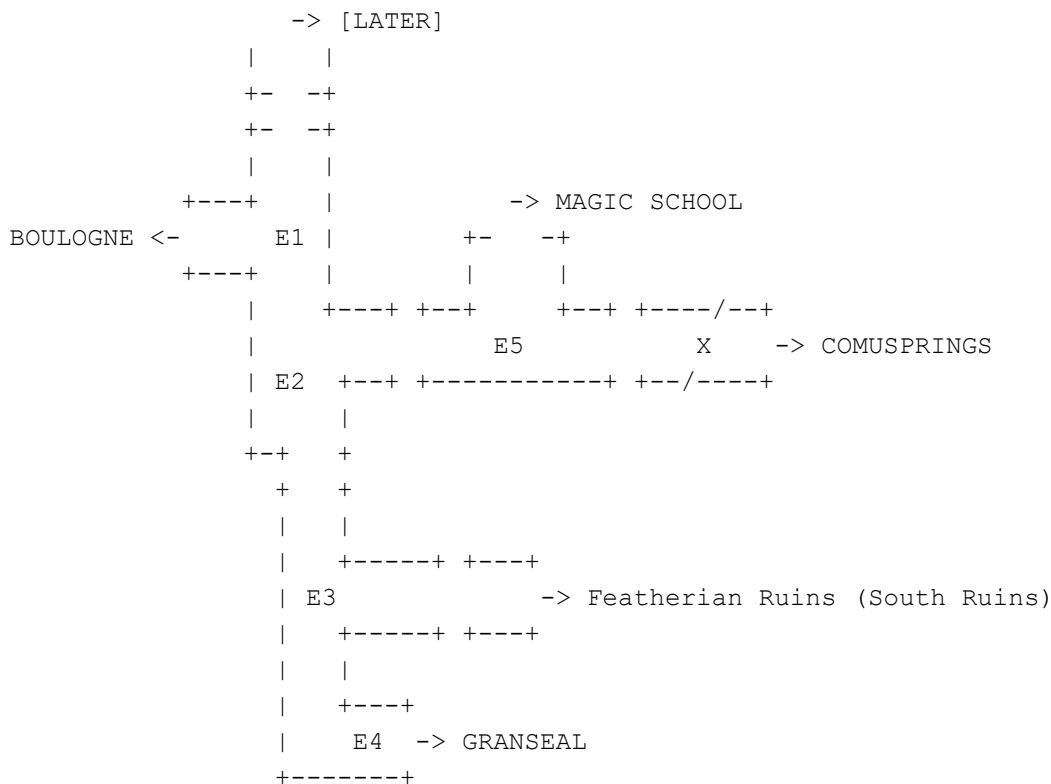
MONSTER(S) on the field

E1 -> 1 Gremlin (Lv7) + 2 Imps (Lv7)

[ BOULOGNE, in the inn ]

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-----
```

"L" Ishi Yari (Stone Lance)	330	+10	P
"S" Broad Sword	650	+13	P,A
"L" Fork	1000	+18	P
"N" Iron Knuckle	420	+9	W
"M" Wand	380	+8	R,M
Atsude no Fuku (Thick Cloth)	100	+8	ALL
Kegawa no Kooto (Fur Coat)	260	+15	ALL
Soft Leather	510	+23	ALL

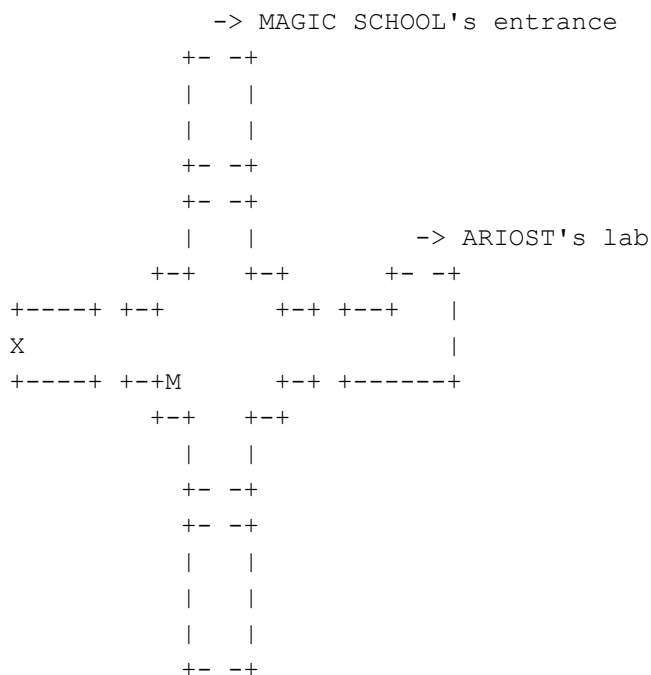


MONSTER(S) on the field

- E1 -> 1 Lizardman (Lv9) + 1 Gremlin (Lv6) + 1 Imp (Lv6)
- E2 -> 1 Gremlin (Lv6) + 1 Imp (Lv6)
- E3 -> 2 Lizardmen (Lv9) + 1 Gremlin (Lv6)
- E4 -> 1 Gremlin (Lv6) + 1 Imp (Lv6)
- E5 -> 2 Lizardmen (Lv9) + 1 Imp (Lv6)

go to Granseal (south-east of BOULOGNE) -> FREE BATTLE is available  
speak to XENOS and go to the south of the town towards a bridge,  
after the scene with KAREN and XENOS

head to the east of BOULOGNE to the Witchcraft University (Magic School)  
at the entrance -> CG no.03



[ MAGIC SCHOOL, merchant at the crossing ]

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-----  
"C" Seirei Card (Spirit Card)          400  +12  R  
"N" Blaster Hand                       1100 +15  W
```

[ MAGIC SCHOOL, 1F ]

```
-----  
Kaifukugusuri (Recovery Potion)        10    Restore HP 30~37  
Dokukeshisou (Antidote Grass)          8     Heal Poison
```

[ MAGIC SCHOOL, elevator ]

okujou -> rooftop  
7F -> gakuin-choushitsu [university office] -> left: Maxwell, right: Bradley  
6F -> yakuzai kenkyuu furoa [medicine research FLOOR]  
5F -> juuyou tosho etsuranshitsu [major books reading room]  
4F -> toshoshitsu [library room]  
3F -> kougishitsu [lecture room]  
2F -> kougishitsu [lecture room]  
1F -> gakushoku [cafeteria]  
B1 -> tokubetsu kenkyuushitsu furoa [special laboratory FLOOR]  
yameru -> quit

at the Magic School, go to ARIOST's lab (at the crossing, go to the east)  
in the Magic School, take the elevator to 4F (meet with MISHA) -> CG no.04  
then to 7F, to the roof and to finish 7F again  
GET "Minami no iseki" [South Ruins]

head to the South Ruins of the Magic School and show the pass to the guard

~Featherian Ruins~ 1F

```
+----+ +----+ +----+  
|.2| | | | E4|  
+- -+ | | +- -+  
+- ----+ +---- -+  
| | | |  
+-----+ ---+  
+-----+ +-- ---+  
|.1| | | |  
| | | |  
| E2 | | E3 |  
| | | |  
+-- --+ +-- --+  
+-- -----+ ---+  
| | | | |
| E1 | | | |  
| | | |  
| | | |  
+-----+ +-----+  
+----+_ | |_+----+  
| | | |  
+----+ +- -+ +----+
```

MONSTER(S) at 1F

E1 -> 2 Will-o'-wisps (Lv9) + 1 Skelton (Lv10)  
E2 -> 3 Will-o'-wisps (Lv9) + 2 Skelton (Lv10)  
E3 -> 2 Will-o'-wisps (Lv9) + 1 Skelton (Lv10)  
E4 -> 1 Skelton (Lv10)

Tr: 450 ELM (.1), Broad Sword (.2)

[.] -> 2F



~Featherian Ruins~ 2F

```
+----+
| , |
+----+ +--+ +--+ +----+
|   _   _   |
| | +--- ----+ | | | |
| | +--- ----+ | |
| | |   | | |
| | |   E2 | | |
| | |   | | |
| | +--- ----+ | |
| | +--- ----+ | |
| |_ |   E1 |_ | |
|   _   _   |
+----+ +--+ , +--+ +----+
      +----+
```

MONSTER(S) at 2F

E1 -> 1 Will-o'-wisp (Lv9) + 1 Skelton (Lv10) + 2 Hell Hounds (Lv10)

E2 -> 2 Skeltons (Lv10) + 2 Hell Hounds (Lv10)

[.] -> 3F

~Featherian Ruins~ 3F

```
+-----+
|         |
+-----+
+----+ +-----+ +----+
|   _   _   |
| | |   BT | | |
| | |   | | |
| .1| |   | | .2|
+----+ +-----+ +----+
      +-- --+
+----+ +_+   S+_+ +----+
| E1 _ , _ |
+----+ +-----+ +----+
```

MONSTER(S) at 3F

E1 -> 1 Skelton (Lv10)

BT vs. 3 Iron Golems (Lv10) + 3 Will-o'-wisps (Lv10)

EVENT ~ARIOST wo kyuushutsuse yo!~ [Rescue ARIOST!]

question for ARIOST -> 1st: defense at this place,

2nd: attack freely, 3rd: reach PLAYER,

4th: reach RUISE, 5th: reach WALLACE

advice: defeat will-o'-wisps with magic first

[S] -> Save point

Tr: 175 ELM (.1), Hiden no Kizugusuri (.2)

after the battle, go and speak with ARIOST in the next room (becomes NPC)

>> 10. ARIOST no kenkyuushitsu de hikousouchi seisaku

[Flight device in ARIOST's lab]

[ ROSARIA, west and north part ]

"X" Boomerang Sword	1000	+23	W
"L" Fork	1000	+18	P
"M" Wizard Rod	1600	+18	R,M
Leather Suits	1210	+46	P,W
Bandana	10		
Amulet	1750		
Kago no Udewa (Divine protection's Bracelet)	680		

FREE BATTLE is not available because of NPC

note: each time a NPC reaches, FREE BATTLE won't be available

return to the Magic School in ARIOST's lab

>> 11. ARIOST to Buronyu mura e [To BOULOGNE village with ARIOST]

return to BOULOGNE, near the tombstone's place (north-west part)

>> 12. ARIOST to Featherland e [To Featherland with ARIOST]

go to Rosaria, head to the west cape where you have seen Shiela  
set the flight device and see ARIOST and RUISE soar to Featherland

>> 13. RUISE no buji wo inotte... [Praying for the safety of RUISE...]

return to Sandra's house in her room, go out and RUISE will come

>> 14. Featherland e [To Featherland]

teleport to Featherland (extreme west part of the world map)

>> 15. Featherian no seitai chousa [about Featherian's mode of life]

return to the Magic School -> 4F (ARIOST quits, and speak to MISHA) -> 7F  
GET "Featherian Kankei no Etsuran Kyokashou" [F. Relative's Reading Permit]  
MENU "Juuyou Toshou Etsuran Kyoka" [Major Books Reading Permission]  
go to 5F and use the permit

>> 16. Comusupuringusu e.... [To Comusprings....]

go to ARIOST's lab (he reaches as NPC) -> 7F -> BOULOGNE (in ARIOST's house)  
head to Granseal, in the south-east of BOULOGNE  
if you saw the scene with KAREN, you can see her alone in the house of XENOS  
and if you bought a bouquet from the girl in Granseal, you set it

[ GRANSEAL, north part ]

---

Talisman	170		
Arusui Orb	1250		
Amulet	1750		
Kago no Udewa (Divine protection's Bracelet)	680		

[ GRANSEAL, middle part at the left ]

---

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Dokukeshisou (Antidote Grass)	8	Heal Poison
Kitsukegusuri (Tonic)	12	Heal Paralyse
Henruda	20	Heal Petrify

[ GRANSEAL, middle part at the middle ]

---

"B" Bowgun	1500	+36	P,E
------------	------	-----	-----

"X" Boomerang Sword	1000	+23	W
"N" Blaster Hand	1100	+15	W
"G" Chloroform	380	+11	A

[ GRANSEAL, middle part at the right ]

---

Kegawa no Kooto (Fur Coat)	260	+15	ALL
Soft Leather	510	+23	ALL
Studded Leather	850	+33	P,W,A,X,E,J
Apron Dress	720	+28	R,M,K
Leather Suits	1210	+46	P,W
Leather Boots	130		

[ GRANSEAL, south part at the left ]

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Hanataba (Bouquet)	30		
--------------------	----	--	--

[ GRANSEAL, south part at the right ]

---

"S" Broad Sword	650	+13	P,A
"L" Fork	1000	+18	P
"M" Mage Staff	850	+12	R,M
"M" Wizard Rod	1600	+18	R,M
"F" Rapier	680	+13	E
"H" Kanadzuchi (Iron Hammer)	980	+19	M

go to the house in the eastern part to register for the tournament  
at the arena, go to the left for battling (right part is for later)  
there is a kind of inn for recovery by staying in the arena  
and a save point that you can use between battles

\*\*\* TOURNAMENT #BEGIN

\*\*\*\*\*

~Tekisei TEST~ [aptitude TEST]

BT vs. Iron Golem (Lv12) + countdown 2

to succeed: hit the golem with minimum 200 HP damage during the countdown

~Yo Sen~ [preliminary contest]

BT vs. 5 Gels (Lv10) + 4 groups of 2 participants (PLAYER and RUISE included)

to succeed: defeat minimum 2 targets

~Kon Sen / 1 Kaisen~ [Main Battle / 1st Round]

BT vs. 4 groups of 2 participants (PLAYER and RUISE included)

to succeed: defeat minimum 2 groups

~Kon Sen / 2 Kaisen~ [Main Battle / 2nd Round]

BT vs. 2 fighters

to succeed: defeat 2 fighters

~Junkesshousen~ [1/2 Final]

BT vs. Nick (Lv16) + 1 Partner (Lv12)

to succeed: defeat 2 fighters

~Kesshousen~ [Final]

BT vs. XENOS (Lv18) + 1 Partner (Lv14)

to succeed: defeat 2 fighters

GET "Ryokou Ken" [Travel Ticket]

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\*\*\* TOURNAMENT #END

~Exhibition Match~ [you can't win this match except with CLEAR DATA]  
BT vs. JURIAN (Lv32)

at the exit of the arena, discuss with JURIAN (temporary NPC)  
GET "Promise Pendant"

return to the Magic School at 7F, show the [Travel Ticket]  
GET "Onsen Tsuukou Kyokashou" [Hot Springs Passage Permit]  
MISHA reaches the party  
ARIOST reaches the party if you go and see him in his lab (recommended)

at the east of the Magic School, there is a frontier post (use the permit)  
in Comusprings, you can use the hot springs (inn -> 1st and 2nd)  
you meet LYELL (east part) and Dani Grays (east part)

[ COMUSPRINGS, north part ]

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-----
"G" Sulphurate                1750  +25  A
"S" Firangi                   1800  +25  P,A
"M" Mage Staff                850   +12  R,M
"M" Wizard Rod                1600  +18  R,M
"H" Kanadzuchi (Iron Hammer) 980   +19  M

```

[ COMUSPRINGS, south part at the left ]

```

-----
Kaifukugusuri (Recovery Potion) 10    Restore HP 30~37
Dokukeshisou (Antidote Grass)   8     Heal Poison
Kitsukegusuri (Tonic)           12    Heal Paralyse
Henruda                          20    Heal Petrify
Panacea                          45    Heal Status
Nectar                          80    Restore Life

```

[ COMUSPRINGS, south part at the right ]

```

-----
Kegawa no Kooto (Fur Coat)      260   +15  ALL
Soft Leather                    510   +23  ALL
Studded Leather                 850   +33  P,W,A,X,E,J
Apron Dress                     720   +28  R,M,K
Leather Suits                   1210  +46  P,W
Talisman                       170
Arusui Orb                      1250
Amulet                          1750
Kago no Udewa (Divine protection's Bracelet) 680

```

>> 17. Featherian no settoku [Featherian's persuasion]

at the Magic School, a guy is singing and tells you the way to  
Rashel is free (in the north-east of BOULOGNE)

```

      +-----+          -> RASHEL
MEDIS <-      |          +-  -+
      +--+  |          |  |
          |  +--+ +----+  |          +----+
          | E5          E4 |          |  | <- Growshian Ruins
      +-----+ +----+  |          +-  -+
          |          |          +-  -+
          +-  -+      |          |  |
          +-  -+      |          |  |

```

```

      |   +---+ +-----/   |
      | E3                   E6 /
      |   +---+ +-----/
      |   |
      |   |
      +- -+
      +- -+
      |   |
      +----+   |
BOULOGNE <-   E1 |
      +----+   |
      |   +----+
      |           -> MAGIC SCHOOL, COMUSPRINGS
      | E2 +---+
      |   |
      +-+  +
          -> GRANSEAL, Featherian Ruins

```

MONSTER(S) on the field

E3 -> 1 Imp (Lv6) + 2 Gremlins (Lv6) + 2 Lizardmen (Lv9, Lv13)  
 E4 -> 1 Imp (Lv6) + 3 Lizardmen (Lv9, 2x Lv13)  
 E5 -> 1 Imp (Lv6) + 2 Lizardmen (Lv13)  
 E6 -> 1 Imp (Lv6) + 2 Lizardmen (Lv13)

go and see KAREN in the Rashel's hospital (north-east part of the town)  
 give a [Bouquet] to the girl in the bed, in the extreme east part (1st gift)

[ RASHEL ]

```

-----
"S" Firangi                1800 +25 P,A
"L" Partisan                2300 +31 P
"C" Golem Card              2000 +29 R
"N" Honoo no Kobushi (Flame Fist) 2100 +28 W
"G" Sulphurate              1750 +25 A
"H" Mace                    2000 +33 M
   Leather Suits            1210 +46 P,W

```

return to Featherland, and go to the south-east of Rashel near of the ruins  
 to enter the ruins, open the hidden door at the left of the sealed door

~Growshian Ruins~ 1F

```

+-----+--- -+
| *      4 E1 | |
+----=3=-----+ + |
|           *2 | | |
|=1=++-----+ | +-----+
|  || *3+   |
| *1||  2   |
+- -++-----+

```

MONSTER(S) at 1F

E1 -> 2 Will-o'-wisps (Lv13) + 3 Gargoyles (Lv14) + 1 Hide (Lv16)

note: when you activate the last switch, enemies appear  
 but if you go out the ruins and you come in back,  
 all enemies have disappeared but switches' effect remains

~Growshian Ruins~ 2F

```

+---[,]---+
|           |

```

```

| * * |
| * * |
| +---+ |
| | , | |
| +---+ |
| , |
| [ , ] |
+-----+

```

there are 4 switches but effect is distributed at random  
you must activate switches to 1F and 3F (but you can avoid the boss)

```

[ , ] -> 3F
[ , ] -> 1 Heavy Panzer (Lv18) + 6 Energy Suppliers (Lv10)
[ , ] -> 1 Studded Leather
[ , ] -> 1F

```

~Growshian Ruins~ 3F

```

+-----+ , +---+ -+
|      +===+ | |
+---+      +---+ |
|.1          |
+---+ [ _ ] +---+
|.2          .3|
+-----+ +-----+
      +---+

```

Tr: 650 ELM (.1) + 1 Kanadzuchi (.2) + 1 Blaster Hand (.3)  
notes: don't go out the ruins if you want to keep switches' effect from 2F

the battle will begin when you attempt to open the door

BT vs. 1 Iron Golem (Lv15~14) + 1 Stone (Lv13) +  
1 Specter (Lv12~11) + 1 Stone (Lv13) +  
1 Gargoyle (Lv13~12) + 1 Stone (Lv13)

EVENT ~Jibakusareru mae ni, tobira wo kaijoshiro!~  
[Release the door, before self-destruction!] + 9 countdown

advice: defeat the stones, otherwise enemies will continue to appear  
(good for leveling up if you keep stones active)

CODE TO OPEN THE DOOR

order of the answers: blue (2nd), green (3rd), yellow (2nd), red (1st)

when the door is opened, the countdown stops and Queen Stella is released  
but you must defeat all the enemies left

Queen Stella reaches as NPC and go to Featherland  
GET "Featherian no Kusuri" [Featherian's Potion]

>> 18. Haha no moto e [Towards Mother]

[ ROSARIA, west and north part ]

```

-----
"S" Shell Opener                3900 +38 P,A
"B" Crossbow                    3750 +53 P,E
"M" Ri-ryoku no Tsue (Reason's Cane) 2550 ~ R,M
"N" Honoo no Kobushi (Flame Fist) 2100 +28 W
  Battle Jacket                 1450 +56 P,W,A,X,E,J
  Bandana                       10
  Amulet                         1750
  Kago no Udewa (Divine protection's Bracelet) 680

```

[ ROSARIA, south and west part ]

---

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Hidden no Kizugusuri (Secret Ointment)	200	Restore HP 100~115
Dokukeshisou (Antidote Grass)	8	Heal Poison
Kitsukegusuri (Tonic)	12	Heal Paralyse
Henruda	20	Heal Petrify
Panacea	45	Heal Status
Nectar	80	Restore Life

return and see Sandra, use the potion to heal her and go to your room  
ARIOST quits the party (you can leave or take back his equipment)  
note: available for all leaving characters

>> 19. Rolandia-jou e [To the Rolandia castle]

Sandra reaches as NPC (can't use Teleport)  
go to Rosaria's castle, see King Arcadius  
Princess Laeticia reaches the party (NPC)

>> 20. Ninmu / hime wo minami no toride e [Mission / princess to the south]

at Rashel's hospital, speak to the girl in the room (about GL chips)  
return to Granseal, south to the bridge which has been fixed

```

                -> GRANSEAL
                +- -+
                |  |
                /  /
                /  /
                | E1|
                |  |
                +- -+
                +- -+
+-----+    |  |
|         |  |  |
|  +----+ +---+ |
|         E2 +----+
+-----+ +----+    -> Fort Lazin
                +-----+
```

MONSTER(S) on the field

E1 -> 1 Gremlin (Lv10) + 1 Imp (Lv12) + 2 Lizardmen (Lv14)

E2 -> 1 Gremlin (Lv10) + 1 Imp (Lv12) + 3 Lizardmen (Lv14)

head to south-east towards Fort Lazin

talk with General Bronson, and way to east of Fort Lazin is free

east of the Fort, on the plain

BT vs. Oswald (Lv20) + 5 Thieves (Lv16)

-> 2 from south, Oswald + 3 from east

EVENT ~Laeticia-hime wo mamore!~ [Protect Princess Laeticia!]

question for Laeticia -> 1st: staying free at this place,

2nd: staying defense at this place,

3rd: move to the west, 4th: free action

to succeed: defeat enemies without she dies, otherwise game over

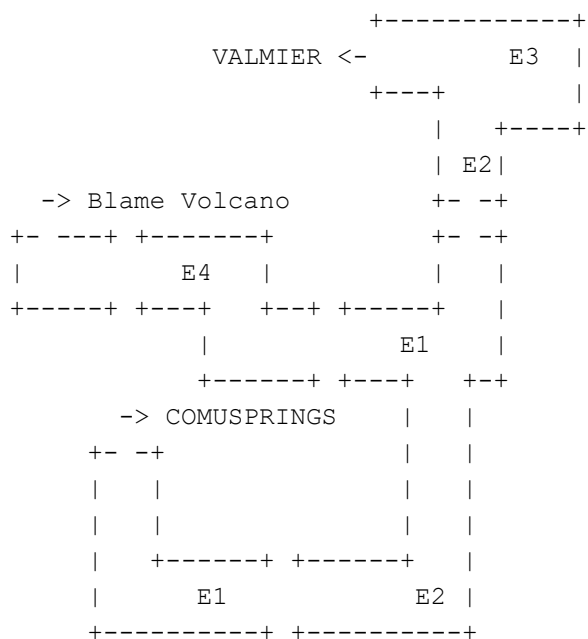
ERNEST LYELL (seen in Granseal) comes and takes the princess with him  
go to the Rosaria's castle, see King Arcadius

HOLIDAY EVENT #1 (can't save during the event and the 11 other ones)  
 towns to choose: Rosaria, Rashel, Magic School, Comusprings  
 2 days of vacation  
 a) Rashel [KAREN 2nd]  
 b) Rosaria [RUISE in house -> 1st, 1st]

>> 21. Suishou-kouzan no chousa [Crystal mine's investigation]

GET "Kouzan-nai no Tachii Kensa Irai-sho" [Request for the Mine's entry]  
 MENU "Tachii Kensa Irai-sho" [Request letter for inspecting entry]  
 GET "Suishou-kouzan Tsuukou-shou" [Crystal Mine Passage Proof]

go to the Magic School (7F) and use the letter  
 GET "Suishou-kouzan Tachii" [Crystal Mine Entry]



MONSTER(S) on the field  
 E1 -> 2 Lizardmen (Lv15) + 1 Plant (Lv15)  
 E2 -> 1 Lizardman (Lv14) + 1 Hide (Lv17)  
 E3 -> 2 Lizardmen (Lv15) + 2 Plants (Lv15)  
 E4 -> 2 Lizardmen (Lv15) + 2 Plants (Lv15) + 1 Hide (Lv17)

from Comusprings, go to the south of the town  
 show the [Crystal Mine Passage Proof] to the soldier  
 and reach Valmier, the city in the north

[ VALMIER, in the inn ]

---

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Panacea	45	Heal Status
Nectar	80	Restore Life

[ VALMIER, at the counter ]

---

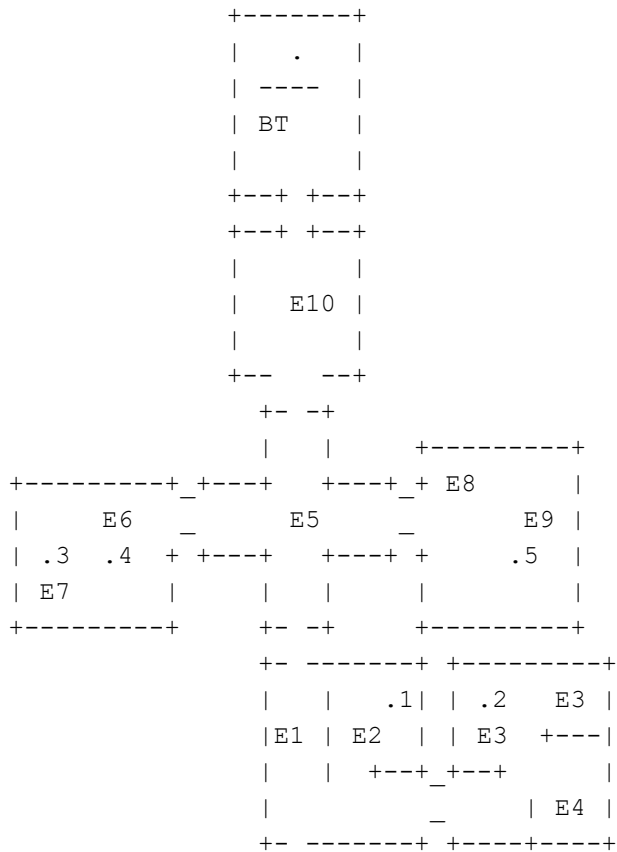
"S" Shell Opener	3900	+38	P,A
"B" Crossbow	3750	+53	P,E
"H" Mace	2000	+33	M
Bafu Kooto (Buff Coat)	1900	+63	P,W,X,E,J
Wizard Robe	1400	+44	P,R,M,A,K,E
Front Cap	3200		



in the west part of Valmier, use the [Crystal Mine Entry]  
 and go to the north-east (nothing interesting in the west part from now)  
 try to get in the cave and talk with the soldiers (the mine is for later)

in the south-west of Valmier, there is the Blame Volcano but to enter,  
 you must speak to a researcher at 6F of the Magic School

in the cave, you have a countdown 49 to get the grass (Teleport is locked)  
 at the crossing, lava will come to block the west and east parts  
 so go to these parts before BT begins



MONSTER(S) in the cave

- E1 -> 1 Skelton (Lv15) + 1 Hell Hound (Lv16)
- E2 -> 1 Skelton (Lv15) + 1 Specter (Lv15)
- E3 -> 1 Skelton (Lv15) / 1 Specter (Lv15) + 1 Hell Hound (Lv16)
- E4 -> 1 Specter (Lv15) + 2 Hell Hounds (Lv16)
- E5 -> 2 Skeltons (Lv15) + 1 Specter (Lv15) + 1 Hell Hound (Lv16)
- E6 -> 1 Skelton (Lv15) + 1 Specter (Lv15) + 2 Hell Hounds (Lv16)
- E7 -> 1 Skelton (Lv15) + 1 Specter (Lv15) + 1 Hell Hound (Lv16)
- E8 -> 1 Skelton (Lv15) + 2 Specters (Lv15) + 1 Hell Hound (Lv16)
- E9 -> 1 Skelton (Lv15) + 2 Hell Hounds (Lv16)
- E10 -> 2 Skeltons (Lv15) + 1 Specter (Lv15) + 1 Hell Hound (Lv16)

TREASURE(S) in the cave

Hidensho (.1) + Nectar (.2) + Bafu Coat (.3) +  
 950 ELM (.4) + Seimei no Ringo (.5)

BT #1 vs. 3 Gargoyles (Lv15) + 3 Specters (1x Lv13, 2x Lv14) +  
 coming 4 Gargoyles (Lv15) + 3 Specters (Lv14)  
 when no monsters from BT #1 on the field, monsters from BT #2 appear

BT #2 vs. 3 Plants (Lv15) -> near of the Grass

EVENT #1 ~Kuria no Kusa wo saishushiro!~ [Collect the Clear Grass!]

if you defeat all enemies before collecting the grass, no EVENT #2

GET "Kuria no Kusa" [Clear Grass]  
EVENT #2 ~CHARACTER wo mamotte dasshutsushiro!~  
[Escape by protecting CHARACTER!] (the one who gets the Grass)

after the battle, go out the cave (countdown continues until exit)  
-> at the exit, the cave will be blocked by a fall of stone blocks

go to the Magic School (6F)  
talk with the man in the west part of the floor, he will make a potion  
GET "Toumei-ka Kusuri" [Potion of invisibility]

return to the Crystal Mine entrance of Valmier, but not besides the soldiers  
use the potion and enter the mine (no monsters)

BT vs. 3 Thieves (Lv18) + 2 Thieves (Lv20) + coming 2 Soldiers (Lv19)  
EVENT ~Toukutsusha wo toraero!~ [Arrest the illegal diggers!]

reach the crystal and let WALLACE break it  
EVENT ~O button renda ni shuuchuushiro!~  
[Concentrate by pushing the O button!] + 1 countdown  
go further -> CG no.05  
after the discussion, return to the Rosaria's castle

HOLIDAY EVENT #2

3 days of vacation

- a) Magic School [MISHA at 4F -> 3rd, near of ARIOST's lab -> 1st]
- b) Comusprings [WALLACE 1st]
- c) Rosaria [XENOS at east gate -> 2nd]

>> 22. Hime no omukae [Meeting with the Princess]

go to Fort Lazin, talk with General Bronson  
GET "Engun Yousei no Shokan" [Reinforcement Request's Letter]  
MENU "Engun Yousei" [Reinforcement Request]  
there is a merchant (1st: buy and sell, 2nd: inn at 8 Elm/character)

[ FORT LAZIN ]

```
-----  
"S" Ice Blade                5900  +47  P,A  
"X" Double Edge              4000  +47  W  
"M" Ri-ryoku no Tsue (Reason's Cane) 2550  ~    R,M  
    Bafu Kooto (Buff Coat)      1900  +63  P,W,X,E,J  
    Elven Robe                   2750  +62  R,M,K  
    Sallet                       3150
```

>> 23. Sensenfukoku [Proclamation of war]

go to the Rosaria's castle to give the letter to the King

>> 24. Ninmu / Hime wo Kyuushutsuse yo [Mission / Rescue the Princess]

```
+-----+ +-----+ +-----+  
FORT LAZIN <-      + +      E1 + +      |  
      +-+                      BT      +---+  
      |      + +      E2      + +      -> CAVE to Galuaos Prison  
      +-  ---  -+ +---  ----+ +-----+
```

MONSTER(S) on the field

E1 -> 2 Plants (Lv15) + 1 Hide (Lv16)

E2 -> 2 Plants (Lv15) + 1 Hide (Lv16) + 1 Mutant Gel (Lv18)

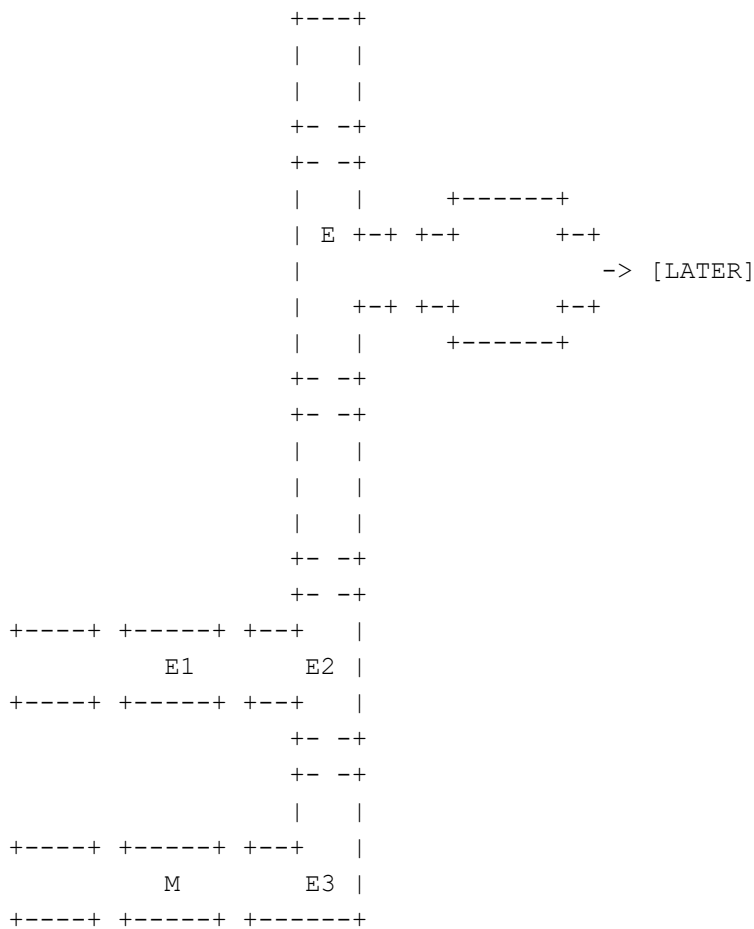
return to Fort Lazin, to the extreme east of the fort until a bridge  
 BT vs. 3 Lancers (Lv18) + 1 Mage (Lv17) + 2 Burnshutain workers (Lv15)  
 EVENT ~Hashi wo otoshi, seigan no teki wo zenmetsuse yo~  
 [let the bridge fall, let's defeat enemies of the west bank]  
 to succeed: reach the bridge, cut the rope and defeat all enemies at left

after the battle, JURIAN comes -> CG no.06  
 go and talk with General Bronson about the Galuaos Prison

\*\*\* RESCUE MISSION #BEGIN

\*\*\*\*\*  
 return to the east where the bridge was, and use the new rope to cross  
 IMPORTANT NOTE: after crossing, TELEPORT is locked (during the mission)

-> Galuaos Prison



go through the cave and fight enemies (the boss is evading, you can leave it)  
 BT vs. 1 Hide (Lv18) + 3 Mutant Gels (Lv19) + Queen Gel (Lv24)

[ Lonesome Merchant, south and west part of Galuaos Prison ]  
 -> 1st: weapons, 2nd: goods

---

"S" Ice Blade	5900	+47	P,A
"X" Double Edge	4000	+47	W
"M" Ri-ryoku no Tsue (Reason's Cane)	2550	~	R,M
"H" Mace	2000	+33	M
Combat Leather	2950	+78	P,W
Elven Robe	2750	+62	R,M,K
Sallet	3150		
Amulet	1750		

---

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Hidden no Kizugusuri (Secret Ointment)	200	Restore HP 100~115

Dokukeshisou (Antidote Grass)	8	Heal Poison
Kitsukegusuri (Tonic)	12	Heal Paralyse
Panacea	45	Heal Status

reach the north to the prison (dead end)  
go to the east of the prison and reach the first large rock  
at the middle but save before and wait TIPI talks  
the mission will begin after explanations about the way to proceed

let JURIAN quit the screen and when the carriage of the princess comes  
near of the large rock -> engage battle by the left

BT vs. 5 Soldiers (Lv15) + 1 Archer (Lv15) + 1 Heavy warrior (Lv19) +  
1 Leader (Lv22) + maybe coming soldiers  
EVENT ~Basha wo ashidomeshi, hime wo sukuidase!~  
[Stop the carriage, free the Princess!]

reach the left bridge and cut the rope to stop the carriage  
note: by cutting the rope -> this side of enemies is out of range  
reach the right bridge and cut the rope too,  
but cut it before the leader reaches the other side with the princess  
afterwards you must defeat all the enemies on your side

after the battle, Princess Laeticia reaches as NPC  
and you can use TELEPORT anew to Fort Lazin  
\*\*\*\*\*  
\*\*\* RESCUE MISSION #END

speak to General Bronson and go to Rosaria  
BT vs. Oswald (Lv22) + 3 Thieves (Lv17) +  
2 Thieves (Lv16) + 1 Masked man (Lv26)  
EVENT ~ELIOTTE to Laeticia wo mamore!~ [Protect ELIOTTE and Laeticia!]  
question #1 for ELIOTTE -> 1st: defense at this place  
2nd: attack an enemy  
3rd: come to this side [left,right,above a pond]  
4th: reach a member  
question #2 for ELIOTTE -> 1st: attack an enemy  
2nd: reach a member  
3rd: defense at this place

after you must pursuit the masked man towards the south and talk with XENOS  
return to see your party, speak with ELIOTTE (2nd answer)  
and he reaches as member (a short time)  
go to Rosaria's castle (3rd answer)

HOLIDAY EVENT #3  
3 or less (if killed citizens) days of vacation  
a) Comusprings [JURIAN 1st, in house -> 1st]  
b) Rashel [KAREN 1st, 1st]  
c) Rosaria [RUISE in house -> 2nd, out of sight, in city -> 3rd]  
event a) is needed if you want to get JURIAN as character later in the game

GET "Gyoushou-you Tsukou Tegata" [Monger Business Passage Note]  
MENU "Ranzack Gyoushou" [Ranzack Monger]  
speak with ELIOTTE, west part of the castle (1st answer)

>> 25. Galasheels e [To Galasheels]

MYCITY (the king gives you a place where you can build a city)  
return to the extreme west part of Rosaria, talk with the man

and let him build your city (you can rename MYCITY)

question from the manager (on field)

- > 1st: make a construction,
- 2nd: make a reconstruction, 3rd: CANCEL

1st -> [theater] 1200 ELM (1st: not build, 2nd: build)

2nd -> [exhibition hall] 1200 ELM (same)

3rd -> [restaurant] 700 ELM (same)

4th -> [park] 500 ELM (same)

question from the manager (in town)

- > 1st: rebuild a construction,
- 2nd: change the name of the town (toll), 3rd: CANCEL

theater

-> GRANSEAL [inn -> 2nd, 1000 ELM]

-> RASHEL [inn -> 2nd, 800 ELM]

-> BURNSHUTAIN CAPITAL [1200 ELM]

exhibition hall

-> VALMIER [inn]

-> BOULOGNE [in town]

restaurant

-> ROSARIA [inn -> 2nd, 1st, 2nd, 2nd, 2nd]

-> GALASHEELS

Granseal -> near of the arena (Free Market, no Free Battle available)

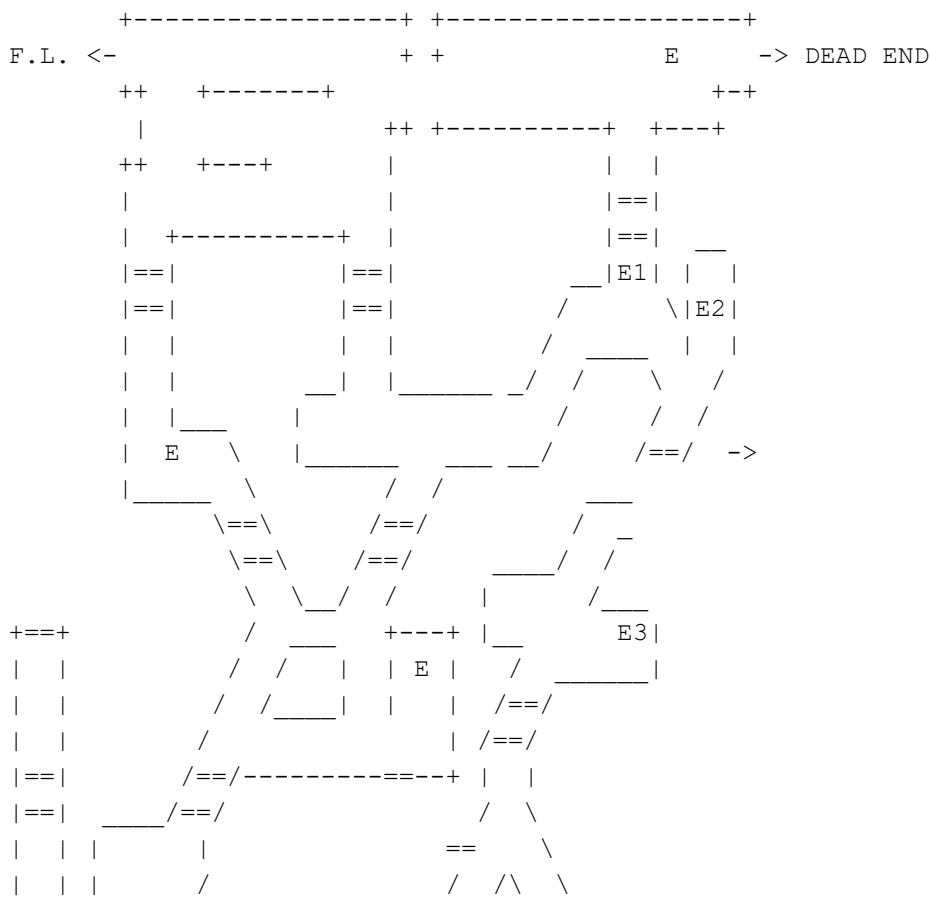
[ Goods merchant, left corner ]

```

-----
Kaifukugusuri (Recovery Potion)          10   Restore HP 30~37
Dokukeshisou (Antidote Grass)            8     Heal Poison
Kitsukegusuri (Tonic)                   12    Heal Paralyse
Henruda                                  20    Heal Petrify

```

left -> to buy, 2nd answer GET "Accessory Set" (for RUISE)  
at Rashel, KAREN can reach the party (recommended)





to succeed: enter the garden while the guards look elsewhere,  
climb the logs to the roof, go out the garden and let TIPI do

>> 26. Doumei no mitsudan [Secret talks of the alliance]

return to see WALLACE at the inn and go to speak with General Bronson  
go to the Rosaria's castle  
and at the right of the King's room, there is Sandra's lab then talk with her  
GET "Masuishou no Kakera" [Magic Crystal's Fragment]

go to the Lost Forest and reach the Growshian underground ruins  
in the south-west first and north-west to finish

~Growshian underground ruins~ 1F

```
+-----+
| E1    |
|  [_]  |
|       |
+--+  +--+
  |===|
  |===|
  |===|
  |===|
  |===|
+--+  +--+
|       |
|  *R   |
| *B*W*Y|
|  *G   |
|       |
+--  --+
```

CODE TO OPEN DOORS: \*White, \*Red, \*Blue, \*Green, \*Yellow  
E1 -> 2 Iron Golems (Lv) + 2 Spirits (Lv)

~Growshian underground ruins~ B1

```
          +---  ---+
      +----+  |      |  +----+
      | E |  |  [_]  |  |      |
      |   |  |      |  |      |
      +-----+  +-----+
      |           |           |
      +- -+ +---/  \-+ +----- -+
+----- -+  | *R |  +-----+
|           |  |   |  |           E |
| +-----+  |   |  +-----+  |
|   |           |   |  |   |
+- -+  +--- -+  +--- -+  +- -+
+- -+ +---+  +---+  +--- -+ +---+  +--- -+
| E | | E _  | |   | | i3 _ E | | E |
+- -+ +- -+ | -+ | | *W | | | -+ +- -+ +- -+
+- -+ +- -+ |   | |   | | | +- -+ +- -+
| E | | E | -+ | |   | | i2 | | E _  |
+- -+ +- -+ | | | |   | | | -+ +- -+ +- -+
+- -+ +- -+ | E  +_+  +_+  i1 | +- -+ +- -+
|   _  | | |   _  | | | E | | E |
+----+ +----+ +----+ +--- -+ +----+ +----+ +----+
          +-----+
          \   *Y   /
          -----
```

MONSTER(S) in B1

E1 -> ?

you must begin to the left

-> activate the \*Yellow switch

-> activate the \*White switch (to unlock doors for treasures)

-> activate the \*Red switch (to open a way to B2)

in the dungeon, you can see 3 i (in the same room, but 2 different entrances)

when you get the purple keys, you must set the keys in each block

begin to the left and then to the right

Tr: 1 Jouka no Ribbon (left side) + 1 Hydrogen (right side)

~Growshian underground ruins~ B2

```

          +   +
+----+   |   |   +----+
| g |   |   |   | g |
| . |   |   |   | . |
+---+---+_|---+ +---+_|---+---+
|           _   g   _           |
|   +---+ +- \   . /-+ +---+   |
|   |           |-----|   |   |
|   |           | g M g |   |   |
+- -+           | g g |   +- -+
+- ----+   |           | +---+ -+
|           | +--- ----+ |           | | | | |
| *W |   | | S |   |   | *W |
|           | |=+  +=| |           |
| +---+   |.|   |.| +---+   |
+- -+           +-+ -++           +- -+
+- ------+----- ----+----- -+
|   |           |           |   | |
|   | E |--- \   /---|   |   |
|   +--- -|           |- ---+   |
|           |           |           |
+-----+-----+-----+-----+

```

-> activate the 2 \*White switches (to unlock doors for 2 Guardians)

you must defeat 3 Guardians and get 3 purple keys

BT vs. 1 Guardian (Lv25)

GET "Saisei Seigyō KEY" [Regeneration Control KEY]

Tr: 1 Gritnir (Save Point room)

go to the save point and enter the room for the boss

IMPORTANT NOTE: if you set the fragment after the battle,  
you will no longer use TELEPORT (except to escape this dungeon and to go in  
towns)

advice: if you want to secure your party, get 2 saves

1 before setting the fragment and 1 to continue the game, 2 blocks by save)

BT vs. 2 Guardians (Lv23) + 2 Guardians (Lv25) + Master Guardian (Lv28)

to succeed: defeat the Master Guardian first and the other ones,

countdown 12 begins at the first attack

after setting the fragment, 2 ways are freed in the Save Point room

1 Gritnir for KAREN and 1 Recovery spring

after saving, return to the entrance of the ruins



BT vs. Grengal (Lv26) + 2 Ranzack soldiers (Lv21)  
after this battle, the recovery spring of the ruins is still there

\*\*\* BATTLEFIELD #BEGIN

\*\*\*\*\*

in the forest, reach the middle-north to see the Burnshutain troops  
at the west -> Rolandia troops, at the east -> Ranzack troops  
IMPORTANT NOTE: don't let any character reaches 0 HP, otherwise game over

-----+

```
E      +
---+ R  <- Ranzack Troops
E      ++
      |
      P |
----+  |
      +==+
```

BT #1 vs. [BURNSHUTAIN] 2 Mages (Lv19) +  
1 Priest (Lv20) + 4 Soldiers (Lv22) +  
2 Heavy Warriors (Lv24) + 1 Leader (Lv29)

EVENT ~Burnshutain-gun ni kougeki wo shikakero!~

[Commence the battle against the Burnshutain Troops!]

to succeed: use magic against Mages to lure the troops in the fight

Burnshutain must think Ranzack attack them

you must reach the middle part of the battlefield before Ranzack troops come  
don't lose your time to defeat all of Burnshutain troops now

BT #2 vs. [RANZACK] 3 Soldiers (Lv19) + 1 Leader (Lv27)

EVENT ~Ryogun ga chokusetsu kousen suru you ni yuudoushi, dasshutsuse yo!~

[Incite both armies in direct battle, escape!]

to succeed: attack Ranzack troops and let Burnshutain troops

and Ranzack troops fight each other, then try to escape to the north

JURIAN will come, Ranzack troops must have attacked Burnshutain troops  
before JURIAN can see your party

BT #3 vs. JURIAN (Lv42) + remaining BT #1/2

EVENT ~JURIAN ni shoutai wo miyaburarenai you ni chuui!~

[Be careful not to be seen by JURIAN!]

to succeed: defeat all Ranzack troops (Burnshutain or yourself, anyway)  
before JURIAN can see your party (flee to the north until a big rock)

if JURIAN asks you for a question, then you are on the good way to finish  
only when all Ranzack troops will be defeated and JURIAN saw you  
the battle is finished when all fighters are defeated (JURIAN too)

\*\*\*\*\*

\*\*\* BATTLEFIELD #END

go to the Rosaria's castle, talk with the King

GET "Ranzack-Ou e no Shokan" [Letter for the Ranzack King]

MENU "Ranzack-Ou e" [for the Ranzack King]

GET "Ranzack-Oukoku Seiki Tsuukoushou" [Ranzack Kingdom Legal Permit]

MENU "Ranzack Seiki" [Ranzack Legal]

go to Galasheels, show the permit (can't enter)

and quit the city without teleport

BT vs. Grengal (Lv26) + 1 Thief (Lv20) + 2 Thieves (Lv21)

EVENT ~Ranzack-hei wo sukue!~ [Rescue Ranzack soldiers]



HOLIDAY EVENT #4

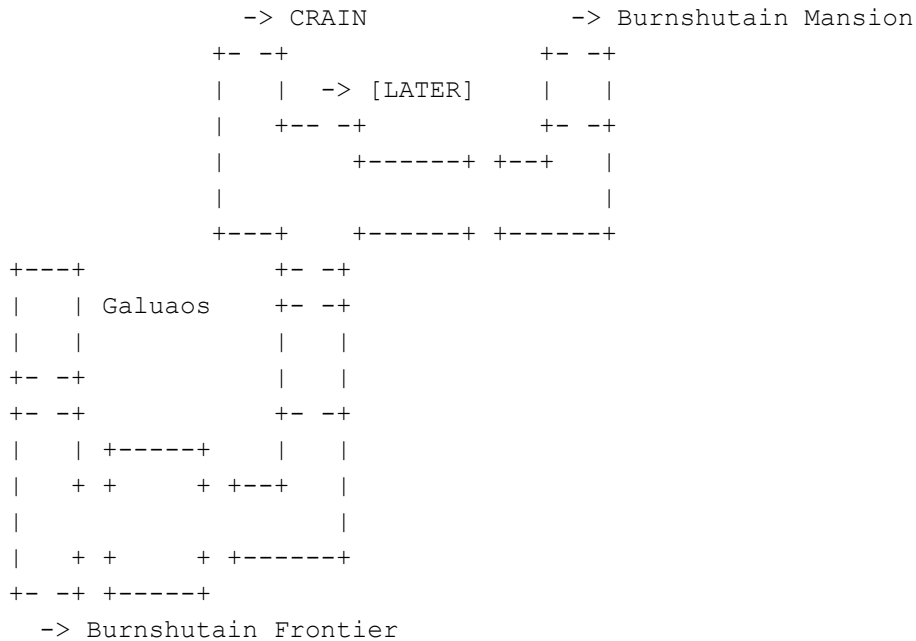
3 days of vacation

- a) Comusprings [JURIAN 2nd, 1st, 2nd, 1st] and [WALLACE 1st, 1st]
- b) Magic School [MISHA 1st, 4th, 1st, 1st]
- c) MYCITY [if created]

>> 27. Ninmu / Gevel no chousa [Mission / Gevel's investigation]

speak to ELIOTTE in the castle [1st or 2nd]

go to Crain Village (reach the east of Galuaos Prison, bridges fixed)



talk with Chief Zemeckis, reach the waterfalls by the right part of the village  
TIPI's cursor no.2 -> in Crain village, wooden look-out at the north exit

[ CRAIN VILLAGE ]

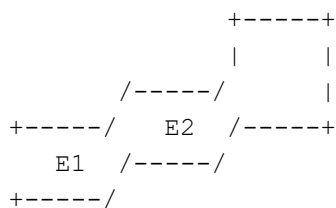
---

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Hidden no Kizugusuri (Secret Ointment)	200	Restore HP 100~115
Dokukeshisou (Antidote Grass)	8	Heal Poison
Kitsukegusuri (Tonic)	12	Heal Paralyse
Henruda	20	Heal Petrify
Panacea	45	Heal Status

BT vs. 1 Masked Knight (Lv28) + 1 Jung alpha (Lv24) + 1 Jung beta (Lv24)

EVENT ~LOCKsareru mae ni Kamen Kishi wo taose!~

[Beat the Masked Knight before he does a LOCK!]



MONSTER(S) in the cave

E1 -> 5 Jung alpha (Lv23) -> 2 near entry + 3 near 2nd room

E2 -> 5 Jung alpha (Lv23) -> 3 near entry + 2 near 3rd room

in the 3rd and last room of the cave, time battle

NOTE: the 2 coming battles are successive (no way to save),

but not in chains (you can restore your party)

BT vs. 1 Masked Knight (Lv30) +

2 Jung alpha (Lv22, Lv24) + 2 Jung beta (Lv22, Lv24)

EVENT ~Murabito wo tasukedase!~ [Help out the villagers!]

to succeed: you can save the 3 villagers, but you must save the 2 ones from the jail

the 3rd will die even if you succeed in saving him

before speaking with them, take [Katami no Knife] from the cadaver

and talk with the villagers

BT vs. 9 Jung alpha (Lv18, Lv22, Lv24) +

3 Jung beta (Lv18, Lv22, Lv24) -> successively on appearance

EVENT ~Murabito wo dasshutsusasero!~ [Manage an escape for the villagers!]

to succeed: protect villagers during they flee and kill all the Jung

return to Crain, see JURIAN and see Chief Zemeckis

GET "Zemeckis no Tsue" [Zemeckis' Cane] in exchange of "Katami no Knife"

return to Rosaria's castle

HOLIDAY EVENT #5

3 days of vacation

a) Rashel [KAREN 1st]

b) Magic School [MISHA at 2F 3rd, 2nd, 3rd]

c) Rosaria [RUISE in front of the inn 1st, 2nd, 1st -> 3x 1st, 1st]

>> 28. Ninmu / Eileen wo Mahou-Gakuin e

[Mission / Eileen to the Magic School]

go to Valmier, in the inn -> PLAYER will be able to equip BOW or LANCE

at Rashel's hospital, go to the left room

and talk with the nurse in the south room

then go to Medis, MISHA will quit temporary (west part first and in town)

BT #1 vs. Oswald (Lv26) + 3 Thieves (Lv24) +

Eileen (NPC) + Nick (NPC) + 4 villagers (NPC)

BT #2 vs. Xenos (NPC) + 1 Thief (Lv24) -> from south

EVENT ~Eileen to murabito wo sukue!~ [Save Eileen and the villagers!]

after the battle, XENOS quits and Eileen reaches the party (NPC)

[ MEDIS ]

-----

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Hidden no Kizugusuri (Secret Ointment)	200	Restore HP 100~115
Dokukeshisou (Antidote Grass)	8	Heal Poison
Kitsukegusuri (Tonic)	12	Heal Paralyse
Henruda	20	Heal Petrify
Panacea	45	Heal Status
Nectar	80	Restore Life

go to the Magic School (7F)

speak to the secretary (take back "Onsen Tsuukou Kyokashou") and to Maxwell

ARIOST can reach the party (instead of MISHA or KAREN)

he must be in your party if you want to see certain events

return to Rosaria's castle

HOLIDAY EVENT #6

3 days of vacation

a) Comusprings [WALLACE 3rd]

- b) Magic School
- c) Rosaria

>> 29. Ninmu / Olivier-ko no chousa [Mission / Lake Olivier's investigation]

go to the west of Rosaria, Ralph will come and talk with you  
then go to the Rosary's inn

BT vs. Ralph (Lv34) + RUISE (NPC) + 1 coming Mysterious Guy (NPC friend)

EVENT ~Ruise wo mamore~ [Protect Ruise]

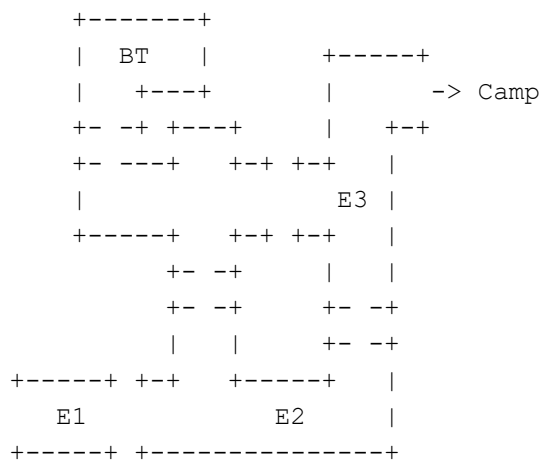
[ ROSARIA, west and north part ]

```

-----
"S" Raimeiken (Thunder Blade)           9300  +56  P,A
"N" Plasma Hand                          5800  +41  W
"X" Bloody Cross                         6500  +64  W
"H" Big Hammer                          6600  +59  M
Chain Mail                               4800  +95  W,X,J
Cyber Wear                              4200  +92  P,W,A,X,E,J
Amulet                                   1750
Sallet                                   3150
Daichi no Rune (Earth Rune)             6500
Kaze no Rune (Wind Rune)                6500

```

by the west of Rosaria, head towards the Shiela's tombstone  
but stopping where the soldiers are  
talk with them and move to the north-east to the Nostridge plains  
note: you can't SAVE during the travel



MONSTER(S) on the field

E1 -> 2 Flying Dragons (Lv25) + 2 Lizardman Lords (Lv26) + 1 Manticore (Lv27)

E2 -> 2 Flying Dragons (Lv25) + 2 Lizardman Lords (Lv26) + 1 Manticore (Lv27)

E3 -> 2 Flying Dragons (Lv25) + 2 Lizardman Lords (Lv26) + 2 Manticore (Lv27)

EVENT ~Yusoutai wo goeishiro!~ [Guard the transport group!]

when the group is not moving anywhere, go to the Stem Mountain (north-west)  
BT #1 vs. 1 Monster Tsukai (Lv32) + 3 Masked Boys (Lv30)  
BT #2 vs. 2 Flying Dragons (Lv26) + 2 Lizardman Lords (Lv27) +  
1 Manticore (Lv28) + coming Grengal (NPC friend)

at a certain moment, Monster Tsukai will be about to flee  
EVENT ~Monster Tsukai wo nigasu na!~ [Don't let Monster Tsukai flee!]  
to succeed: defeat Monster Tsukai before he reaches the summit

at the Nostridge camp, talk with General Bernard  
when he comes in the tent, you can SAVE anew  
use the tent to rest and go to east part of the camp

BT vs. 1 Burnshutain Leader (Lv36) + 1 Mage (Lv28) +  
 1 Lancer (Lv26) + 1 Archer (Lv25) + 2 Lancers (Lv30)  
 EVENT ~Bernard-Shougun wo mamore!~ [Protect General Bernard!]  
 question for Bernard -> 1st: to east  
 2nd: to south-east  
 3rd: attack at this place  
 4th: defense at this place

```

                                -> Lake Olivier Cave
                                +----+
                                |[ ]|
                                |  |
                                +- -+
+-----+ +-----+ +-----+ +- -+
Camp          BT          -> Burnshutain Frontier
+-----+ +-----+ +-----+ +----+

```

exit to the east, reach a bridge (1st)  
 BT vs. 3 Hammer Soldiers (Lv33) + 1 Priest Soldier (Lv30) +  
 1 Mage (Lv31) + OSCAR LEAVES (Lv53) + coming ERNEST LYELL (Lv64)  
 EVENT ~Yuugun wo engoshi, teki wo zenmetsuse yo!~  
 [Cover the friendly troops, defeat the enemy!]  
 when Oscar is beaten, Ernest comes -> Oscar flees and Ernest too

at the Lake Olivier, switch at the up-right corner  
 there is an item in the sand, GET "Sei-naru Tsuchi" [Holy earth]  
 enter the cave

```

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```

[1st room] -> BT vs. 2 Jung alpha (Lv27) + 2 Jung beta (Lv25, Lv27)  
 [2nd room] -> BT vs. 5 Jung alpha (Lv27, Lv25) + 4 Jung beta (Lv27, Lv25)  
 [3rd room] -> BT vs. 4 Jung alpha (Lv27, Lv25) + 4 Jung beta (Lv27, Lv25)

Tr: 1 Suveru for KAREN (3rd room at left)  
 TIPI's cursor no.3 -> during countdown, at the extreme right before flood  
 after the 3rd room, save point -> further the ground collapses  
 and a flood comes (1 countdown to reach upper ground)

```

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          | E |
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          +- -+
          +- -+

```

```

      | E |
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+-----+
|                   -> Ruins
+-----+

```

NOTE: you can take the corridor to the save point

before entering the ruins if you want to go out the cave

[1st room] -> BT vs. 1 Jung alpha (Lv27) + 1 Jung beta (Lv27)

[2nd room] -> BT vs. 2 Jung alpha (Lv27) + 2 Jung beta (Lv27, Lv25)

Tr: Nintai no Ringo (4th room)

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    +---+
    +---+
    | H |
    +-  -+
+----- -+
->       |
+-----+

```

enter the ruins by the right (save point)

-> roof of the Growshian ruins (where you saved Queen Stella)

BT vs. 6 Jung alpha (Lv27) + 4 Jung beta (Lv27) + countdown 4

EVENT ~Tobira wo hakaisareru mae ni, Jung wo taose!~

[Before the door is destructed, defeat Jungs!]

to succeed: defeat all of them and protect the wall at the left corner,  
if destroyed game over

Tr (left): 1 Chikara no Ringo (1st) + 1 Earth Robe (2nd) + 1 Ambrosia (3rd)

Tr (right): 1 Switch (1st) + 1 Honoo no Rune (2nd)

open the door, read the book and go out by the stairs

Heavy Panzer won't appear at 2F, then return to Rosaria's castle

HOLIDAY EVENT #7

3 or less (if killed members of the transport group) days of vacation

a) Rosaria [RUISE 2nd, Brooch at 100 ELM, her room]

b) Rashel [KAREN 1st] -> CG no.16

c) Comusprings [WALLACE 2nd]

>> 30. Ninmu / dokuji chousa [Mission / original investigation]

go to see Sandra in her lab

GET "Jisshuu Shuuryou Shoumei" [Proof of Training's End]

go to the Magic School (the merchant is gone, same for Fort Lazin)

talk to Maxwell's secretary and talk with the other (RUISE gives the proof)

go out and Nick comes -> Medis, return to the Magic School

speak with the guard and with the student near of ARIOST's lab

then go to 6F to get a potion

GET "Toumeika Kusuri" [Potion of invisibility]

there is a hall at the west part of ARIOST's lab

go there and use the potion here to enter the hall

a guy is lying down, go see him and get the "Akai Pierce" (4th answer)  
continue until reaching a hidden door leading to the left of the ARIOST's lab

[ RANZACK CAPITAL, south and east part ]

```
-----  
"S" Mage Slaughter                11000 +66 P,A  
"C" Shinigami no Card (Death Card) 10000 +70 R  
"X" Bloody Cross                   6500  +64 W  
"N" Hama no Kobushi (Exorcism Fist) 9700  +62 W  
"G" Chloridate                     9400  +74 A  
"H" Big Hammer                     6600  +59 M  
"F" Verdan                          7200  +58 E  
    Metal Jacket                    6800  +105 P,W,A,X,E,J  
    Daichi no Robe (Earth's Robe)    5100  +78 R,M,A,K  
    Mirror Pierce                    5200  
    Inazuma no Rune (Lightning Rune) 6500  
    Koori no Rune (Ice Rune)         6500
```

go to Ranzack Capital and go out by the west

BT #1 vs. 1 Burnshutain Leader (Lv35) + 1 Mage (Lv28) +  
2 Lancers (Lv29) + 2 Heavy Warriors (Lv30)

EVENT ~Weber ya Ranzack-hei wo Mamore!~ [Protect Weber and Ranzack soldiers!]

BT #2 vs. 1 Mage (Lv28) + 4 Lancers (Lv29) + JURIAN (Lv48)

when JURIAN is defeated, reinforcement come and

let JURIAN flee and reinforcement flee too

BT #3 vs. 1 Leader (Lv35) + 1 Heavy Warrior (Lv30) + 2 Lancers (Lv29) +  
1 Mage (Lv28) -> will attack and will flee

pursue JURIAN, Galasheels is under control of the Burnshutain Kingdom

go to Medis, speak with Bradley and go to the Magic School

talk with Maxwell (7F) -> B1, return and see Bradley (7F) -> B1

speak with ELIOTTE (1st answer)

see Sandra to her lab, talk with her in group and alone (without TIPI)

GET "Magic Jammer" (allows telepathy with Homonculus)

go to Medis, talk with Misha

-> go to Rashel near the flower's field

-> Medis, inside Bradley's house

there is a switch in the painting, go to the basement

and return to the Magic School (7F)

if you have KAREN in your party, you can see ARIOST in BOULOGNE

he tells you Maxwell's secretary came

to find her, go to the first cave that you cross through until a dead end

you will see her in there, look what she does

and do the same, enter the hidden lab

to open the main door

-> go to the right room and enter 449 for the code

-> go to the left room, there is different possible codes (at random)

4 tables, 7 books or Library (2nd for the Magic School 4F question)

for this one, even if you don't have the correct answer,

another question will be asked each time

NOTE: left or right rooms, order is not important and you can save

before the battle in the corridor (only place to teleport if you wish)

BT vs. Maxwell (Lv38) + 4 Burnshutain soldiers (Lv30) +





```

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+--/\      /      +- -+
+-----+ +      +- -+
|      +
|      -> SCHUTZBERG
+-----+

```

MONSTER(S) on the field  
E1 -> Flying Dragon (Lv) + etc.

go to the Burnshutain's frontier post in the south-east of Lake Olivier  
on the field, talk with XENOS  
then reach Schutzberg in the house of Lord Douglas

GET "Douglas-Kyou kara no tegami" [Letter from Lord Douglas]  
MENU "Douglas-Kyou kara" [from Lord Douglas]  
GET "Douglas-Kyou Kankatsu-ku Tsuukou-shou" [Lord Douglas Passage Proof]  
MENU "Douglas-Kyou Ryou Tsuukou" [Lord Douglas Territorial Passage]

IMPORTANT NOTE: if you know JURIAN's secret, he'll give another letter  
GET "Mou ittsumo no tegami" [1 more letter]

[ SCHUTZBERG, west part ]

```

-----
Kaifukugusuri (Recovery Potion)          10   Restore HP 30~37
Hiden no Kizugusuri (Secret Ointment)     200  Restore HP 100~115
Dokukeshisou (Antidote Grass)            8    Heal Poison
Kitsukegusuri (Tonic)                    12   Heal Paralyse
Henruda                                   20   Heal Petrify
Panacea                                   45   Heal Status
Nectar                                    80   Restore Life

```

[ SCHUTZBERG, east part ]

```

-----
"S" Hrunting                             12000 +73 P,A
"B" Cranequin                            12000 +104 P,E
"M" Fuujin no Tsue (Fujin Cane)         7250  +40 R,M
"N" Hama no Kobushi (Exorcism Fist)     9700  +62 W
"G" Chloridate                           9400  +74 A
  Metal Jacket                           6800  +105 P,W,A,X,E,J
  Mirage Guard                           9900  +119 P,E
  Breast Plate                           13700 +129 W,X,J
  Holy Robe                              9900  +94 R,M,A,K
  Mirror Pierce                          5200
  Crescent Pierce                        6300
  Seibo no Kubikazari (Holy Mother's Necklace) 9800
  Honoo no Rune (Flame Rune)             6500

```

go to Galasheels, send TIPI and go to the cave in the south-west  
enter the cave, JURIAN comes and give the letters (1: 3rd, 2: 2nd, 1st, 2nd)  
go further the cave and enter a Growshian room,  
use "Shiera no Yubiwa" where there is a stone  
Tr: Renzokuzan Ougi no Sho + Chie no Ringo +  
Raurin no Yubiwa + Hidensho + Kenja no Ishi

go to the Ranzack castle  
-> Galasheels, in the garden where the Gamuran's mansion is  
TIPI's cursor no.4  
-> extreme north-west corner of the garden (only for this event)  
ELIOTTE quits the party and go to Rosaria's castle

HOLIDAY EVENT #9

2 days of vacation

a) Crain village (first day only)

b) Magic School [MISHA -> ARIOST's lab, hall]

IMPORTANT NOTE: if KAREN was in your party, she will disappear

>> 32. Ninmu / ELIOTTE no support [Mission / ELIOTTE's support]

ARIOST and MISHA can be in your party

TIPI's cursor no.5

-> in the waterfall cave of Crain (where Zemeckis' son is dead)

in east of Schutzberg, go to the camp and enter the tent

during the night, go to the bridge and talk with Angela

Gamuran comes and sets fire in the north and will flee before the battle

BT vs. Gamuran (Lv45) + 5 Masked boys (4x Lv34, 1x Lv39) +

coming 2 Masked boys (Lv34) + 9 countdown

EVENT ~Ou-kaa wo mamori nagara dasshutsushiro~

[Escape while protecting the King's mother!]

to succeed: avoid the fire and defeat all enemies

\*\*\* KAREN'S RESCUE MISSION PHASE-1 #BEGIN

\*\*\*\*\*

Speak with the student at Comusprings, in upper floor

go to the right house and hide further and enter the house

TO OPEN DOOR: 2,4,1,3 in the house of the 2nd room,

Speak with KAREN -> CG no.08

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+-- --+
+-----+ |   |
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|          3 4 |
|    +-+ +-----+
+- -+

```

go to the Magic School (7F) and speak with Bradley

at Granseal, in house of XENOS -> GET "KAREN no kaminoko" of KAREN's dresser

from Lake Olivier, you must have got "Sei-naru Tsuchi"

Speak anew to Bradley (B1) -> give [KAREN's Hair] and continue the game

\*\*\*\*\*

\*\*\* KAREN'S RESCUE MISSION PHASE-1 #END

>> 33. Monster ga mureru riyuu wo tansaku [why monsters are crowding]

```

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+-----+ +--X---+ +-+   |
          +- -+   |===|
          /  /    |===|
          /  /    |  +-+
+----+ +-+  +    |      -> [LATER]
          |      +-----+
+----+ +-----+

```

from the camp, go to the east (speak with the soldiers)  
 until a bridge with a lot of red lobsters  
 come back where the soldiers were and go to the south  
 and follow the river until a cave  
 TIPI's cursor no.6 -> one screen before the cave (in a forested area)  
 BT vs. 2 Ortros (Lv32) + 2 Manticores (Lv32) +  
 2 Lizardman Lords (Lv31) + 1 Grand Eagle (Lv36)

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|   +---+ +--+  +--+
|                               -> ENTRANCE
+-----+ +-----+
  
```

enter the cave and go to the northern part, Tr: Reeve Bangle  
 BT vs. Monster Tsukai (Lv38) + 2 Ortros (Lv32) + 1 Manticore (Lv32) +  
 6 Aquatic Monsters (Lv33) + coming 2 Lizardman Lords (Lv31)  
 EVENT ~Monster Tsukai wo taose!~ [Defeat Monster Tsukai!]  
 advice: defeat 5 aquatic monsters and let 1 ortros alive  
 for avoiding Monster Tsukai call 2 Lizardman lords

go out the cave and return to the bridge in the east  
 speak with Lord Douglas and then take information from Oscar Leaves

>> 34. JURIAN-gun no engo [Cover the JURIAN troops]

see JURIAN in her camp at the east of Crain Village  
 -> go to the south of Crain  
 towards the 2 bridges (without teleport to Galuaos Prison)  
 BT vs. 1 Burnshutain Leader (Lv35) + 2 Heavy warriors (Lv31)  
 EVENT ~Taichou wo nigasu na!~ [Don't let the Leader flee!]  
 to succeed: don't let the Leader flee, otherwise game over

after the battle, head to the west where the 2 bridges are  
 BT #1 vs. 1 Burnshutain Leader (Lv35) + 2 Heavy warriors (Lv31) +  
 2 Priests (Lv28) + 3 Hammer soldiers (Lv30)  
 BT #2 vs. Grenal (Lv38) + 2 Thieves (Lv30)

return to see JURIAN in her camp (east of Crain)  
 BT vs. Ernest Lyell (Lv67) + 2 Mage (Lv31) + 3 Heavy warriors (Lv32) +  
 1 Archer (Lv32) + coming 1 Archer (Lv32)  
 EVENT ~ELIOTTE wo mamori nagara teki wo taose!~  
 [Defeat enemies while protecting ELIOTTE]  
 during the battle, LYELL flees (ELIOTTE's tent, west part of the camp)

in the way between Schutzberg and the Burnshutain Capital,  
 there is an inn (1st counter) and shops

[ Forest Hut, 2nd counter ]

```

-----
"S" Hrunting                12000 +73  P,A
"L" Kouun no Yari (Fortune Lance) 13500 +80  P
"N" Kaiser Knuckle          13800 +70  W
"G" Claymore                 11300 +74  X,J
    Spell Guard              16800 +133 P,E
  
```

[ Forest Hut, 3rd counter ]

```
-----
Kaifukugusuri (Recovery Potion)          10   Restore HP 30~37
Hiden no Kizugusuri (Secret Ointment)    200  Restore HP 100~115
Dokukeshisou (Antidote Grass)           8    Heal Poison
Kitsukegusuri (Tonic)                   12   Heal Paralyse
Henruda                                  20   Heal Petrify
Panacea                                  45   Heal Status
Nectar                                   80   Restore Life
```

\*\*\* KAREN'S RESCUE MISSION PHASE-2 #BEGIN

\*\*\*\*\*

return to the Magic School (7F) -> Bradley reaches as NPC

at Comusprings, in the house where KAREN is a prisoner

BT vs. 3 Masked boys (Lv38) -> one flees

EVENT ~Fuku-Gakuinchou wo mamori nagara tatakae!~

[Fight while protecting the Vice-President!]

BT vs. 1 Masked boy (Lv38)

EVENT ~Fuku-Gakuinchou wo mamori tsutsu, daremo chikashitsu e ikaseru na!~

[Protecting the Vice-President, no one must go to the basement!]

GET "Rou no kagi" [Prison's Keys]

in the basement, you can open the cellars

1st cellar -> use "Rou no kagi 1" and GET "Vindaru" for KAREN

3rd cellar -> use "Rou no Kagi 3"

BT vs. 2 Mages (Lv35) + Gamuran (Lv48) + 2 Priests (Lv34) +

5 Masked boys (LV38) + coming XENOS (NPC friend)

EVENT #1 ~KAREN to Fuku-Gakuinchou wo mamore!~

[Protect KAREN and the Vice-President!]

EVENT #2 ~KAREN to Fuku-Gakuinchou wo mamori nagara tatakae!~

[Fight while protecting KAREN and the Vice-President!]

when all enemies are defeated, Gamuran flees (by a hidden door)

\*\*\*\*\*

\*\*\* KAREN'S RESCUE MISSION PHASE-2 #END

after rescuing KAREN, go to Rosaria's castle

HOLIDAY EVENT #10

2 days of vacation

a) Rashel [KAREN 2nd]

b) Magic School [MISHA, near of ARIOST's lab] -> CG no.13

and [ARIOST, 1st, 3rd]

>> 35. Ninmu / Burnshutain-ou to wo houi [Mission / Encircle the Capital]

at Rashel, KAREN can reach the party (not recommended for this mission)

at Granseal, XENOS can reach too (in the house, only if KAREN was saved)

return to JURIAN's camp, ELIOTTE reaches the party

XENOS reaches after ELIOTTE (if you didn't save KAREN)

head to the north-east of the camp, OSCAR reaches as NPC -> go to east

\*\*\* BURNSHUTAIN CAPITAL #BEGIN

\*\*\*\*\*

before entering the capital (no return back, but save still available)

BT vs. 3 Hammer soldiers (Lv34) + 2 Archers (Lv32) + 1 Mage (Lv35)

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+----+ O+_+-----+
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      |   |
+-----+_+-----+ |
-> E   _   |
+-----+ +-----+

```

at the entrance of the capital (no save and no return back)  
BT vs. 2 Burnshutain Knights (Lv31) + 1 Mage (Lv32) + 1 Leader (Lv40)

in the capital  
BT vs. 5 Knights (Lv31) + 1 Mage (Lv32) + 1 Priest (Lv30) +  
1 Leader (Lv40) + coming Knight(s), Mage(s), Priest(s) -> same lv  
EVENT ~Machi no hokusei de shuuketsushiro!~  
[Let's gather to the north-west of the town]  
you can defeat some enemies during your move

the castle gate is closed  
you must go through a hidden passage in the north-east of the gate  
open the door in the middle of the room  
and reach the main hall of the castle (to the west)  
in the kitchen, a soldier will restore all HP (recommended)

```

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|              |
|              |
|              |
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|              | |
|              | | +---+ +-----+
|      E      +_+ |
|              _   |
+---[-]---+ +---+

```

in the main hall (you will be 3 for this battle)  
-> PLAYER, WALLACE or XENOS (if KAREN wasn't saved)  
and another character you will choose  
BT vs. 2 Lancers (Lv35) + 2 Masked boys (Lv38) + Gamuran (Lv48)

in the throne room (upstairs, north of the main hall)  
BT vs. 5 Leaders (Lv39) + Ernest Lyell (Lv67) + Richard (Lv72)  
when Richard is alone, 2 Masked Knights (Lv41) + Venzuel (NPC friend)  
\*\*\*\*\*  
\*\*\* BURNSHUTAIN CAPITAL #END

at the entrance of the castle, you can save anew  
in the town, a man sells you an item for 1200 ELM  
GET "Sound Test" [APPENDIX, OMAKE/3]

[ BURNSHUTAIN CAPITAL, north part]

```

-----
"S" Hikari no Maken (Light Magic Sword)          18000 +88 P,A
"S" Youma Katana (Ghost Katana)                  22800 +101 P,A
"M" Svafnir                                       18000 +52 R,M
"G" Berserk no Gouken (Berserk Glaive)           16500 +86 X,J
"X" Lofarr Blade                                  24600 +125 W

```

"W" Stun Whip	31000	+111	J
"G" Nitrate	15800	+93	A
"F" Gen-ei no Hosomiken (Phantom Foil)	22200	+61	E
"A" Battle Axe	21500	+105	X
Dragon Guard	24300	+151	P,E
Shikkoku no Yoroi (Pitch Black Armor)	31500	+162	W,X
Shinpi no Houe (Mystery Vest)	18000	+115	R,M,A,K
Inbaru Orb	16000		
Shinsei no Rune (Holy Rune)	6500		
Kurayami no Rune (Dark Rune)	6500		

[ BURNSHUTAIN CAPITAL, south part ]

---

Kaifukugusuri (Recovery Potion)	10	Restore HP 30~37
Hidden no Kizugusuri (Secret Ointment)	200	Restore HP 100~115
Panacea	45	Heal Status
Nectar	80	Restore Life
Fire Nil	200	Nullify Fire
Ice Nil	200	Nullify Ice
Earth Nil	200	Nullify Earth
Wind Nil	200	Nullify Wind
Thunder Nil	200	Nullify Thunder
Material Nil	200	Nullify PHY
Holy Nil	200	Nullify Holy
Dark Nil	200	Nullify Dark
Mind Nil	200	Nullify MGC

you must be at Master Class AA Rank  
go to Rosaria's castle

HOLIDAY #11

3 days of vacation

- a) Burnshutain Capital [JURIAN]
- b) Rosaria [RUISE 1st, 3rd -> east] -> CG no.11
- c) Magic School [MISHA 3rd]

about a) event

in the city, JURIAN reaches temporary PLAYER -> 1st, 2nd  
in the inn -> 1st, in front of the inn (CG no.19) -> 2nd  
in the castle, corridor -> 1st

at the terrace

BT vs. 1 Masked Knight (Lv41)

EVENT ~JURIAN wo mamori kamen kishi wo taose!~

[Defeat the masked knight by protecting JURIAN!]

after battle, answer 1st

at the arena

BT vs. JURIAN (Lv48)

after battle, reach right corner -> 1st

>> 36. SANDRA no kenkyuu-tou ni raikyaku [A visitor in SANDRA's lab]

at Burnshutain castle, JURIAN can reach the party (see HOLIDAY EVENT #11)  
go to Sandra's lab

>> 37. RUISE no Growsh ga ubawareta! [RUISE's Growsh robbed!]

[ ROSARIA, west and north part ]

---

"S" Hikari no Maken (Light Magic Sword)	18000 +88 P,A
"G" Berserk no Gouken (Berserk Glaive)	16500 +86 X,J
"X" Lofarr Blade	24600 +125 W
"F" Estoc	28500 +94 E
"A" Battle Axe	21500 +105 X
"W" Stun Whip	31000 +111 J
Dragon Guard	24300 +151 P,E
Shikkoku no Yoroi (Pitch Black Armor)	31500 +162 W,X
Holy Robe	9900 +94 R,M,A,K
Shinpi no Houe (Mystery Vest)	18000 +115 R,M,A,K
Seibo no Kubikazari (Holy Mother's Necklace)	9800
Sallet	3150
Daichi no Rune (Earth Rune)	6500
Kaze no Rune (Wind Rune)	6500

go to the Magic School (at the entrance of the building)  
BT vs. 4 Masked Knights (2x Lv42, 2x Lv44) + 5 students (NPC)  
EVENT #1 ~RUISE wo mamori nagara, seito wo kyuushutsushiro!~  
[While protecting RUISE, rescue the students!]  
EVENT #2 ~Teki wo kousha ni iraseru na!~  
[Don't let enemies come in the school building!]

enter the Magic School (B1) and speak with Bradley

>> 38. Rosaria shuugeki! [Rosaria under attack!]

go to Rosaria  
BT vs. 3 Masked Knights (1x Lv42, 2x Lv43) +  
7 citizens (NPC) + 4 soldiers (NPC) + Sandra (NPC)  
EVENT ~RUISE, Sandra wo mamori tsutsu shimin wo kyuushutsushiro!~  
[Rescue citizens while protecting RUISE and Sandra!]

go to Sandra's house -> RUISE reaches as NPC

>> 39. RUISE wo Rashel e.... [RUISE towards Rashel....]

go out the city by the east (can't use TELEPORT for a moment)  
see the bridge (first encounter with JURIAN), Delice, mountain's hut  
cross through the cave, Boulogne and ARIOST's house

at Rashel's hospital, leave RUISE in a room and go to the west part room  
BT vs. Gevel (Lv71) + KAREN (NPC, if she isn't in your party)  
EVENT ~RUISE wo mamore!~ [Protect RUISE!]  
during the battle, Belger reaches and Gevel will flee

after Queen Stella's visit, CG no.09 & 10 -> RUISE reaches anew  
if KAREN was in your party, she quits

>> 40. Gakuin de pendant wo chousa [Examine the pendant at the academy]

go to the Magic School (7F) and speak with Bradley

>> 41. Burnshutain ga abunai! [Burnshutain in danger!]

go to Burnshutain Capital  
BT vs. 4 Masked Knights (2x Lv45, 2x Lv47) +  
LYELL (NPC) + LEAVES (NPC) + 2 soldiers (NPC)  
EVENT ~Burnshutain-gun no zenmetsu mae ni teki wo taose!~  
[Defeat enemies before Burnshutain troops' annihilation!]



>> 42. Burnshutain hokutou no numachi e [To the marsh of Burnshutain]

you must be 5 in your party  
go to the north-east of the capital to Fleischeberg

>> 43. Gevel wo taose! [Defeat Gevel!]

when you reach the marsh, you can save before entering the lair  
NOTE: there is a save point in each level and you can go out the cave  
by teleport or by holes

at the entrance of Fleischeberg  
BT vs. 1 Guardian (Lv10) -> free to level 1

~Fleischeberg~ dai 1 kaisou (Level 1)

```

          +-----+
          |         |
    +---+---+---+ -+- -+- -+- -+
    | . |   I         |   |
    |  |   +---+ -+---+   +---+
    |          |///|   .   |
+---+---+ +---+---+///+- -+---+ |
| ,   I       .|////////|   S | |
+- -+---+- -+---+///+---+   + |
|   |///| ,|////////|         |
|   +-----+---+   +- -+---+- -+
|                               |
+-----+---+---+---+

```

Tr: 1 Hidensho + 1 Trinitrate + 1 Shadow Blade + 1 Tennyo no Hagoromo  
BT vs. 1 Guardian (Lv10) -> free to level 2

~Fleischeberg~ dai 2 kaisou (Level 2)

```

+-----+
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|         |
|         |
+-----+
|         |
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|         |
+---+---+---+
|         |
+- -+---+- -+
|   | E |   |
|   +- -+ |
| 1       1 |
+---+   +---+
|   |
+- -+

```

BT vs. 1 Bloody Eye (Lv46) + 3 Skelton Knights (Lv38) +

3 Lesser Demons (Lv38) -> received 4 Keys

Tr: 1 Estoc [E]

BT vs. 1 Guardian (Lv10) -> free to level 3 (left), free to level 2 (right)

question for 1 key -> 1st: to keyhole of above

2nd: to keyhole of below

3rd: to 2 keyholes high and low

4th: do nothing

~Fleischeberg~ dai 3 kaisou (Level 3)

```
+-----+
|  G  |
|      |
++-  -++
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+-  -+
|  |
|  |
+-  -+
|  |
|S |
+----+-  -+
|      |
+-  -+----+
|  |
+-  -+----+
|      3 |
+----+-  -+
|      |
+-  -+----+
|  |
+-  -+----+
|      2 |
+----+-  -+
|      |
+-  -+----+
|  |
+-  -+----+
|      1 |
+----+-  -+
|, \, |
+----+
```

BT vs. 2 Jung alpha (Lv39) + 2 Jung beta (Lv39) +

coming 3 Jung alpha (Lv39) + 3 Jung beta (Lv39)

EVENT ~Ugokenai mono wo mamori nagara susume!~

[Progress while protecting the person that doesn't move!]

to succeed: 3 blocked -> 2 moved, 1 blocked -> 4 moved

BT vs. Gevel (Lv73) + 3 Jung alpha (Lv40) +

3 Jung beta (Lv40) + maybe coming Jung

to succeed: defeat Gevel, don't lose your time to defeat Jungs

because Gevel continue to summon them

question for PLAYER -> 1st: don't hesitate,

2nd: --, 3rd: --, 4th: --, 5th: be silent

BT vs. Gevel (Lv73)

after the battle, the previous room got a escape hole

>> 44. Gevel wo taoshita! [Gevel is beaten!]

[ ROSARIA, west and north part ]

```
-----
```

"S" Hikari no Maken (Light Magic Sword)	18000 +88 P,A
"G" Berserk no Gouken (Berserk Glaive)	16500 +86 X,J
"X" Lofarr Blade	24600 +125 W
"A" Battle Axe	21500 +105 X
Dragon Guard	24300 +151 P,E
Shikkoku no Yoroi (Pitch Black Armor)	31500 +162 W,X
Holy Robe	9900 +94 R,M,A,K
Seibo no Kubikazari (Holy Mother's Necklace)	9800
Daichi no Rune (Earth Rune)	6500
Kaze no Rune (Wind Rune)	6500

Rosaria's castle, Rosaria's east gate -> Burnshutain Capital (at the party)  
if JURIAN reached your party,  
answer yes to her question and go to the terrace

>> 45. Ranzack-oujou ga abunai [Ranzack Castle in danger]

Ranzack Capital -> Ranzack castle (ARIOST must be in your party)  
Featherland, talk with Queen Stella and with Gina in the west guarded place  
and to finish with the Queen again

>> 46. Soumasen gishi wo sagase [search for the magic engineer]

go to the Magic School (6F), talk with the old man  
at the right corner of the floor (the old man reaches as NPC)  
TIPI's cursor no.7  
-> a stone monument in the east basement of Burnshutain castle

>> 47. Featherland no jinkou doukutsu e [To the cave of Featherland]

Featherland -> guarded cave of the east (enter thanks to the old man)  
Magic is sealed inside

```
      +---+
      | * |
      |  |
      |  |
      +- -+
      +--- ----+
      |         |
      |         |
      |         |
      +--- ----+
+-----+ +--- ----+
|         | |         |
|         +_+ . |
|         -         |
+--- ----+ +-----+
```

[room #1] -> activate each panel one by one (no enemy)

[room #2] -> BT vs. 3 Gev (Lv45)

EVENT ~Soumasen gishi wo mamori nagara tatakae!~

[Fight while protecting the magic engineer!]

to succeed: wait for the old man active the panel,  
you can make a kind of wall and use Magic against the Gev  
GET "Nioibukuro" [Sachet]

[room #3] -> BT vs. 9 Gev (Lv45)

EVENT ~Soumasen gishi wo mamori nagara tatakae!~  
[Fight while protecting the magic engineer!]  
to succeed: use the sachet to lure the monsters elsewhere  
while the old man activate the panel, and he will quit

[room #4] -> get the item  
GET "Hiseki Seigyosouchi" [Secret Stone Controller]

>> 48. Seigyosouchi no tsukaikata [Help about the controller]

go and see back Gina

~Fleischeberg~

```
      +----+
      |    |
      +-  -+
+ \--+_+----+_+-  -+_+----+
| \.  _      _      _      |
+- \+ +-  -+ +-  -+ +-  -+
+-  -+_+-  -+ +-  -+_+-  -+
|    _      | |    _      |
+----+ +----+ +-  -+ +-  -+
+----+_+----+ +-  -+_+-  /+
|    _      | |    _      /.|
+-  -+ +-  -+ +----+ +/  -+
+-  -+_+-  -+_+----+_+-  -+
|    _      _      _      |
+----+ +-  -+ +----+ +----+
      +-  -+
      |. .|
      +----+
```

MONSTER(S) in the dungeon  
BT vs. Jung alpha (Lv) + Jung beta (Lv) +  
Skelton Knights (Lv) + Lesser Demons (Lv)  
Tr: Kenja no Ishi + Maryoku Zoufuku Ougi no sho

>> 49. Oukoku ni houkoku wo [Report to the kingdom]

go to Rosaria's castle

HOLIDAY EVENT #12  
2 days of vacation  
a) Rashel  
b) Rosaria

>> 50. Hiseki wo tsukatte Venzuel wo taose! [Defeat Venzuel!]

go to Fort Lazin, talk with the gatekeeper -> east of Lazin (battlefield)  
BT vs. Venzuel (Lv57) + 3 Jung alpha (Lv35) + 3 Jung beta (Lv31)  
EVENT ~Weber, Bronson wo mamori, hiseki seigyosouchi wo tsukae!~  
[protect Bronson and Weber, use the secret stone controller!]  
during the battle, use the secret stone controller  
for stopping Venzuel to heal himself -> at the end, Venzuel flees

>> 51. Kakkoku e houkoku [Report to each kingdom]

go to Valmier, left corner of the mine  
BT vs. ELIOTTE's Father (Lv47) + ELIOTTE's Mother (Lv46) +  
2 Lesser Demons (Lv42) + 1 Manticore (Lv36)

go to Burnshutain's castle, see Oscar and ELIOTTE -> countdown 1  
BT vs. Venzuel (Lv57) + 3 Jung alpha (Lv42) + 2 Skelton Knights (Lv41)  
EVENT ~Heishi to shimin wo mamore!~ [Protect soldiers and citizens!]  
during the battle, Venzuel flees

>> 52. Mahou gakuin e houkoku [Report to the Magic School]

go to the Magic School (roof, Bradley at 7F and 1F) -> countdown 2  
BT vs. Venzuel (Lv57) + 4 Jung alpha (Lv34) + 2 Lesser Demons (Lv42) +  
1 Skelton Knight (Lv41) + 4 students (NPC)  
EVENT ~Seito wo sukue!~ [Rescue the students!]  
during the battle, Venzuel flees

>> 53. Venzuel no shin-i wa? [What is the real intention of Venzuel?]

go to Rosaria's castle -> Sandra's house  
BT #1 vs. 6 Lesser Demons (Lv42) + 2 soldiers (NPC) + 3 citizens  
EVENT ~Shimin wo mamori nagara tatakae!~  
[Fight while protecting the citizens!]

BT #2 vs. 4 Lesser Demons (Lv42)  
during the battle, Venzuel comes and summons Lesser Demons and flees

speak to Sandra -> Rashel's hospital  
BT #1 vs. Venzuel (Lv58) + Belger (NPC)  
EVENT #1 ~Belger wo mamotte PLAYER wo fukkatsusasero!~  
[Protect Belger who will restore PLAYER!]  
during the battle, Venzuel summons Giants

BT #2 vs. 3 Giants (Lv45)  
EVENT #2 ~Belger wo mamotte, Venzuel wo taose!~  
[Protecting Belger, defeat Venzuel!]  
Belger reaches PLAYER and restores him

go to Burnshutain castle  
-> talk with ELIOTTE, give "Shiera no Yubiwa" to LYELL  
go to Boulogne near of the tombstone and to the Magic School 7F -> B1  
EVENT ~O button renda ni shuuchuushiro!~  
[Concentrate by pushing the 0 button!] + 2 countdown  
to succeed: push the 0 button repeatedly during the countdown

>> 54. Kakusareta nouryoku [Hidden capacity]

talk with Gina (Featherland)

>> 55. Richard no kyouryoku ga areba.... [If Richard were....]

go to Burnshutain castle -> basement prison (Richard escaped)  
speak with ELIOTTE

>> 56. Richard ga inai!? [Richard is gone!?!]

go to Rosaria  
BT vs. Richard (Lv73) + LYELL (Lv69) + 2 Giants (Lv44) +  
4 citizens (NPC) + 4 soldiers (NPC) + Sandra (NPC)  
EVENT ~Sandra to shimin wo mamori nagara, teki wo taose!~  
[Defeat enemies while protecting Sandra and the citizens!]  
during the battle, LYELL will flee when defeated  
and Richard will flee when defeated too

Speak to Gina (Featherland) -> Granseal (arena)  
question for citizens -> 1st: defense at this place  
2nd: to the arena's entry  
question for soldiers -> 1st: aim at enemy in north side  
2nd: aim at enemy in south-west side  
3rd: aim at enemy in south-east side

BT vs. 4 Jung alpha (Lv37) + 3 Jung beta (Lv35)

EVENT ~Shimin ni gisei wo dasazu ni teki wo taose!~

[Defeat enemies without doing victims amongst the citizens!]

to succeed: defeat enemies while the citizens go to the arena's entry

if citizen dead -> game over

>> 57. Shimin no jikaku [Self-conscious of citizens]

[ ROSARIA, west and north part ]

-----  
"S" Gram 49500 +113 P,A  
"M" Vito no Tsue (Vito's Cane) 28500 +66 R,M  
"G" Ginnaru no Ken (Ginnar Sword) 39000 +124 X,J  
"A" Halberd 26700 +136 X  
Duel Guard 37000 +170 P,E  
Brave Guard 52000 +191 P,E  
Shinpi no Houe (Mystery Vest) 18000 +115 R,M,A,K  
Tennyo no Hagoromo (Angel's F. Robe) 20000 +119 R,M,K  
Fuuma no Saigoromo (Sealed Magic's C. Robe) 39000 +144 R,M,K  
Neutralize 24000  
Interceptor 46800

[ Featherland, Queen Stella's place near a wooden counter ]

-----  
"S" Levatein 55500 +125 P,A  
"M" Svanni Rod 37000 +90 R,M  
"G" Riveig 53800 +94 X,J  
"L" Zuftav 46700 +140 P  
"X" Ray Slasher 41000 +134 W  
"G" Trinitrate 43500 +135 A  
"F" Mind Blast 32800 +119 E  
"A" Ankoku no Senfu (Dark Battle Axe) 34000 +162 X  
"H" Mjollnir 49800 +146 M  
Spriggan Guard 63800 +216 P,E  
Aura Plate 44500 +181 W,X,J  
Enhance Leather 57000 +204 W  
Master Garb 47000 +164 A  
Seijo no Dress (Saint's Dress) 48500 +154 R,M,K  
Neutralize 24000  
Interceptor 46800

go to Burnshutain castle

go to Rosaria's castle to see the king

talk with a character and go to the roof of Sandra's lab

>> 58. Gakuin hakai !? ~ Venzuel no yokoku

[School destruction !? ~ Venzuel's warning]

go to the Magic School -> Featherland is destroyed by the flying tower

>> 59. Jikuu seigyotou e [To the Dimensional control tower]

go to the west of Fort Lazin where there is a dead end

Jikuu seigyotou ~kibu/gaikan~ [Dimensional control tower ~base/exterior~]

speak with RUISE -> CG no.12 or speak with JURIAN -> CG no.20

speak with LEAVES -> 1st: make your team, 2nd: enter the tower

Dimensional control tower ~base/interior~

```

                +- -+
                |  |
                +- -+
                +- -+
                +----+ E4|
            +----+  +----+
        +----+ E3+----+
    +----+ E2+----+
    |  +----+
+-----+ -+-----+
|          E1 . |
+--+  +-----+
      +- -+

```

MONSTER(S) in the base

E1 -> 1 Skelton Knight (Lv) + 1 Lesser Demon (Lv)

E2 -> 3 Skelton Knights (Lv42) + 1 Lesser Demon (Lv43)

E3 -> 2 Lesser Demons (Lv43)

E4 -> 2 Skelton Knights (Lv42) + 2 Lesser Demons (Lv43)

TREASURE(S) in the base

Tr: 12500 ELM

~Jikuu seigyotou / A block~ [Dimensional control tower / A block]

```

+----+ +----+ +----+
| E | | E | |   |
+- -+ +- -+ +-=-+
+- -----=-+
| 2     1     3 |
|           |
+-----\  /-----+
          |  |
+----+_|  |_+----+
|     _   _   |
|   + +----+ + |
|   |           | |
|   |           | |
|   +_+----+_+ |
|   _   _   |
+----+ +   + +----+
      |   |
      |   |
      |   |
      +- -+

```

II -> B-1 block

I -> B-2 block

III -> n/a [1st time], D block (2nd part) [LATER]

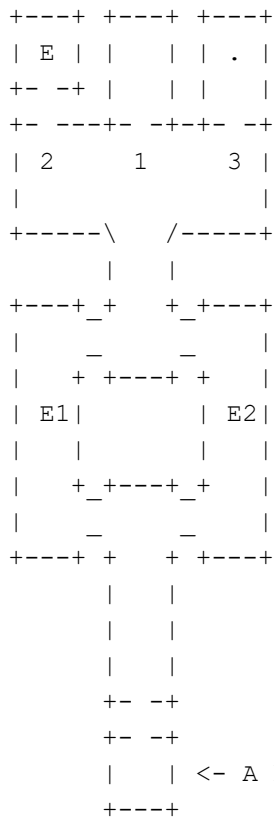
MONSTER(S) in A Block

[elevator 1] -> 2 Arch Demons (Lv53) + 1 Mythrill Golem (Lv51) +

1 Giant (Lv50) + 1 Wraith (Lv50)

[elevator 2] -> ?

~Jikuu seigyotou / B-1 block~ [Dimensional control tower / B-1 block]



II -> C-1 block

I -> n/a

III -> Tr: Vizar Boots

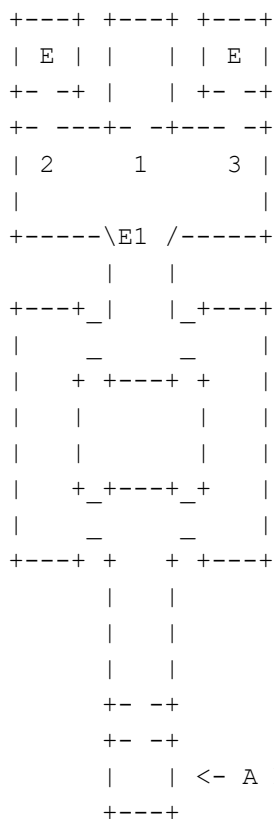
MONSTER(S) in B-1 block

E1 -> ?

E2 -> ?

[elevator 2] -> ?

~Jikuu seigyotou / B-2 block~ [Dimensional control tower / B-2 block]



II -> C-2 block

I -> n/a

III -> C-3 block



MONSTER(S) in B-2 block

E1 -> 1 Arch Demon (Lv53) + 1 Mythril Golem (Lv51) +  
1 Giant (Lv50) + 1 Wraith (Lv50)

[elevator 2] -> ?

[elevator 3] -> 1 Arch Demon (Lv53) + 1 Mythril Golem (Lv51) +  
2 Giants (Lv50) + 1 Wraith (Lv50)

~Jikuu seigyotou / C-1 block~ [Dimensional control tower / C-1 block]

```
+----+ +----+ +----+
|   | | . | |   |
|   | | E | |   |
+- -+-+ -+-+ -+-+
| 2   1   3 |
|           |
+-----\ E1/-----+
          |   |
+----+_|   |_+----+
|   _   _   |
|   + +----+ +   |
|   |           |   |
|   |           |   |
|   +_+----+_+   |
|   _   _   |
+----+ +   + +----+
          |   |
          |   |
          |   |
          +-E-+
          +- -+
          |   | <- B-1 block
          +----+
```

II -> n/a

I -> Tr: Hakugin no Tiara

III -> n/a

MONSTER(S) in C-1 block

E1 -> ?

[room #1] -> ?

~Jikuu seigyotou / C-2 block~ [Dimensional control tower / C-2 block]

```
+----+ +----+ +----+
| . | |   | | . |
| E | |   | | E |
+- -+-+ -+-+ -+-+
| 2   1   3 |
|           |
+-----\   /-----+
          |   |
+----+_|   |_+----+
|   _   _   |
|   + +----+ +   |
|   |           |   |
|   |           |   |
|   +_+----+_+   |
|   _   _   |
+----+ +   + +----+
          |   |
          |   |
          |   |
```

```
+ - - +
+ - - +
|   | <- B-2 block
+----+
II -> Tr: Hell Bindy
I -> n/a
III -> Tr: Land Grease
```

MONSTER(S) in C-2 block

[room #2] -> ?

[room #3] -> ?

~Jikuu seigyotou / C-3 block~ [Dimensional control tower / C-3 block]

```
+----+ +----+ +----+
| . | | | | E |
|   | | | | +- -+
+- -+-+ -+---- -+
| 2     1     3 |
|         |
D +-----\ /-----+
 \         | |
 \ \_+----+_ | |_+----+
 \_+----+_ | |_+----+
 | E1|         | E2|
|   |         |   |
|   +_+----+_+ |
|   -         -   |
+----+ +   + +----+
|   |
|   |
|   |
+- -+
+- -+
|   | <- B-2 block
+----+
```

```
II -> Tr: 31000 ELM
I -> n/a
III -> D block (1st part)
```

MONSTER(S) in C-3 block

E1 -> ? 1 Arch Demon (Lv53) + 2 Mythril Golems (Lv51) +  
2 Giants (Lv50) + 1 Wraith (Lv50)

E2 -> ?

[elevator 3] -> 1 Arch Demon (Lv53) + 1 Mythril Golem (Lv51) +  
1 Giant (Lv50) + 2 Wraith (Lv50)

>> 60. Jikuu seigyosouchi e mukae! [Go towards the dimensional controller!]

~D block (1st part)~

```
+----+
| E |
+- -+
+-----+ +-----+ -+
|         -         |
|     BT   + +-----+
|         |
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```

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|   |           +-E-+
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|   C-3
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```

BT vs. 2 Mythril Golems (Lv51) + LYELL (Lv72) + 2 Giants (Lv50) +  
 2 Arch Demons (Lv53) + Richard (Lv75)

EVENT ~LYELL to Richard wo settokushiro!~ [Persuad LYELL and Richard!]  
 in the battle, when LYELL is defeated (he will become a NPC friend)  
 to succeed: LYELL must fight Richard before being defeated,  
 otherwise game over

MONSTER(S) in the D block (1st part)

[elevator] -> 1 Arch Demon (Lv53) + 2 Mythril Golems (Lv51) +  
 1 Giant (Lv50) + 1 Wraith (Lv50)

~D block (2nd part)~

```

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```

reach the databank room and go to the left room  
 activate the device in the 4th room from the left,  
 go and consult the databank  
 after the battle, go to the broken entry and save

MONSTER(S) in D block (2nd part)

E1 -> 2 Gev (Lv53) + 2 Mythril Golems (Lv54) + 2 Arch Demons (Lv55)

>> 61. Saigo no kagi wa XENOS datta! [XENOS was the last key!]

activate the device to unlock the door and take the exit by the north  
 make your team (NPC mode for a character means if you go out the tower this  
 character will stay there)

>> 62. Power Stone wo tsukutte sekai wo sukue  
 [Save the world by creating the Power Stone]

[ ROSARIA, west and north part ]

---

"S" Laevateinn 55500 +125 P,A  
 "M" Svanni Rod 37000 +90 R,M

"G" Riveig	53800 +94 X,J
"L" Zuftav	46700 +140 P
"X" Ray Slasher	41000 +134 W
"G" Trinitrate	43500 +135 A
"F" Mind Blast	32800 +119 E
"A" Ankoku no Senfu (Dark Battle Axe)	34000 +162 X
"H" Mjollnir	49800 +146 M
Spriggan Guard	63800 +216 P,E
Aura Plate	44500 +181 W,X,J
Enhance Leather	57000 +204 W
Master Garb	47000 +164 A
Seijo no Dress (Saint's Dress)	48500 +154 R,M,K
Elder Symbol	49000
Pegasus no Tsubasa (Pegasus Wings)	44500

~to the end~

```

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```

\*\*\* TO THE LAST BATTLE

BT vs. Venzuel (Lv70)

EVENT ~Power Stone wo tsukutte kara Venzuel wo taose!~

[Defeat Venzuel during the Power Stone is creating!]

during the battle, you must activate the upper device  
and reach XENOS to use the left device, wait for the charge  
if you see 50% you are on the good way (if it's 60%, game over)  
during the charge, try to set characters towards the upper device  
for avoiding Venzuel to get the Power Stone  
once the charge is over (creating the Power Stone) you can defeat him

\*\*\* CORRIDOR BATTLE (countdown 15 begins after the battle with Venzuel)

this corridor leads to the last boss  
beams are crossing it (loss of HP if touched)

BT vs. 2 Mythril Golems (Lv54)

BT vs. 2 Giants (Lv53)

BT vs. 2 Arch Demons (Lv55)

\*\*\* LAST BOSS (countdown 10 needed)

BT vs. Venzuel (Lv75) + 4 Eyes (Lv70) + 6 Claws (Lv60)

to succeed: defeat claws and eyes first, for reducing Venzuel's power





question from Dungeonman -> 1st: buy "Steal", 2nd: exit, 3rd: nothing

Dungeonman sells you "Steal" ability  
the "Steal" ability that he'll sell you depends of your current "Steal" ability  
it's the same effect as scrolls have

[ FEATHERIAN DUNGEON, Dungeonman ]

```
-----
Nusumu 1 (Steal 1)                5000 Master "Steal 1"
Nusumu 2 (Steal 2)                20000 Master "Steal 2"
Nusumu 3 (Steal 3)                40000 Master "Steal 3"
```

[ FEATHERIAN DUNGEON, salesperson at the left ]

```
-----
Kenja no Ishi (Sage's Stone)      4500 Restore all HP
Ambrosia                          3000 Restore MP 8~15
Chikara no Ringo (Power's Apple)  ["red"] 2000 AT+1~4
Nintai no Ringo (Endurance's Apple) ["blue"] 2000 DF+1~4
Seimei no Ringo (Life's Apple)    ["green"] 2000 HP+1~4, STR+1~4
Chie no Ringo (Wisdom's Apple)    ["yellow"] 2000 MP+1~4, INT+1~4
Tenshi no Namida (Angel's Tear)   2000 MV+1~4
Dandy Book                        2000 Charisma Up
Shukufuku no Kane (Blessing Bell) 21700 Lv -10
```

[ FEATHERIAN DUNGEON, salesperson at the right ]

```
-----
Hidensho                          3000 Skill Pt +1
Daichi no Madousho                ["green"] 4000 Learn "Earthquake"
Shoukan no Madousho              ["red"] 4000 Learn "Meteor"
Kiseki no Madousho               ["yellow"] 4000 Learn "GrowHealing"
Mahi Kaihi Ougi no Sho           [/ "blue"] 4000 Learn "Paralyse No
Effect"
Sekka Ougi no Sho                [/ "green"] 4000 Learn "Stone No Effect"
Sokushi Kaihi Ougi no Sho        [/ "yellow"] 4000 Learn "Death No Effect"
Hangekizan Ougi no Sho           [v "red"] 4000 Master 1 "Counter"
Renzokuzan Ougi no Sho          [v "orange"] 4000 Master 1 "Successive
Atk"
Zensatsuzan Ougi no Sho         [v "yellow"] 4000 Master 1 "All
Surrounding Atk"
HP Zoufuku Ougi no Sho           [vv "Green"] 4000 Master 1 "HP Up"
MP Zoufuku Ougi no Sho           [vv "Orange"] 4000 Master 1 "MP Up"
Maryoku Zoufuku Ougi no Sho      [vv "Yellow"] 4000 Master 1 "Mgc Pwr Up"
```

TREASURE(S) of this room

you can get 2 items from A and 2 other ones from B (but it's random too)

[ A ]

```
"S" Reginleif                    +156
"M" Aruviisu no Tsue (Alvis Cane) +104
"F" Ivaldi                       +152
"W" Bifrost                      +158
"A" Valtam Axe                   +178
"X" Mjollwirm                   +181
"G" Eitomu no Hikari (Atom of Light) +167
"B" Dainalf                      +190
  Valkyrie no Yoroi (Valkyrie's Armor) +241
  Chaos Armor                    +244
  Final Guard                    +249
  Royal Guard                    +238
  Fenrir Leather                 +237
```





DELICE				
"S" Gladius	80	60	+5	ROSARIA [E],
DELICE				
"N" Knuckle Guard	55	41	+6	DELICE
"M" Wand	380	285	+8	DELICE,
ROSARIA [W], BOULOGNE				
"N" Iron Knuckle	420	315	+9	ROSARIA [W],
BOULOGNE				
"L" Ishi Yari (Stone Lance)	330	247	+10	DELICE,
ROSARIA [S], BOULOGNE				
"G" Chloroform	380	285	+11	GRANSEAL [N]
"M" Mage Staff	850	637	+12	GRANSEAL
[S], COMUSPRINGS, free battle #1				
"C" Seirei Card (Spirit Card)	400	300	+12	MAGIC SCHOOL
"F" Rapier	680	510	+13	GRANSEAL [S]
"S" Broad Sword	650	487	+13	ROSARIA [S],
BOULOGNE, GRANSEAL [S]				
"N" Blaster Hand	1100	825	+15	MAGIC
SCHOOL, GRANSEAL [N]				
"L" Fork	1000	750	+18	BOULOGNE,
ROSARIA [W], GRANSEAL [S]				
"M" Wizard Rod	1600	1200	+18	ROSARIA [W],
GRANSEAL [S], COMUSPRINGS				
"H" Kanadzuchi (Iron Hammer)	980	735	+19	GRANSEAL
[S], COMUSPRINGS				
"X" Boomerang Sword	1000	750	+23	ROSARIA [W],
GRANSEAL [N]				
"G" Sulphurate	1750	1312	+25	COMUSPRINGS,
RASHEL				
"S" Firangi	1800	1350	+25	COMUSPRINGS,
RASHEL				
"M" Riryoku no Tsue (Force Cane)	2550	1912	~	ROSARIA [W],
FORT LAZIN, GALASHEELS				
"N" Honoo no Kobushi (Flame Fist)	2100	1575	+28	RASHEL,
ROSARIA [W]				
"C" Golem Card	2000	1500	+29	RASHEL
"N" Shura no Kobushi (Fighting Fist)	-	37	+29	free battle
#13				
"L" Partisan	2300	1725	+31	RASHEL
"M" Zemeckis no Tsue (Zemeckis Cane)	-	450	+31	Crain
Village (exchange Katami no Knife)				
"H" Mace	2000	1500	+33	RASHEL,
VALMIER				
"C" Fairy Card	-	-	+33	free battle
#13				
"M" Healing Rod	4100	3075	+34	RANZACK
CAPITAL [N], ROSARIA [W]				
"B" Bowgun	1500	1125	+36	ROSARIA [W],
GRANSEAL [N], free battle #2				
"S" Shell Opener	3900	2925	+38	ROSARIA [W],
VALMIER				
"M" Fuujin no Tsue (Fujin Cane)	7250	5437	+40	SCHUTZBERG
"N" Plasma Hand	5800	4350	+41	GALASHEELS,
RANZACK CAPITAL [N], ROSARIA [W]				
"G" Hydrogen	3600	2700	+43	GALASHEELS,
ROSARIA [W], free battle #3				
"S" Ice Blade	5900	4425	+47	FORT LAZIN,
RANZACK CAPITAL [N]				
"X" Double Edge	4000	3000	+47	FORT LAZIN,
GALASHEELS				

"M" Svafnir CAPITAL	18000	13500	+52	BURNSHUTAIN
"B" Crossbow VALMIER, GALASHEELS, free battle #3	3750	2812	+53	ROSARIA [W],
"S" Raimeiken (Thunder Blade)	9300	6975	+56	ROSARIA [W]
"G" Great Sword for XENOS	-	4575	+56	equipment
"F" Verdun CAPITAL [S]	7200	5400	+58	RANZACK
"H" Big Hammer CAPITAL [N], ROSARIA [W]	6600	4950	+59	RANZACK
"F" Gen-ei no Hosomiken (Phantom Foil) CAPITAL	22200	16650	+61	BURNSHUTAIN
"N" Hama no Kobushi (Exorcism Fist) CAPITAL [S], SCHUTZBERG, free battle #5	9700	7275	+62	RANZACK
"X" Bloody Cross RANZACK CAPITAL [S], free battle #4	6500	4875	+64	ROSARIA [W],
"M" Vito no Tsue (Vito's Cane)	28500	21375	+66	ROSARIA [W]
"S" Mage Slaughter CAPITAL [S]	11000	8250	+66	RANZACK
"F" Flamberge for ELIOTTE, free battle #6	-	10312	+67	equipment
"N" Kaiser Knuckle	13800	10350	+70	Forest Hut
"C" Shinigami no Card (Death Card) CAPITAL [S]	10000	7500	+70	RANZACK
"S" Hrunting Forest Hut	12000	9000	+73	SCHUTZBERG,
"G" Chloridate CAPITAL [S], SCHUTZBERG	9400	7050	+74	RANZACK
"G" Claymore	11300	8475	+74	Forest Hut
"L" Kouun no Yari (Fortune Lance)	13500	10125	+80	Forest Hut
"G" Berserk no Gouken (Berserk Glaive) CAPITAL, ROSARIA [W]	16500	12375	+86	BURNSHUTAIN
"S" Hikari no Maken (Light Magic Sword) CAPITAL, ROSARIA [W]	18000	13500	+88	BURNSHUTAIN
"M" Svanni Rod ROSARIA [W]	37000	27750	+90	Featherland,
"G" Nitrate CAPITAL	15800	11850	+93	BURNSHUTAIN
"C" Daitenshi no Card (Archangel Card) fairy card	-	-	+94	50 kill with
"G" Riveig ROSARIA [W]	53800	40350	+94	Featherland,
"F" Estoc	28500	21375	+94	ROSARIA [W]
"W" Chain Whip for JURIAN, free battle #7	-	16125	+96	equipment
"S" Youma Katana (Ghost Katana) CAPITAL, free battle #8	22800	17100	+101	BURNSHUTAIN
"G" Shadow Blade Fleischeberg, free battle #9	-	22500	+101	
"M" Aruviisu no Tsue (Alvis Cane) Dungeon A	-	7	+104	Featherian
"B" Cranequin	12000	9000	+104	SCHUTZBERG
"A" Battle Axe CAPITAL, ROSARIA [W], free battle #7	21500	16125	+105	BURNSHUTAIN
"W" Stun Whip CAPITAL, ROSARIA [W]	31000	23250	+111	BURNSHUTAIN
"S" Gram free battle #12	49500	37125	+113	ROSARIA [W],
"N" Metal Vajra	-	37	+117	255 kill



GALASHEELS					
Leather Suits	1210	907	+46	ROSARIA [W],	
GRANSEAL [N], COMUSPRINGS, RASHEL					
Battle Jacket	1450	1087	+56	ROSARIA [W],	
free battle #2					
Elven Robe	2750	2062	+62	FORT LAZIN,	
GALASHEELS					
Bafu Kooto (Buff Coat)	1900	1425	+63	VALMIER,	
FORT LAZIN					
Combat Leather	2950	2212	+78	GALASHEELS	
Daichi no Robe (Earth's Robe)	5100	3825	+78	RANZACK	
CAPITAL [S]					
Cyber Wear	4200	3150	+92	RANZACK	
CAPITAL [N], ROSARIA [W]					
Holy Robe	9900	7425	+94	SCHUTZBERG,	
ROSARIA [W]					
Chain Mail	4800	3600	+95	RANZACK	
CAPITAL [N], ROSARIA [W]					
Metal Jacket	6800	5100	+105	RANZACK	
CAPITAL [S], SCHUTZBERG					
Shinpi no Houe (Mystery Vest)	18000	13500	+115	BURNSHUTAIN	
CAPITAL, ROSARIA [W]					
Mirage Guard	9900	7425	+119	SCHUTZBERG	
Tennyo no Hagoromo (Angel's F. Robe)	20000	15000	+119	ROSARIA [W]	
Breast Plate	13700	10275	+129	SCHUTZBERG,	
free battle #6					
Spell Guard	16800	12600	+133	Forest Hut	
Fuuma no Saigoromo (Sealed Magic's C. Robe)	39000	29250	+144	ROSARIA [W]	
Dragon Guard	24300	18225	+151	BURNSHUTAIN	
CAPITAL, ROSARIA [W]					
Seijo no Dress (Saint's Dress)	48500	36375	+154	Featherland,	
ROSARIA [W]					
Shikkoku no Yoroi (Pitch Black Armor)	31500	23625	+162	BURNSHUTAIN	
CAPITAL, ROSARIA [W], free battle #9					
Master Garb	47000	35250	+164	Featherland,	
ROSARIA [W]					
Duel Guard	37000	27750	+170	ROSARIA [W],	
free battle #10					
Mirror Dress	-	45000	+172	Featherian	
Dungeon B					
Aura Plate	44500	33375	+181	Featherland,	
ROSARIA [W], free battle #11					
Iyashi no Dress (Healing Dress)	-	-	+188	Featherian	
Dungeon A					
Growsh Dress	-	-	+190	Featherian	
Dungeon A					
Brave Guard	52000	39000	+191	ROSARIA [W]	
Seirei-Ou no Hagoromo (Spirit King's F. Robe)	-	-	+193	Featherian	
Dungeon A					
Knights no Yoroi (Knights' Armor)	-	41625	+199	equipment	
for JURIAN					
Enhance Leather	57000	42750	+204	Featherland,	
ROSARIA [W]					
Spriggan Guard	63800	47850	+216	Featherland,	
ROSARIA [W]					
Kenja no Garb (Sage's Garb)	-	-	+218	Featherian	
Dungeon A					
Fenrir Leather	-	-	+237	Featherian	
Dungeon A					
Royal Guard	-	-	+238	Featherian	















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